

```
B := Vector[row](10);
[ 0 0 0 0 0 0 0 0 0 0 ] (1)
```

```
for a from 1 to 10 do
  B[a] :=  $\frac{\text{rand}(\ )}{10^{12}} - 0.5$ ;
  #rand() returns a random 12 digit non-negative integer (from Maple help file)
end do:
B
[0.1272851981, 0.1100418700, -0.4638847747, -0.4507883113, -0.0498550819,
-0.1147166333, 0.2301565454, 0.2847364978, -0.3297304842, 0.3480672034] (2)
```

```
# This B vector is our stochastic term.
#B is bounded by -0.5 and 0.5
f := Vector[row](10);
[ 0 0 0 0 0 0 0 0 0 0 ] (3)
```

```
for c from 2 to 9 do
  f[c] :=  $(c - 5)^2 + 9$ ;
end do:
f
[ 0 18 13 10 9 10 13 18 25 0 ] (4)
```

```
g := f + B;
[0.127285198099999997, 18.1100418699999999, 12.5361152252999997,
9.54921168869999981, 8.95014491809999946, 9.88528336669999952,
13.2301565453999999, 18.2847364978000009, 24.6702695158000012,
0.348067203400000025] (5)
```

```
# use Trapezoidal rule instead of quadrature method
answersum := 0 :
for d from 1 to 9 do
  answersum := answersum +  $\frac{(g[d] + g[d + 1])}{2}$ ;
end do:
answersum
115.4536359 (6)
```

so our function f , from equation 4 has had some noise added to it, and then we added the areas of the trapezoids for our numeric approximation.