



In order to give different people different problems, I would like you to generate a random number as follows:

```
> randomize():  
> gunston:=rand(1940..2020):  
> gunston();
```

3. Use Newton's method to find the square root of the number that you generated in problem 2. Starting with the second iterate, write down the number of decimal places that are the same as the previous iterate. Continue until the first 50 decimal places repeat.
4. Problem 18 from section 4.7.