# CS120 - Computer Science I <br> Lab \#4 <br> Fall 2014 

Due: At the end of lab.

The purpose of this lab is to use loops to calculate approximations of some standard mathematical values. Irrational numbers, such as $\pi$ and $e$, can only be approximated using mathematical formula. In this lab we'll write two different programs to calculate two approximations.

## $1 \pi$

Begin by creating a new program called piLab4SectionX. cpp (where $X$ is your section number). As always include your name, date, etc. in a comment block at the beginning.

Values like $\pi$ can be approximated using an infinite sum. Each term in the sum moves the total a little closer to the goal value. One of the simpler formulas to approximate $\pi$ is:

$$
\begin{equation*}
\pi=4 \sum_{k=1}^{\infty} \frac{-1^{(k+1)}}{2 k-1} \tag{1}
\end{equation*}
$$

(Other formula can be found at: http://mathworld.wolfram.com/Pi.html.) Using this formula requires a loop that increase $k$ from 1 to some upper bound. At each step of the loop the next term in the sum is added to a running total. Your output should show both the value of $k$ and the current approximation. For example, the first 4 approximations are:
$k \pi$
14
22.666
33.466
42.895

To test your program use a large upper bound and check that the total is approaching $\pi$.
When you are done with the program submit it using cscheckin.
$2 e$

Create another new program called eLab4SectionX.cpp (where $X$ is your section number). As always include your name, date, etc. in a comment block at the beginning.

One of the simpler formulas to approximate $e$ is:

$$
\begin{equation*}
e=\sum_{k=0}^{\infty} \frac{1}{k!} \tag{2}
\end{equation*}
$$

(Other formula can be found at: http://mathworld.wolfram.com/e.html.) As with $\pi$ using this formula requires a loop that increase $k$ from 0 to some upper bound (note that the starting bound is now 0 ). At each step of the loop the next term in the sum is added to a running total. However, the sum includes the factorial of $k$, which is defined as:

$$
\begin{equation*}
k!=1 * 2 * 3 * \ldots * k \tag{3}
\end{equation*}
$$

with

$$
\begin{equation*}
0!=1 \tag{4}
\end{equation*}
$$

In order to calculate the factorial you will need to use an nested loop that counts from 1 to $k$.
Your output should show both the value of $k$ and the current approximation. For example, the first 4 approximations are:
$k e$
01
12
22.5
32.666

To test your program use a large upper bound and check that the total is approaching $e$. However, the factorial grow large very quickly, so if your upper bound is too large you will get an overflow error (the value of $k$ ! will be too large to be stored).

When you are done with the program submit it using cscheckin.

