

Exercise 1:

a) In the equation $ax^2 + bx + c$, find the roots with Octave if a = 1, b = 3 and c = 1. b) What results do we get if we repeat with b = 0?

 (x_{2}, y_{2})

¥

(x₁, y₁)

Exercise 2:

The distance between two points (x_1, y_1) and (x_2, y_2) in the Cartesian plane is given by

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

Calculate the distance between coordinates (5, 3) and (2, 5).

Exercise 3:

Do the above for both command line mode ('octave') and script mode ('QtOctave').

Exercise 4:

Calculate the size of Portugal based on Haversine formula¹

Distance

This uses the '**haversine**' formula to calculate the great-circle distance between two points – that is, the shortest distance over the earth's surface – giving an 'as-the-crow-flies' distance between the points (ignoring any hills, of course!).

Haversine formula: $a = \sin^{2}(\Delta lat/2) + \cos(lat_{1}).\cos(lat_{2}).\sin^{2}(\Delta long/2)$ $c = 2.atan2(\sqrt{a}, \sqrt{(1-a)})$ d = R.cwhere R is earth's radius (mean radius = 6,371km); note that angles need to be in radians to pass to trig functions!

An example is given on the next page:

¹ http://www.movable-type.co.uk/scripts/latlong.html

