Master of Computer Application (MCA - I) (CBCS Pattern) First Semester

PSMCAT104.2 - Paper-IV Elective-II Numerical Methods

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Time : Three Hours

| Max. Marks : 80

Notes: 1. All questions are compulsory and carry equal marks.

- 2. Draw neat & labeled diagram and use supporting data whenever necessary.
- 3. Avoid vague answers and write specific points / answer related to questions.

1. Either

a) Explain in detail the Algorithm of Bisection method with example.

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b) Use false position method to find the roots of the equations.

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$$x^3 - x - 4 = 0$$

OR

c) Write a note on:

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- i) Algebraic equation.
- ii) Polynomial equation
- d) Find the real root of equation by Newton Raphson method.

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$$x^3 - 2x - 5 = 0$$

2. Either

a) Find the inverse of matrix by the Gauss Jordan method.

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$$A = \begin{bmatrix} 1 & 1 & 3 \\ 1 & 3 & -3 \\ -2 & -4 & -4 \end{bmatrix}$$

b) Write a note on:

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- i) Gauss elimination method.
- ii) Gauss elimination with pivoting.

OR

c) Solve the following equation by using partial pivoting techniques.

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$$2x_1 + 2x_2 + x_3 = 6$$

$$4x_1 + 2x_2 + 3x_3 = 4$$

$$x_1 - x_2 + x_3 = 0$$

d) Explain the process of Round off errors and refinement.

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3. **Either**

Estimate the missing figure in the following table using Newtons method. a)

X	1	2	3	4	5
Y = F(x)	2	5	7	-	32

What is interpolation? Explain linear interpolation. b)

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OR

Describe multiple linear regression with example. c)

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d) Given the data point estimate the function value of x = 3.5 using cubic spline. 8

i	0	1	2	3
Xi	1	3	4	7
f_i	1.5	4.5	9	25.5

Either 4.

b)

c)

Compute the integral a)

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$$I = \int_{-2}^{2} e^{-x/2} dx$$

Using 2 point Gauss legendary formula.

Explain and Derive Trapezoidal Rule.

OR

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Use Simpson's 3/8th rule to integrate the function d)

$$f(x) = 0.2 + 20x + 25x^2 + 60x^3$$

over the limit a = 0.0 to b = 1.0.

5. Solve all the questions.

> Explain iterative method and starting and stopping Iterative method. a)

What is Multistep method? Explain Milne Simpson's method.

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b) Describe Cholesky method with example.

Explain interpolation with equidistant points. c)

d) Define Simpson 1/3 Rule with example.
