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NEPWT—194—2024

FACULTY OF SCIENCE

M.Sc. (First Year) (First Semester) EXAMINATION NOVEMBER/DECEMBER, 2024

PHYSICS

SPHYC-403

(Numerical Techniques and C-Programming)

(Tuesday, 17-12-2024)

Time: 10.00 a.m. to 1.00 p.m.

Time-3 Hours

Maximum Marks—80

- N.B. := (i) Question No. 1 is compulsory.
 - (ii) Attempt any three questions from Q. No. 2 to Q. No. 6.
 - (iii) Each question carries equal marks.
 - (iv) Use of scientific calculator is allowed.
 - (v) Figures to the right indicate full marks.
- 1. Solve the following questions. (Each question carries 5 marks): 20
 - (a) Discuss synthetic division method to obtain roots of a polynomial equation
 - (b) Using Simpson's rule find $\int_0^4 e^x dx$, (Given : $e^0 = 1$, $e^1 = 2.72$, $e^2 = 7.39$, $e^3 = 20.09$ and $e^4 = 54.6$)
 - (1-9)

(c) Find the inverse of $A = \begin{pmatrix} 1 & 3 \\ 2 & 7 \end{pmatrix}$ by Gauss-Jordan method.

P.T.O.

- (d) What are random numbers? How are random numbers generated in C-programming?
- 2. (a) Find a root of the equation $x^3 4x 9 = 0$, using the bisection method correct to three decimal places.
 - (b) Describe principle of least square fit method to fit the data into a straight line.
- 3. (a) Obtain an expression for Newton Core's formula for the numerical integration.
 - (b) Use Euler's method to solve the differential equation $\frac{dy}{dx} = x + y$, y(0) = 0 to find the value of y at x = 1.0 taking h = 0.2.
- 4. (a) On the basis of classification of Partial differential equation, discuss the solution for the elliptic equation.
 - (b) Solve the following equations using Gauss-Seidel iteration method starting from (1, 1, 1):

$$x_1 + x_2 + 2x_3 = 8$$

$$2x_1 + 3x_2 + x_3 = 12$$

$$5x_1 + x_2 + x_3 = 15$$

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5.	(a)	Discuss about compilers and interpreters in C-programming.	10
	(<i>b</i>)	Write a C-program for the addition of two 5×5 matrix.	10
6.	Write	short notes (each question carries 5 marks):	20
	(a)	Linear interpolation	
	(b)	Taylor series method	
	(c)	Power method	
	(d)	Executable and non-executable functions in C-programming.	