

```
double fleft = f(a), fright, area = 0.0;
double width = (b-a) / INTERVALS;
for [x = (a + width) to b by width] {
    fright = f(x);
    area = area + (fleft + fright) * width / 2;
    fleft = fright;
}
```

Iterative Quadrature Program

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