(4)

Or

- (b) Explain Newton-Raphson method and find the root of an equation xlog<sub>10</sub>x = 1·2 correct to five decimal.
- 6. (a) Obtain Lagranges interpolation formula and find the form of the function y(x) from the following table:

Or

(b) Use the Runge-Kutta method to solve

$$10\frac{dy}{dx} = x^2 + y^2, \quad y(0) = 1$$

for the interval  $0 < x \le 0.4$  with h = 0.1.

2019

(January)

Time: 3 hours

Full Marks: 80

Answer from both the Section as per direction

The figures in the right-hand margin indicate marks

Candidates are required to answer in their own words as far as practicable

## (COMPUTER PROGRAMMING AND NUMERICAL ANALYSIS)

## SECTION - A

- 1. Answer any four of the following:
- 4×4
- (a) Explain the input and output Commands in FORTRAN 77.
- (b) Explain character management in FORTRAN 77.
- (c) Write the FORTRAN program for addition.

- (d) Explain briefly the least square fitting method.
- (e) What are finite differences? Explain different finite difference operators.
- (f) Briefly explain Runge-Kutta method.

Or

- 2. Answer all questions from the following:  $2 \times 8$ 
  - (a) Define character management in Fortran 77.
  - (b) What is program and subprogram?
  - (c) What are prime numbers? Explain.
  - (d) Define interpolation and extrapolation.
  - (e) What is pivoting?

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- (f) Define forword interpolation.
- (g) Brief trapezoidal rule in numerical integration.
- (h) What is the difference between Newton's and Lagrange's method?

SECTION - B

Answer all questions:

16×4

 (a) With suitable examples explain the expressions and conditional constructs used in Fortran 77.

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- (b) Explain Data managements and array manipulation used in Fortran 77 with suitable examples.
- (a) Develop a Fortran program to solve the numerical integrations by trapezoidal method.

Or

- (b) Write a Fortran program with flowchart to find the solution of differential equations using Runge-Kutta method.
- 5. (a) Explain Matrix inversion method and find the solution of following system of equations:

$$3x + y + 2z = 3$$
;  $2x - 3y - z = -3$ ;  $x + 2y + z = 4$