

Scilab Manual for
Numerical and Statistical Methods Laboratory
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Contents

List of Scilab Solutions	4
1 Program for roots of Equation using Bisection Method accuracy criteria	5
2 Program for roots of Equation using Newton Raphson Method accuracy criteria	7
3 Program for Simultaneous equations using Gauss Elimination Method	9
4 Program for Ordinary differential equation using Euler Method	12
5 Program for Ordinary differential equation using Runge Kutta 4th order	14
6 Program for Ordinary differential equation using Simultaneous equations using Runge Kutta 2nd order method	16
7 Program for Partial differential equation using Simple Laplace method	19
8 Program for Numerical Integration using Trapezoidal rule	22
9 Program for Numerical Integration using Simpsons 1/3rd Rule	24
10 Program for Numerical Integration using Simpsons 3/8th Rule.	26

11 Program for Numerical Integration using Gauss Quadrature 2-point and 3-point method	28
12 Program for Numerical Double Integration using Trape- zoidal rule	31
13 Program for Curve fitting using least square technique for first order equation	34
14 Program for Curve fitting using least square technique for power equation	36
15 Program for Curve fitting using least square technique for exponential equation	38

List of Experiments

Solution 1.1	Bisection Method	5
Solution 2.2	Newton Raphson Method	7
Solution 3.3	Gaussian Elimination method	9
Solution 4.4	Euler method	12
Solution 5.5	RK4ORDER	14
Solution 6.6	RK2Order Simultaneous	16
Solution 7.7	Laplace Method	19
Solution 8.8	TrapezoidalRule	22
Solution 9.9	Simpson 1 3rd Rule	24
Solution 10.10	Simpson 3 8th Rule	26
Solution 11.11	Gauss 2 and 3 Point Method	28
Solution 12.12	Trapezoidal Double Rule	31
Solution 13.13	First Order Equation	34
Solution 14.14	Power Equation	36
Solution 15.15	Exponential Equation	38

Experiment: 1

Program for roots of Equation using Bisection Method accuracy criteria

Scilab code Solution 1.1 Bisection Method

```
1 //Scilab code Solution 1 Program for roots of
   Equation using Bisection Method accuracy criteria
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 1
5 // Program for roots of Equation using Bisection
   Method accuracy criteria
6 // Example – Write a computer program in SCILAB
   to find root of equation as  $x^2-8x+2$ ..
7 //Take Accuracy as 0.01 using Bisection Method.Take
   x1=0 and x2=1
8 // Input x1=0,x2=1,acc=0.01,f(x)= $x^2-8*x+2$ 
9 clc;
10 clear;
11 close;
```

```

12 deff('y=f(x)', 'y=x^2-8*x+2')
13 x1=input('Enter First Initial Guess = ');
14 x2=input('Enter Second Initial Guess = ');
15 acc=input('Enter the value of Accuracy =');
16 i=0;
17 printf('Iteration \t x1 \t \t x2 \t \t z \t \t f(z)\n
n ')
18 while abs(x1-x2)>acc // Condition of Accuracy
19     z=(x1+x2)/2
20 printf('%i\t \t%f \t%f \t%f \t%f \n ',i,x1,x2,z,f(z)
)// Print in form of Table
21 if f(z)*f(x1)>0 // Substitution of initial guess
for next iteration
22     x1=z
23 else
24     x2=z
25 end
26     i=i+1 // Increment in Iteration by 1 for each
step
27 end
28 printf(' \n\n The solution of this equation is %g
after %i Iterations ',z,i-1)// Display final
anaswe to User

