





```
1.7099759190215602918206135076340624973551675978270698679646611467147159423651228
1.7099759466770983415462122521701384907998743111728474961008554223090830814159916
```

(10)

```
> for j from 1 to N do abs(n||j-s||j);od;
```

```
0.1785714285714285714285714285714285714285714285714285714285714285714
0.0229862645695220763464621517396767624247151089735257160188916330863555613328134
0.0019065095136430680817018645410824713920140318917819955778930383851882397582669
0.0000248162198656558757995002193666279467464012153359942117135328762261670723538
```

```
2.76551366975324953757262188530993681503963937555239673515483309011832245 10-8
```

```
4.013521931033796262783809318192006297925032989211067455379766849088 10-13
```

(11)

```
> Digits:=80;
```

```
for j from 1 to N-1 do
```

```
print(j,log(abs(evalf(5^(1/3))-n||(j+1)))/log(abs(evalf(5^(1/3))-n||(j))),
log(abs(evalf(5^(1/3))-s||(j+1)))/log(abs(evalf(5^(1/3))-s||(j))):
```

```
od:
```

*Digits := 80*

```
1, 2.1762648261162657994836028705626004001515721973746319801422712305445639192737767,
```

```
1.9292169143923618675159665329883006104673614056047194986338664050668318152443395
```

```
2, 2.0766992241305279558261059682958794686120881296998298991939410861021482329440046,
```

```
1.6422587235624132001400415769038669049711407337259669537147715823374677239291713
```

```
3, 2.0368845786177201643433027213517342823001663930881204640805714142862825975064152,
```

```
1.6933290562139756045847601065626463256845515387501201595489199135768128307548455
```

```
4, 2.0181083175513999657807452250455946505532170328478572611953169455476645267500906,
```

```
1.6412139622049079394681573766417832831987277383388558160683220175636156786855537
```

```
5, 2.0089729165644426212880209839136974408228363868709649811331905974255175264156207,
```

```
1.6401305448377699785204603038146588235500597970556033652807273839511357744836501
```

(12)

You can clearly see the quadratic convergence of Newton's method, but the  $(1+\sqrt{5})/2 = 1.64..$  convergence of the secant method is not there yet!

```
> evalf[5]((1+sqrt(5))/2);
```

1.6180

(13)