

!WIP! Einführung in die Objekt-orientierte Programmierung

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Folien: <https://delors.github.io/prog-java-oo/folien.de.rst.html>

<https://delors.github.io/prog-java-oo/folien.de.rst.html.pdf>

Fehler melden:

<https://github.com/Delors/delors.github.io/issues>

1. EINFÜHRUNG

Ziele

TODO

Übung

Berechnung der Kubikwurzeln mit Hilfe eines einfachen Algorithmus.

<https://www.quora.com/How-do-you-find-the-value-of-a-cube-root-with-no-calculator-and-only-using-operations-of-addition-subtraction-multiplication-and-division>:

Newton-Raphson algorithm,

<https://www.quora.com/How-do-you-find-the-value-of-a-cube-root-with-no-calculator-and-only-using-operations-of-addition-subtraction-multiplication-and-division>

How do you estimate cube roots to the nearest integer without a calculator? To find the cube root of N :

1. Express N as a product of a , a and b where a is any convenient number.
2. Take the average of a , a and b . This will be closer to the actual root than the initial estimate a .
3. Revise a and repeat the above steps till you get succeeding value close to the previous value.