```

Experiment: 2

Program for roots of Equation using Newton Raphson Method accuracy criteria

Scilab code Solution 2.2 Newton Raphson Method

```
1 //Scilab code Solution 2 Program for roots of
   Equation using Newton Raphson Method accuracy
   criteria
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 2
5 // Program for roots of Equation using Newton
   Raphson Method accuracy criteria
6 // Example – Solve using Newton Raphson Method  $x - \exp(-x) = 0$ 
7 //Take accuracy as 0.001 .Take  $x_0=1$ 
8 //Input  $x_0=1, acc=0.001, f(x)=x - \exp(-x)$ 
9 clc;
10 clear;
11 close;
```



```

12 def f('y=f(x)', 'y=x-exp(-x)')
13 def f1('y=f1(x)', 'y=1+exp(-x)')
14 x0 = input('Enter Initial Guess = ');
15 acc = input('Enter the value of Accuracy = ');
16 i=0;
17 printf('i \t\t x0 \t\t x1 \n')
18 x1=x0-(f(x0)/f1(x0))
19 printf('%i\t\t%0.5f\t\t%0.5f \n' ,i,x0 ,x1 )
20 while abs(x1-x0)>acc // Condition of Accuracy
21 x0=x1;
22 x1=x0-(f(x0)/f1(x0)) // Formula of finding root of
    Equation
23 i=i+1
24 printf ('%i\t \t%f \t%f \n ',i,x0,x1) // Print in
    form of Table
25 end
26 printf('\n\n The root of equation is %0.5f' ,x1) //
    Display final answer to User

```

Experiment: 3

Program for Simultaneous equations using Gauss Elimination Method

Scilab code Solution 3.3 Gaussian Elimination method

```
1 //Scilab code Solution 3 Program for Simultaneous
   equations using Guass Elimination Method
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 3
5 // Program for Simultaneous equations using Guass
   Elimination Method
6 // Example – Write a computer program in SCILAB
   to solve following set of simultaneous
   equations using Guass Elimination method.
7 //3 X + 2Y + Z = 10
8 //2 X + 3 Y + 2Z = 14
9 //X + 2Y + 3Z = 14
10 // Input coeffienct matrix a and solution matrix b
11 clc;
```

```

12 clear all;
13 disp('OUTPUT: ');
14 a=input('Enter coefficient matrix a:= ');
15 b=input('Enter matrix b:= ');
16 [m,n]=size(a);
17 if m~=n // Check condition of square matrix
18     error('Matrix A must be square');
19 end
20 //Perform Partial Pivoting
21 for i=1:1:n-1
22     for u=i+1:1:n
23         if (abs(a(u,i))>abs(a(i,i))) // Comparison
                of Pivot Element
24             for v=1:1:n
25                 temp=a(i,v); // Replacement of Pivot
                Element
26                 a(i,v)=a(u,v);
27                 a(u,v)=temp;
28             end
29             temp=b(i);
30             b(i)=b(u);
31             b(u)=temp;
32         end
33     end
34 //Gauss Elimination – operation of Rows
35     for k=i+1:1:n
36         factor=a(k,i)/a(i,i);
37         for j=1:1:n
38             a(k,j)=a(k,j)-factor*a(i,j); // Formula to
                make Coefficient Matrix in Upper
                Triangular Matrix
39         end
40         b(k)=b(k)-factor*b(i); // Formula also
                applicable to solution matrix
41     end
42 end
43 disp('Final augmented matrix is:');
44 disp([a,b]); //Display formed Upper Triangular Matrix

```

```
45 // Back Substitution
46 for i=n:-1:1
47     temp=b(i);
48     for j=i+1:1:n
49         temp=temp-a(i,j)*x(j);
50     end
51     x(i)=temp/a(i,i); // Calculating the value of x
                        (3),x(2) and x(1) resp.
52 end
53 disp('Answer is:');
54 disp(x);
```

Experiment: 4

Program for Ordinary differential equation using Euler Method

Scilab code Solution 4.4 Euler method

```
1 //Scilab code Solution 4 Program for Ordinary
   differential equation using Euler Method
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 4
5 // Program for Ordinary differential equation using
   Euler Method
6 // Example – Write a computer program in SCILAB to
   solve the ODE
7 //dy/dx=-x*y^2 using Eulers method under the
   condition x=0,y=2.Find y at x=1 with h=0.1.
8 //Input function -xy^2,x0=0,y0=2,xn=1,h=0.1
9 clc;
10 close;
11 clear;
```

```
12 deff('y=f(x,y)', 'y=-x*y^2'); // Enter the Function
13 x0=input('Enter the value of x0=');
14 y0=input('Enter the value of y0=');
15 xn=input('Enter the value of xn=');
16 h=input('Enter the value of h=');
17 n=(xn-x0)/h; // Formuale for finding number of Step
    Size
18 disp(n)
19 for i=1:1:n
20     yn=y0+h*f(x0,y0); // Formulae use in Euler Method
21     x0=x0+h; // Increment in Step size
22     y0=yn; // Replacement of y0 as yn for next
        iteration
23     printf('Value of y(%f)=%f\n',x0,y0);
24 end
```

