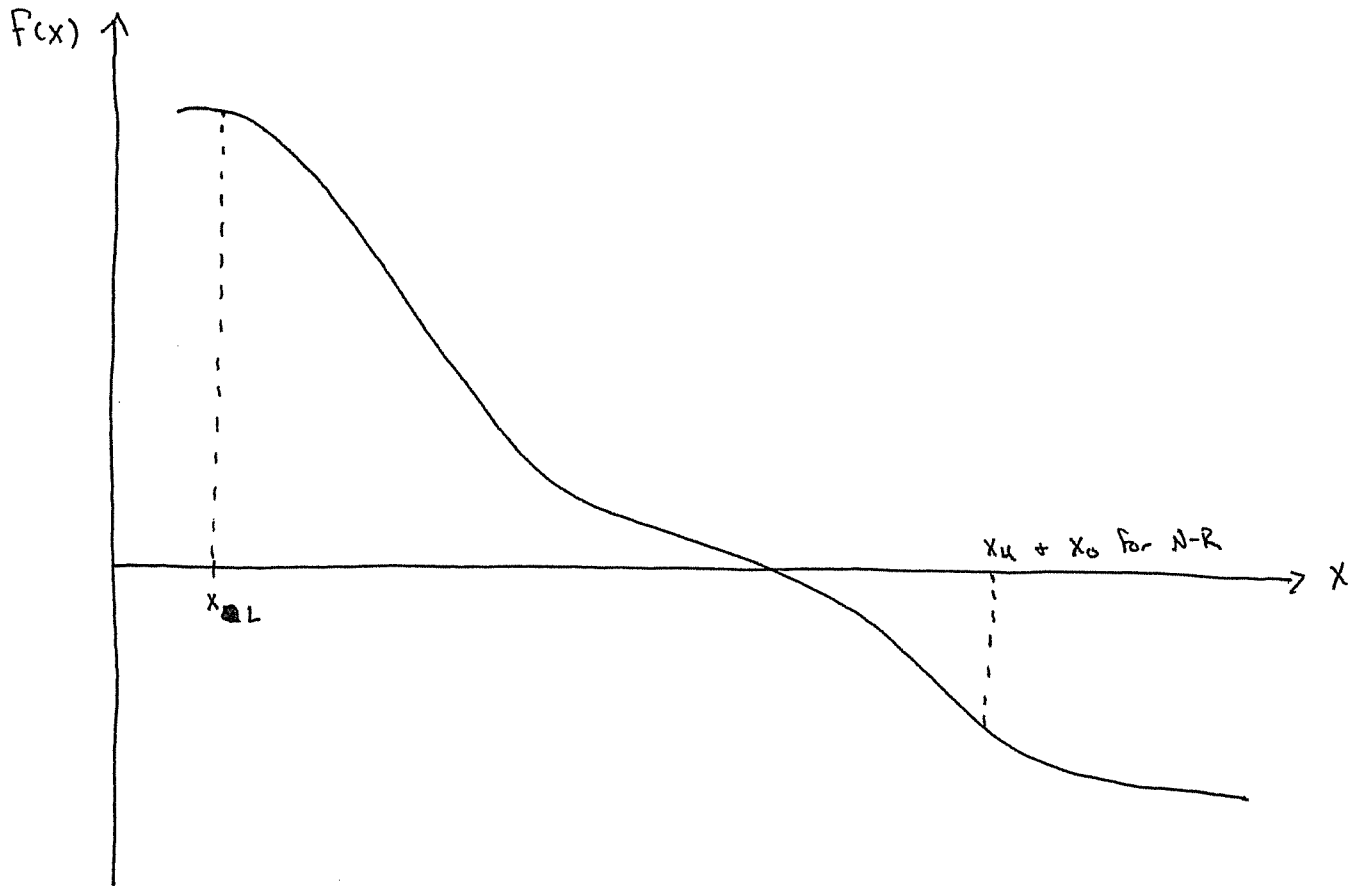


Graphical Root Finding

Graphically illustrate the three root finding algorithms (bisection, false-position, and Newton-Raphson) on the function shown below. Use initial guesses shown



Notes: Newton-Raphson could be a bad choice if the starting position was at one of the far ends of the function shown.