

## CS201 Computer Science I

**Date:** 11/3

**Goal:** To exercise the idea of objects

**Problem:** Finding the square root using Heron's method

**Description:** Write a program which performs Heron's iterative method for finding the square root of a positive number. To get a new guess from the previous one, the update equation is:

$$x_{i+1} = 0.5 * \left( x_i + \frac{n}{x_i} \right)$$

$n$  is a user input. Instead of asking for the initial guess from the user, the program should generate the guess using the randomizer object. Pick a reasonable range for the randomizer to choose a number from.