Experiment: 5

Program for Ordinary differential equation using Runge Kutta 4th order

Scilab code Solution 5.5 RK4ORDER

```
1 //Scilab code Solution 5 Program for Ordinary
   differential equation using Runge–Kutta 4th order
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 5
5 // Program for Ordinary differential equation using
   Runge–Kutta 4th order
6 // Example – Write a computer program in SCILAB to
   obtain the numerical solution of
7 //dy/dx=x^2+y^2, y(0)=0,h=0.2.Estimate y(0.4) using
   Runge Kutta 4 order method
8 //Input function x^2+y^2,x0=0,y0=0,h=0.2,xn=0.4
9 clc;
10 close;
11 clear;
```

```

12 deff ('y=f(x,y,z)', 'y=x*x+y*y'); // Enter the Function
13 x0=input('Enter the value of x0=');
14 y0=input('Enter the value of y0=');
15 xn=input('Enter the value of xn=');
16 h=input('Enter the value of h=');
17 n=(xn-x0)/h; // Formuale for finding number of Step
    Size
18 disp(n)
19 for i=1:1:n
20     k1=h*f(x0,y0); // Calculate value of k1
21     k2=h*f(x0+h/2,y0+k1/2); // Calculate value of k2
22     k3=h*f(x0+h/2,y0+k2/2); // Calculate value of k3
23     k4=h*f(x0+h,y0+k3); // Calculate value of k4
24     k=(k1+2*k2+2*k3+k4)/6.0; // Calculate value of k
25     yn=y0+k; // Increment in Step size
26     x0=x0+h; // Increment in Step size
27     y0=yn; // Replacement of z0 as z1 for next
        iteration
28     printf('Value of y(%f)=%f\n',x0,y0); // Display y(
        n)
29 end

```

Experiment: 6

Program for Ordinary differential equation using Simultaneous equations using Runge Kutta 2nd order method

Scilab code Solution 6.6 RK2Order Simultaneous

```
1 //Scilab code Solution 6 Program for Ordinary
    differential equation using Simultaneous
    equations using Runge–Kutta 2nd order method
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 6
5 // Program for Ordinary differential equation using
    Simultaneous equations using Runge–Kutta 2nd
    order method
6 // Example – Write a computer program in SCILAB to
    to solve the equation
7 //dy/dx=-0.5*y, dz/dx=4-0.3*z-0.1*y Using runge kutta
    second order simultaneous method where at x = 0,
    y =4, z =6.
8 //Find y & z at x = 0.5 (take h=0.5)
```

```

9 //Input function  $f(x,y,z)=-0.5*y$ ,  $g(x,y,z)=4-0.3*z$ 
   $-0.1*y$ ,  $x_0=0, y_0=4, z_0=6, h=2, x_n=0.5$ 
10 clc;
11 clear;
12 deff('y=f(x,y,z)', 'y=-0.5*y'); // Enter the Function
13 deff('z=g(x,y,z)', 'z=4-0.3*z-0.1*y'); // Enter the
  Function
14  $x_0$ =input('Enter the value of  $x_0$ =');
15  $y_0$ =input('Enter the value of  $y_0$ =');
16  $z_0$ =input('Enter the value of  $z_0$ =');
17  $x_n$ =input('Enter the value of  $x_n$ =');
18  $h$ =input('Enter the value of  $h$ =');
19  $n=(x_n-x_0)/h$ ; // Formuale for finding number of Step
  Size
20 for  $i=1:1:n$ 
21    $k_1=h*f(x_0, y_0, z_0)$ ; // Calculate value of  $k_1$ 
22    $L_1=h*g(x_0, y_0, z_0)$ ; // Calculate value of  $L_1$ 
23    $k_2=h*f(x_0+h, y_0+k_1, z_0+L_1)$ ; // Calculate value of  $k_2$ 
24    $L_2=h*g(x_0+h, y_0+k_1, z_0+L_1)$ ; // Calculate value of  $L_2$ 
25    $k=(k_1+k_2)/2.0$ ; // Finding out increment in y
  direction
26    $y_1=y_0+k$ ; // Increment in Step size
27    $L=(L_1+L_2)/2.0$ ; // Finding out increment in z
  direction
28    $z_1=z_0+L$ ; // Increment in Step size
29    $x_0=x_0+h$ ; // Increment in Step size
30    $y_0=y_1$ ; // Replacement of  $y_0$  as  $y_1$  for next
  iteration
31    $z_0=z_1$ ; // Replacement of  $z_0$  as  $z_1$  for next
  iteration
32   printf('value of  $y$ (%f)=%f\n',  $x_0, y_0$ ); // Display  $y(n$ 
  )
33   printf('value of  $z$ (%f)=%f\n',  $x_0, z_0$ ); // Display  $z(n$ 
  )
34 end

