

**KABARAK**



**UNIVERSITY**

**EXAMINATIONS**

**2008/2009 ACADEMIC YEAR**

**FOR THE DEGREE OF BACHELOR OF SCIENCE IN  
COMPUTER SCIENCE**

**COURSE CODE: COMP 327**

**COURSE TITLE: APPLIED NUMERICAL ANALYSIS**

**STREAM: Y3S2**

**DAY: WEDNESDAY**

**TIME: 9.00 – 11.00 A.M.**

**DATE: 26/03/2009**

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**INSTRUCTIONS:**

Answer question ONE and ANY TWO questions

**PLEASE TURN OVER**

## SECTION A (answer ALL 30 marks)

### Question 1.

- i) What is an algorithm? State the five characteristics of a good algorithm. (6 marks)
- ii) Write an algorithm and C++ program to implement the solution of a quadratic formula. (8 marks)
- iii) Discuss the errors encountered in performing numerical calculations. (5 marks)
- iv) Using Interhalving method find a real root of the equation  $x^2-25=0$ . (5 marks)
- v) Write a comprehensive Algorithm to demonstrate how the above method can be solved in programming. (6 marks)

## SECTION B (attempt any TWO 20 marks)

### Question 2

- i) Using the Regula falsi method find a positive root of  $f(x) = x^2 - 25 = 0$ . (8 marks)
- ii) Assume a set of instructions are to be given to a student to solve the following pair of equations for x and y given the values of **a, b, c, p, q** and **r**.

$$\begin{aligned} ax + by &= c \\ px + qy &= r \end{aligned}$$

Write a relevant algorithm and its object oriented c++ program to evaluate the above set of equations. (12 marks)

### Question 3

Solve by Gauss-elimination method, the following system of equations.

- i) 
$$\begin{aligned} 2x + y + 4z &= 12 \\ 8x - 3y + 2z &= 20 \\ 4x - 11y - z &= 33 \end{aligned}$$
 (8 marks)

- ii) C++ object oriented program to solve a 3 X 3 matrix. (12 marks)

### Question 4

- i) Solve  $x^2 - 5x + 6 = 0$  using the Newton - Raphson method start with  $x_0 = 4$  carry out five iterations. (8 marks)
- ii) Discuss and Compare the iterative methods i.e. Newton-Raphson method, bisection method, falsi position method, secant method. (12 marks)

### Question 5

- i) Write a program to implement the trapezoidal rule. (7 marks)
- ii) Using Simpson's 1/3<sup>rd</sup> rule solve  $\int_0^1 x^2 dx$  (5 marks)
- iii) Write a program for the Simpson's rule in (ii) above (8 marks)