

1. **double** trapezio (**float** x0, **float** xn, **int** n)
{
 int i;
 double dx = (xn - x0) / n;
 double soma = 0.0;
 double area;
 for (i=1; i<n; i++) {
 soma = soma + f(x0+i*dx);
 }
 area = dx * (f(x0)/2 + soma + f(xn)/2);
 return area;
}

2. **double** secante (**double** x0, **double** x1, **double** tol)
{
 while (fabs(x0-x1) > tol) {
 double x2 = x1 - (x1 - x0) / (f(x1) - f(x0)) * f(x1);
 x0 = x1;
 x1 = x2;
 }
 return x1;
}

3. **void** poligono (**int** n, **float** x[], **float** y[])
{
 int i;
 for (i=1; i<n-1; i++) {
 triangle(x[0],y[0],x[i],y[i],x[i+1],y[i+1]);
 }
}

4. **void** curva(**double** t0, **double** tf, **double** dt)
{
 double t, x1, y1, x2, y2;

 for (t = t0; t < tf; t += dt)
 {
 x1 = fx(t);
 y1 = fy(t);
 x2 = fx(t+dt);
 y2 = fy(t+dt);
 line(x1,y1,x2,y2);
 }
}