```

Experiment: 7

Program for Partial differential equation using Simple Laplace method

Scilab code Solution 7.7 Laplace Method

```
1 //Scilab code Solution 7    Program for Partial
   differential equation using Simple Laplace method
2 // Operating System  Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 7
5 // Program for Partial differential equation using
   Simple Laplace method
6 // Example – A steel Plate of 750x750mm has its two
   adjacent sides maintained at
7 //100 C .While the two other sides are maintained at
   0 C .What will be the
8 //steady state temperature at interior assuming a
   grid size of 250mm.Solve upto 11 iteration
```

```

9 //Input function n1=11,n=4,m=4,u(1,1)=0,u(2,1)=0,u
  (3,1)=0,u(4,1)=0
10 //u(4,2)=0,u(4,3)=0,u(4,4)=0,u(3,4)=100,u(2,4)=100,u
  (1,4)=100
11 //u(1,3)=100,u(1,2)=100
12 clc;
13 clear;
14 n1=input('Enter the no. of iteration to solve
  simultaneous eqn:');
15 n=input(' Enter the no. of mesh point(No. of B.V.
  values) in x-direction:');
16 m=input(' Enter the no. of mesh point(No. of B.V.
  values) in y-direction:');
17 printf(' Enter boundary value(B.V.) in anticlockwise
  direction Starting from bottom left corner\n');
18 u=zeros(m,n); //to create matrix of total size and
  to take initial guess as 0,0,0...
19 for i=1:n// to take input as a boundary value at
  bottom side
20   printf('Enter u(%d,1)=' ,i);
21   u(i,1)=input(' ');
22 end
23 for j=2:m //to take I/P at Right hand side B.V.
  bottom to top
24   printf('Enter u(%d,%d)=' ,n,j);
25   u(n,j)=input(' ');
26 end
27 for i=n-1:-1:1 // to take I/P at top side B.V. right
  to left
28   printf('Enter u(%d,%d)=' ,i,m);
29   u(i,m)=input(' ');
30 end
31 for j=m-1:-1:2 //to take I/P at left hand side B.V.
  top to bottom
32   printf('Enter u(1,%d)=' ,j);
33   u(1,j)=input(' ');
34 end
35 for k=1:n1 // To repeat n1 iterations

```

```

36     for j=2:m-1 //To calculate value at intermediate
        point by Gauss Seidal method
37         for i=2:n-1
38             u(i,j)=1/4*(u(i-1,j)+u(i,j+1)+u(i+1,j)+u(i,
                j-1)); // Formula for finding Internal
                Elements
39         end
40     end
41     printf('Value after iteration no.:%d\n',k);
42     for j=m:-1:1 //To print value after each
        Iteration in Tabulated form
43         for i=1:n
44             printf('\t %0.4f \t',u(i,j));
45         end
46         printf('\n');
47     end
48 end

```

Experiment: 8

Program for Numerical Integration using Trapezoidal rule

Scilab code Solution 8.8 TrapezoidalRule

```
1 //Scilab code Solution> 8 Program for Numerical
  // Integration using Trapezoidal rule
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 8
5 // Program for Numerical Integration using
  // Trapezoidal rule
6 // Example – Write a computer program in SCILAB to
  // solve integration  $4*x+2$ 
7 //limits  $x_0=0,x_n=1$  by using Trapezoidal Method.
8 //Take  $h=0.5$ .
9 //Program on Trapezoidal Rule
10 clc;
11 close;
12 clear;
```

```
13 def f('y=f(x)', 'y=4*x+2'); // Enter the Function
14 x0=input('Enter lower limit:'); // Enter Lower Limit
15 xn=input('Enter upper limit:'); // Enter Upper Limit
16 h=input('Enter step Size h:'); // Enter Step Size
17 x=x0;
18 n=(xn-x0)/h; // Enter number of Step size
19 s=0;
20 for i=1:n-1
21     x=x+h;
22     s=s+2*f(x);
23 end
24 s=f(x0)+s+f(xn);
25 I=h/2*s; // Formula for finding Area by using
    Trapezoidal Rule
26 printf('Integration of given function is=%f\n',I);
```

