

Interpolation v1.0

Linear Interpolation is a method that can be used for predicting. Very often something changes over a period of time: an object might change its position; a computer graphic image might change its shape; a population might increase. **Linear interpolation** allows you to predict an unknown value(position, shape, population, etc.) if you know any two particular values and assume that the rate of change is constant.

Linear interpolation assumes

1. that you know two particular values.
2. that the process is changing at a constant rate
3. that you desire to find an unknown data point

The program requires the following input:

Large 1st value

Large 2nd value

Small 1st value

Small 2nd value

Unknown 1st value

Unknown 2nd value

Example:

.5478	.55	.5517
.12	x	.13

The number can be in any order **as** long as you are *consistent*.

Large 1st = .5517

Large 2nd = .13

Small 1st value = .5478

Small 2nd value = .12

Unknown 1st value = .55

Unknown 2nd value = 0

Large 1st = .13

Large 2nd = .5517

Small 1st value = .12

Small 2nd value = .5478

Unknown 1st value = 0

Unknown 2nd value = .55

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