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Bachelor of Computer Application (BCA) Examination VI Semester

Computer Oriented Numerical Methods

Time: 3 Hours] [Max. Marks: 50

Note: Solve any two parts from each question. All questions carry equal marks.

- 1. (a) Find the smaller root of the equation $x^2 40.0x + 1 = 0$ using four digit arithmetic.
 - (b) Prove that Bisection method always converges.
 - (c) Write an algorithm to find the roots of an equation using Graffes root squaring method.
- 2. (a) Show that the following system of equations is ill-conditioned:

$$x - 2y = -2$$

 $.45x - .92y = -1$

(b) Solve the following system of equations using LU decomposition method.

$$x_1 + x_2 - x_3 = 2$$

 $2x_1 + 2x_2 + 5x_3 = -3$
 $3x_1 + 2x_2 - 3x_3 = 6$.

- (c) Write an algorithm to implement curve fitting to fit a straight line.
- 3. (a) Prove that:

(i)
$$E^{1/2} = \mu + \frac{1}{2}\delta$$
 (ii) $\delta = \Delta (1 + \Delta)^{-1/2} = \nabla (1 - \nabla)^{-1/2}$.

- (b) Write a C program to implement Newton's forward method of interpolation.
- The population of a town is as follows: (c) 1971 1921 1931 1941 1951 1961 Year 51 24 29 36 46 20 Population (in Lakhs) Estimate the increase in population during the period 1955 to 1961.
- (a) Write an algorithm to implement Newton's divided difference interpolation formula.
 - (b) The river is 80 m wide. The depth 'y' of the river at a distance 'x' from one bank is given by the following table:

70 30 40 50 60 80 0 10 20 х 15 7 9 12 14 8 3 0 4 y

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Find the approximate area of cross-section of the river using Simpson's 1/3 rule.

(c) By means of Lagrange's formula, prove that:

(i)
$$y_0 = \frac{1}{2}(y_1 + y_{-1}) - \frac{1}{8} \left[\frac{1}{2}(y_3 - y_1) - \frac{1}{2}(y_{-1} - y_{-3}) \right]$$

(ii)
$$y_1 = y_3 - 0.3 (y_5 - y_{-3}) + 0.2 (y_{-3} - y_{-5})$$

- 5. (a) Given $\frac{dy}{dx} = \frac{y x}{y + x}$ with y = 1 for x = 0. Find the value of y approximately for x = 0.1 by Euler's method.
 - (b) Discuss Taylor's series method in detail along with its disadvantages. n (c) Given $\frac{dy}{dx} = x y^2$, y(0) = 0, calculate y(0.2) by Picard's method to third approximation and round off the value at 4th place of decimals.

