

## TI-84 Program Euler

Re: text p.123 for TI-85 implementation, 4<sup>th</sup> ed

Re: text p.114 for TI-84 plus implementation, 5<sup>th</sup> ed

$$Y'=F(x,y)$$

	Comment
PROGRAM:EULERSTR	Program title
:ClrHome	Clear the home screen
:Input "Y'=",Str1	Input Y' i.e. dy/dx, press ALPHA first, store Y' to the string variable Str1
:String->Equ(Str1,Y <sub>1</sub> )	Converts <i>string</i> into an equation and store the equation to Y <sub>1</sub>
:Input " X <sub>0</sub> =",X	Initial x value, i.e. x <sub>0</sub> note: subscript for X <sub>0</sub> near end of catalog
:Input " Y <sub>0</sub> =",Y	Initial y value, i.e. y(X <sub>0</sub> )
:Input "X MAX=",M	Final x value i.e. x <sub>0</sub> ≤ x ≤ M
:Input "NO. OF STEPS=",N	Number of steps
:(M-X)/N->H	Step size
:0->L	Initialize the counter L to zero
:ClrAllLists	Sets to 0 the dimension of all lists in memory (use catalog)
:For(I,1,N)	Begin the loop
:ClrHome	Clear the home screen to start the output
:L+1->L	Update the counter
:X->L <sub>1</sub> (L)	Store X in list 1
:Y->L <sub>2</sub> (L)	Store Y in list 2
:Y <sub>1</sub> ->F	Assign the function value of Y <sub>1</sub> to F
:(L <sub>1</sub> (L))+H->X	Updated x value

: $(L_2(L)) + HF \rightarrow Y$	Euler iteration, updated approximate Y value, i.e. add $H * F$
:Disp "X=",X, "Y=",Y	Display x and approximate y values
:Pause	Requires user intervention to press the enter key
:End	End of the loop
:L+1→L	Update L counter
:X→ $L_1(L)$	Add last X value to $L_1$ list
:Y→ $L_2(L)$	Add last Y value to $L_2$ list
:DelVar $Y_1$	Delete from memory the contents of $Y_1$
:PlotsOn	Turn on all stat plots
:Plot1(Scatter, $L_1, L_2$ )	Define Plot1 as a scatter plot with lists $L_1$ and $L_2$
:ZoomStat	Redefine the viewing window to display all points
:DispGraph	Display the graph
:Pause	Requires user intervention to press the enter key
:Disp "X in $L_1$ ","Y in $L_2$	In the graph, X values are in $L_1$ and Y values are in $L_2$
:Stop	Ends program execution and returns to home screen when "DONE" is printed

#### Notes:

1. Confirmation of the results when executing the above code can be seen on p.118 (4<sup>th</sup> ed) and p. 110 (5<sup>th</sup> ed) in the text in figure 2.4.8. In this example, prompts for  $Y'$  requires the input  $X+Y$  (i.e. ALPHA  $X + \text{ALPHA } Y$ ). The prompt for  $X_0$  requires the input 0, the prompt for  $Y_0$  requires the input 1, the X MAX prompt requires input of 1, and the NO. OF STEPS prompt requires input of 10. Whenever a pause occurs on the TI screen, press enter. At the end, a scatter plot of the (x,y) values will appear, press enter and DONE will appear on the home screen indicating that program execution has ended.

2. Another example to try is: Consider  $0 \leq x \leq 0.5$  and we want only 2 steps with  $y' = y$  and  $y(0) = 1$ . For this example the actual solution is  $y = Ce^x = e^x$ . At the prompt for  $Y'$  enter  $Y$ , at the prompt for  $X_0$  enter 0, at the prompt for  $Y_0$  enter 1, the X MAX prompt requires input of 0.5, and the NO. OF STEPS prompt requires input of 2. A summary of generated values for this Euler problem follows:

X	0	0.25	0.5
Y actual	1	1.28403	1.64872
Y approximate	1	1.25	1.5625

Note that 5 place accuracy was used to show the comparison with results using the RKSTRING code for RUNGE-KUTTA.

3. When creating the TI-84 program, use the PGRM key to access commands.
4. When done creating the program, 2<sup>nd</sup> Quit.
5. One has to press the enter key whenever the Pause instruction is encountered in the program. This is done purposely to allow the user to read all lines of output.
6.  $\rightarrow$  is created with STO key.
7. To add lines to the code:
  - a) I first added as many lines as needed with the entry INPUT, i.e. 2<sup>nd</sup> insert- $\rightarrow$ PGRM- $\rightarrow$ select INPUT under I/O- $\rightarrow$ enter, then do this repeatedly for as many lines as needed
  - b) Then rewrite over the newly created INPUT lines
  - c) Note that the PlotsOn command is from 2<sup>nd</sup> catalog