



Shree H.N.Shukla College of Science Rajkot

MATHEMATICS

T.Y.B.Sc. (Sem. VI) (CBCS)

UNIT TEST

PAPER- 603

Numerical Analysis - II

Time: 1 hour]

[Total Marks: 30

Instruction: (i) All questions are compulsory.

(ii) Figures to the right indicate full marks of the question.

1. (A) Answer the following: [05]

- (1) Which formula mean of Gauss's forward & Gauss's backward interpolation formula?
- (2) What is the special case of Bessel's formula?
- (3) State Gauss's backward interpolation formula.
- (4) What is the fifth divided difference of the polynomial of degree four?
- (5) If $f(x)=x^3$ then find (1, 3, 5, 7)

(B) Attempt any one: [02]

- (1) If $f(x)=x^3$ show that $f(a^3, b^3, c^3)=a+b+c$
- (2) Derive Inverse Interpolation.

(C) Attempt any one: [03]

- (1) Given $y_1=22, y_2=30, y_4=82, y_7=106$ and $y_8=206$. Find y_6 using Lagrange's interpolation formula.
- (2) Find a polynomial satisfied by the following table.

X	-4	-1	0	2	5
F(x)	1245	33	5	9	1335

(D) Attempt any one: [05]

- (1) Derive Gauss's forward interpolation formula.
- (2) Use Sterling formula to find $f(1.63)$ given

X	1.50	1.60	1.70	1.80	1.90
F(x)	17.609	20.412	23.045	25.527	27.875

2. (A) Answer the following:

[05]

- (1) Which formula known as Newton-cote's formula?
- (2) What is Numerical Integration?
- (3) For what value of n in general quadrature formula, given Simpson's $\frac{3}{8}$ rule?
- (4) Write Trapezoidal rule.
- (5) Write Simpson's $\frac{1}{3}$ rule.

(B) Attempt any one:

[02]

- (1) Derive Trapezoidal rule.
- (2) Derive $D = \frac{1}{h} \left[\Delta - \frac{1}{2} \Delta^2 + \frac{1}{3} \Delta^3 - \frac{1}{4} \Delta^4 + \dots \dots \dots \right]$

(C) Attempt any one:

[03]

- (1) Derive Picard's method.
- (2) Solve $y' = y + x^2$, $y(0) = 1$ for $y(0.02)$, $y(0.04)$

(D) Attempt any one:

[05]

- (1) Find the first, second and third derivatives of $f(x)$ at $x=1.5$ is

X	1.5	2.0	2.5	3.0	3.5	4.0
F(x)	3.375	7.000	13.625	24.000	38.875	59.000

- (2) Solve $y' = 1 - y$, $y(0) = 0$ in the range $0 \leq x \leq 0.3$ using (i) Euler's method (ii) Improved Euler's method (iii) Modified Euler's method by choosing $h = 0.1$

******BEST OF LUCK******