Experiment: 9

Program for Numerical Integration using Simpsons 1/3rd Rule

Scilab code Solution 9.9 Simpson 1 3rd Rule

```
1 //Scilab code Solution 9      Program for Numerical
   // Integration using Simpsons 1/3 rd Rule
2 // Operating System  Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 9
5 // Program for Numerical Integration using
   // Simpsons 1/3 rd Rule
6 // Example – Write a Program in Scilab for finding
   // area of fuction (sin(x))/(2+3*sin(x)) for
7 //upper limit of 1 and lower limit of 0.Take n=6 by
   // using Simpson's 1/3 Rule
8 //Program on Simpson's 1/3rd Rule
9 clc;
10 clear;
11 deff('y=f(x)', 'y=(sin(x))/(2+3*sin(x))'); // Enter
```

```

    the Function
12 x0=input('Enter lower limit:'); // Enter the lower
    limit of x
13 xn=input('Enter upper limit:'); // Enter the upper
    limit of x
14 n=input('Enter number of steps:'); // Enter the
    number of steps
15 x=x0;
16 h=(xn-x0)/n; // Calculate step size
17 s=0;
18 for i=1:n-1
19     x=x+h;
20     if modulo(i,2)==0 // Calculating Even Term of
        Simpson 1/3rd Formula
21         s=s+2*f(x);
22     else
23         s=s+4*f(x);
24     end
25 end
26 s=f(x0)+s+f(xn);
27 I=(h/3)*s; // Finding Integrating value
28 printf('\nIntegration of given function is=%f\n',I);
    // Display Value

```

Experiment: 10

Program for Numerical Integration using Simpsons 3/8th Rule.

Scilab code Solution 10.10 Simpson 3 8th Rule

```
1 //Scilab code Solution 10 Program for Numerical
  Integration using Simpsons 3/8 Rule
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 10
5 // Program for Numerical Integration using
  Simpsons 3/8 Rule
6 // Example – Write a Program in Scilab for finding
  area of fuction exp(x)/x for
7 //upper limit of 2 and lower limit of 1.Take n=6 by
  using Simpson's 3/8 Rule
8 //Program on Simpson's 3/8th Rule
9 clc;
10 close;
11 clear;
```

```

12 deff ('y=f(x)', 'y=exp(x)/x'); // Enter function
13 x0=input('Enter lower limit:'); // Enter lower limit
    of x
14 xn=input('Enter upper limit:'); // Enter upper limit
    of x
15 n=input('Enter number of steps:'); // Enter number of
    step
16 x=x0;
17 h=(xn-x0)/n; // Finding out of step size
18 s=0;
19 for i=1:n-1
20     x=x+h;
21     if modulo(i,3)==0 // Condition for adding the odd
        value together
22         s=s+2*f(x);
23     else
24         s=s+3*f(x);
25     end
26 end
27 s=f(x0)+f(xn)+s;
28 I=(3*h)/8)*s; // Calculating Area
29 printf('\\nIntegration of given function is=%f\\n',I);

```

Experiment: 11

Program for Numerical Integration using Gauss Quadrature 2-point and 3-point method

Scilab code Solution 11.11 Gauss 2 and 3 Point Method

```
1 //Scilab code Solution 11 Program for Numerical
  Integration using Gauss Quadrature 2-point and 3-
  point method
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 11
5 // Program for Numerical Integration using Gauss
  Quadrature 2-point and 3-point method
6 // Example – Write a Program in Scilab to solve
  using two-point or three point Gauss quadrature
  rule to
7 //approximate the distance covered by a rocket from
  t = 8 to t = 30 as given by
8 //x=(2000*log(140000/(140000-2100*t))-9.8*t)
9 // Enter a=lower limit=8,b=upper limit=30,n=Enter 2
```

```

    or 3 depend upon Gauss 2 point or 3 point formula
10 //Program on Gauss Quadrature 2–point and 3–point
    method
11 clc;
12 clear;
13 deff( 'x=f(t)', 'x=(2000*log(140000/(140000–2100*t))
    –9.8*t)'); // Enter the function
14 a=input('Enter lower limit:'); // Enter the lower
    limit of Integration
15 b=input('Enter upper limit:'); // Enter the upper
    limit of Integration
16 n=input('Enter 2 point or 3 point method:'); // Enter
    which method you are suppose to use
17 if n==2 // For executing 2 Point Method
18     c=(b-a)/2;
19     d=(b+a)/2;
20     z1=-1/sqrt(3);
21     z2=1/sqrt(3);
22     x1=c*z1+d;
23     x2=c*z2+d;
24     I=c*(f(x1)+f(x2)); // Formula for finding
        Integration value
25 else // For executing 3 Point Method
26     c=(b-a)/2;
27     d=(b+a)/2;
28     z1=sqrt(3/5);
29     z2=-sqrt(3/5);
30     x1=c*z1+d;
31     x2=c*z2+d;
32     x3=d;
33     I=c*(5/9*f(x1)+5/9*f(x2)+8/9*f(x3)); // Formula
        for finding Integration value
34 end
35 printf('\\n Integration of given function is=%f\\n',I)
    ; // Display the Integration

