

SECTION-B

2. Discuss the method of Monte Carlo simulations with the help of an example.
3. Find the Lagrange interpolating polynomial of degree 2 approximating the function $y = \ln x$ defined by the following tables of values. Hence determine the value $\ln 2.7$

x	y = $\ln x$
2	0.69315
2.5	0.91629
3.0	1.09861

4. Find the minimization property of natural cubic splines.
5. Write a program for finding the transpose of a matrix..
6. Discuss different data types of C++ language giving suitable examples

SECTION-C

7. Using Euler's method, solve the following initial-value problems:

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

8. Given $\frac{dy}{dx} = y - x$ where $y(0) = 2$, find $y(0.1)$ and $y(0.2)$ correct to four decimal places using Runge-Kutta method.
9. Discuss different graphic tools in detail.

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