Instructions

Any problem given by a number (and page reference) is taken from the book

- Problems marked with (T) are theory problems. Their solutions are to be submitted on paper.
- Problems marked with (P) are practical problems, and require the use of the computer. Their solutions are to be submitted on paper, and usually require two parts: (a) a description of the underlying theory; and (b) code segments, printouts of program outputs, plots, and whatever it required to convince the grader that you have understood the theory and addressed all practical challenges appropriately.

Section 2.3 (pages 93–95)

(T) 1.  (P) 14.

Section 2.4 (pages 104–106)

(P) 4.  (P) 10.

Section 2.5 (pages 112–114)

(P) 6.  (P) 10.