```

Experiment: 12

Program for Numerical Double Integration using Trapezoidal rule

Scilab code Solution 12.12 Trapezoidal Double Rule

```
1 //Scilab code Solution 12 Program for Numerical
   Double Integration using Trapezoidal rule
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 12
5 // Program for Numerical Double Integration using
   Trapezoidal rule
6 // Example – Write a Program in Scilab for finding
   area of fuction x+y for
7 //upper limit of 0 and lower limit of 1 for x,y.Take
   n=m=6 by using Numerical Double Integration
   using Trapezoidal rule
8 //Take f(x,y)=x+y,x0=0,xn=1,y0=0,yn=1,n=m=6
9 // Program for Numerical Double Integration using
   Trapezoidal rule
```



```

10 clc;
11 close;
12 clear;
13 deff('y=f(x,y)', 'y=x+y'); // Enter function
14 x0=input('Enter x0 lower limit of x:'); // Enter
    lower limit of x
15 xn=input('Enter xn upper limit of x:'); // Enter
    upper limit of x
16 n=input('Enter no. of steps in x-direction:'); //
    Enter number of step size in x axis
17 y0=input('Enter y0 lower limit of y:'); // Enter
    lower limit of y
18 ym=input('Enter ym upper limit of y:'); // Enter
    upper limit of y
19 m=input('Enter no. of steps in y-direction:'); //
    Enter number of step size in y axis
20 h=(xn-x0)/n; // Enter step size in x axis
21 k=(ym-y0)/m; // Enter step size in y axis
22 s=0;
23 x=x0; // Replacement of x by x0
24 y=y0; // Replacement of y by y0
25 for i=1:1:m+1
26     for j=1:1:n+1
27         a(i,j)=f(x,y); // Alloting pivot point by
            putting value in function
28         x=x+h; //Increment in x axis
29     end
30     y=y+k; //Increment in y axis
31     x=x0;
32 end
33 disp([a]);
34 for i=1:1:m
35     for j=1:1:n
36         s=s+a(i,j)+a(i,j+1)+a(i+1,j)+a(i+1,j+1);
37     end
38 end
39 I=h*k/4*s; // Calculating the Area
40 printf('Integration of given function is=%f\n',I);

```

```
// Display the Area
```

Experiment: 13

Program for Curve fitting using least square technique for first order equation

Scilab code Solution 13.13 First Order Equation

```
1 //Scilab code Solution 13   Program for Curve
   fitting using least square technique for first
   order equation
2 // Operating System   Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 13
5 // Program for Curve fitting using least square
   technique for first order equation
6 // Example – Write a computer program in SCILAB to
   fit a straight line to the data given below :
7 // x=[1 2 3 4 5 6 7];
8 //y=[0.5 2.5 2.0 4.0 3.5 6.0 5.5];
9
10 clc;
11 close;
```

```

12 clear;
13 //x=input('enter value of x matrix ')
14 x=[1 2 3 4 5 6 7];// Enter the x values (Dependent
    Variables)
15 disp([x]);
16 //y=input('enter value of y matrix ')
17 y=[0.5 2.5 2.0 4.0 3.5 6.0 5.5];// Enter the y
    values(Independent Variables)
18 disp([y]);
19 n=length(x);// Enter the data in x values
20 Y=y;
21 X=x;
22 X2=X.*X;// Calculating X*X Values( .* indicates that
    multiplication between respective value of x)
23 XY=X.*Y;// Calculating X*y Values( .* indicates that
    multiplication between respective value of x and
    y)
24 a0=(sum(Y)*sum(X2)-sum(X)*sum(XY))/(n*sum(X2)-(sum(X)
    )^2)); // Calculating coefficient a0
25 a1=((n*sum(XY)-sum(X)*sum(Y))/(n*sum(X2)-(sum(X))^2)
    );// Calculating coefficient a1
26 a=a1;//Replacement value of a
27 b=a0;//Replacement value of b
28 printf('\n y=%f*x+%f',a,b);// Display y=ax+b

