# MA 16010 LESSON 27: NUMERICAL INTEGRATION (EXAMPLES)

Example 1: Use the Trapezoid Rule to approximate  $\int_0^3 x^2 dx$  using n = 3. Round your answer to the nearest tenth.

Solution: (1) First calculate  $\Delta x$ .

$$\Delta x = \frac{b-a}{n} = \underline{\hspace{1cm}}$$

(2) Determine what f(x) is.

$$\int_0^3 x^2 \, dx$$

Hence f(x) =

(3) Find the following values:

$$x_0 =$$

$$f(x_0) =$$
\_\_\_\_\_

$$x_1 =$$

$$x_2$$
 =

$$f(x_2) =$$

$$x_3 =$$

$$f(x_3)$$

$$f(x_0) =$$

$$2 \cdot f(x_1) =$$

$$2 \cdot f(x_2) =$$

$$f(x_3) = \underline{\hspace{1cm}}$$

(4) Sum all the values in the black box. = \_\_\_\_\_

(5) Multiply the value found in (4),  $\Delta x$  found in (1), and 1/2, which yields our answer.

# MA 16010 LESSON 27: NUMERICAL INTEGRATION (EXAMPLES)

Example 2: Use the Trapezoid Rule to approximate  $\int_2^5 ln(x+3) dx$  using n=3. Round your answer to the nearest hundredth.

Solution: (1) First calculate  $\Delta x$ .

$$\Delta x = \frac{b-a}{n} = \underline{\hspace{1cm}}$$

(2) Determine what f(x) is.

$$\int_2^5 \ln\left(x^2 + 3\right) dx$$

Hence 
$$f(x) =$$

(3) Find the following values:

$$x_0 =$$
\_\_\_\_\_  $f(x_0) =$ \_\_\_\_

$$x_1 \quad \underline{\qquad} \quad f(x_1) \quad \underline{\qquad}$$

$$x_2 = f(x_2) =$$

$$x_3 =$$
\_\_\_\_\_  $f(x_3) =$ \_\_\_\_\_

$$f(x_0) =$$

$$2 \cdot f(x_1) =$$

$$2 \cdot f(x_2) =$$

$$f(x_3) =$$

(4) Sum all the values in the black box. = \_\_\_\_\_

(5) Multiply the value found in (4),  $\Delta x$  found in (1), and 1/2, which yields our answer.

## MA 16010 LESSON 27: NUMERICAL INTEGRATION (EXAMPLES)

**Example 3:** Use the Trapezoid Rule to approximate  $\int_4^{12} \sqrt{x^3 + 7} \ dx$  using n = 4. Round your answer to the nearest hundredth.

Solution: (1) First calculate  $\Delta x$ .

$$\Delta x = \frac{b-a}{n} = \underline{\hspace{1cm}}$$

(2) Determine what f(x) is.

$$\int_{4}^{12} \sqrt{x^3 + 7} \ dx$$

Hence 
$$f(x) =$$
 \_\_\_\_\_

(3) Find the following values:

$$x_0 = \underline{\hspace{1cm}}$$

$$f(x_0) = \underline{\hspace{1cm}}$$

$$x_1 = \underline{\hspace{1cm}}$$

$$f(x_1) = \underline{\hspace{1cm}}$$

$$f(x_2) = \underline{\hspace{1cm}}$$

$$f(x_3) =$$

$$x_4 =$$

$$f(x_4) =$$

$$2 \cdot f(x_1) = \underline{\hspace{1cm}}$$

$$2 \cdot f(x_2) =$$

$$2 \cdot f(x_3) =$$

$$f(x_4) = \underline{\hspace{1cm}}$$

(4) Sum all the values in the black box. = \_\_\_\_\_

(5) Multiply the value found in (4),  $\Delta x$  found in (1), and 1/2, which yields our answer.

# MA 16010 LESSON 27: NUMERICAL INTEGRATION (EXAMPLES)

## Example 4: Approximate the area of the shaded region by using the Trapezoid Rule with n=3

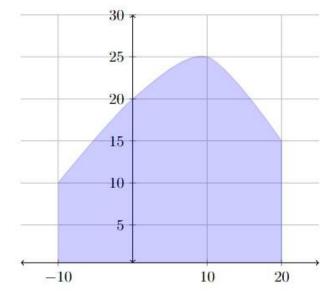


*a* = \_\_\_\_\_

*b* = \_\_\_\_\_

b-a = \_\_\_\_\_

 $\Delta x = \frac{b-a}{n} =$ 



### (2) Find the following values:

$$x_0 = f(x_0) =$$

$$x_1 = f(x_1) =$$

$$x_2 = f(x_2) =$$

$$x_3 =$$
\_\_\_\_\_  $f(x_3) =$ \_\_\_\_\_

$$f(x_0) =$$

$$2 \cdot f(x_1) = \underline{\hspace{1cm}}$$

$$2 \cdot f(x_2) =$$

$$f(x_3) =$$

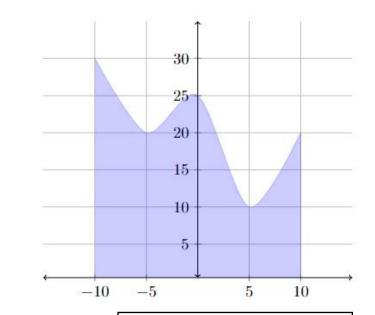
- (3) Sum all the values in the black box. = \_\_\_\_\_
- (4) Multiply the value found in (3),  $\Delta x$  found in (1), and 1/2, which yields our answer.

### **MA 16010 LESSON 27: NUMERICAL INTEGRATION** (EXAMPLES)

### **Example 5:** Approximate the area of the shaded region by using the Trapezoid Rule with n = 4



$$\Delta x = \frac{b-a}{n} =$$



#### (2) Find the following values:

$$f(x_0) = \underline{\hspace{1cm}}$$

$$x_1 =$$

$$f(x_1) =$$

$$f(x_2) = \underline{\hspace{1cm}}$$

$$x_3 = \underline{\qquad} f(x_3) = \underline{\qquad}$$

$$f(x_3) = \underline{\hspace{1cm}}$$

$$f(x_A) =$$

$$f(x_0) = \underline{\hspace{1cm}}$$

$$2 \cdot f(x_1) =$$

$$2 \cdot f(x_2) =$$

$$2 \cdot f(x_2) =$$

$$f(x_4) =$$

- (3) Sum all the values in the black box. = \_\_\_\_
- (4) Multiply the value found in (3),  $\Delta x$  found in (1), and 1/2, which yields our answer.