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1 Numerical Integration

- 1. True False Using the left endpoint/right endpoint/midpoint rule/trapezoid rule/Simpson's rule to approximate an integral will only give you an approximate answer and never the real answer.
- 2. Approximate $\int_{1}^{2} x^{2} dx$ using the midpoint rule, trapezoid rule, and Simpson's rule with n=4.
- 3. Approximate $\int_0^1 \cos(2x) dx$ using the midpoint rule, trapezoid rule, and Simpson's rule with n=4.
- 4. Approximate $\int_0^2 e^{2x} dx$ using the midpoint rule, trapezoid rule, and Simpson's rule with n=4.
- 5. Approximate $\int_{-1}^{1} x^3 dx$ using the midpoint rule, trapezoid rule, and Simpson's rule with n=4.
- 6. Approximate $\int_{1}^{3} \ln x dx$ using the midpoint rule, trapezoid rule, and Simpson's rule with n=4
- 7. Approximate $\int_1^2 x e^x dx$ using the midpoint rule, trapezoid rule, and Simpson's rule with n=4.
- 8. Approximate $\int_{1}^{4} \sqrt{x} dx$ using the midpoint rule, trapezoid rule, and Simpson's rule with n=4.