```

Experiment: 14

Program for Curve fitting using least square technique for power equation

Scilab code Solution 14.14 Power Equation

```
1 //Scilab code Solution 14 Program for Curve
   fitting using least square technique for power
   equation
2 // Operating System Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 14
5 // 14 Program for Curve fitting using least square
   technique for power equation
6 // Example – Write a computer program in SCILAB to
   fit a power equation  $y=ax^b$  to the data given
   below :
7 // x=[1 2 3 4 5];
8 //y=[0.5 1.7 3.4 5.7 8.4];
9 // Program for Curve fitting using least square
   technique for power equation
```

```

10 clc;
11 close;
12 clear;
13 //x=input('enter value of x matrix ')
14 x=[1 2 3 4 5]; // Enter X values( Dependent Variables
    )
15 disp([x]);
16 //y=input('enter value of y matrix ')
17 y=[0.5 1.7 3.4 5.7 8.4]; // Enter Y Values(
    Independent variables)
18 disp([y]);
19 n=length(x); // calculate length of x
20 Y=log(y); // Calculate value of Y
21 X=log(x); // Calculate value of X
22 X2=X.*X; // Calculate value of X*X
23 XY=X.*Y // Calculate value of X*Y
24 a0=(sum(Y)*sum(X2)-sum(X)*sum(XY))/(n*sum(X2)-(sum(X)
    )^2)); // Calculating coefficient a0
25 a1=((n*sum(XY)-sum(X)*sum(Y))/(n*sum(X2)-(sum(X))^2)
    ); // Calculating coefficient a1
26 a=exp(a0); // Replacement of value
27 b=a1; //Replacement of value
28 printf(' \n y=%f*x^%f',a,b); //Display y= ax^b

```

Experiment: 15

Program for Curve fitting using least square technique for exponential equation

Scilab code Solution 15.15 Exponential Equation

```
1 //Scilab code Solution 15   Program for Curve
   fitting using least square technique for
   exponential equation
2 // Operating System   Windows 7
3 // SCILAB version 6.1.1
4 // Experiment No 15
5 // 15   Program for Curve fitting using least square
   technique for exponential equation
6 // Example – Write a computer program in SCILAB to
   fit a exponential equation  $y=ae^{bx}$  to the data
   given below :
7 //  $x=[1\ 3\ 5\ 7\ 9]$ ;
8 // $y=[2.473\ 6.722\ 18.274\ 49.673\ 135.026]$ ;
9 //   Program for Curve fitting using least square
   technique for exponential equation
10 clc;
11 close;
```

```

12 clear;
13 //x=input('enter value of x matrix ')
14 x=[1.0 3.0 5.0 7.0 9.0]; // Enter x values (Dependent
    Variables)
15 disp([x]);
16 //y=input('enter value of y matrix ')
17 y=[2.473 6.722 18.274 49.673 135.026]; // Enter y
    values (Independent Variables)
18 disp([y]);
19 n=length(x); // Calculate number of data enter in x
20 Y=log(y); // Calculating Y Value
21 X=x;
22 X2=X.*X; // Calculating X*X Value( .* indicates
    respective value of x is multiplied with
    respective x value)
23 XY=X.*Y///// Calculating X*Y Value
24 a0=(sum(Y)*sum(X2)-sum(X)*sum(XY))/(n*sum(X2)-(sum(X)
    )^2)); // Calculating coefficient a0
25 a1=((n*sum(XY)-sum(X)*sum(Y))/(n*sum(X2)-(sum(X))^2)
    ); // Calculating coefficient a1
26 a=exp(a0); // Finding the value of a
27 b=a1; // Finding the value of a
28 printf( '\n y=%f*e^%f*x ', a, b); // Displaying y=ae^b

```
