You need to distinguish between 2 cases:

1. You know the function f(x) so that you can it evaluate it at any x.   This is the type of problem that QSIMP is meant for.   (I prefer to use Craig Markwardt's QPINT1d http://cow.physics.wisc.edu/~craigm/idl/down/qpint1d.pro)

2. You have tabulated X,Y values but no functional form.   Here you can do summation of trapezoids (as in http://idlastro.gsfc.nasa.gov/ftp/pro/math/tsum.pro).   But if there is any continuity to your function at all, then I would try using INT_TABULATED .

--Wayne

On Thursday, September 12, 2013 9:31:49 AM UTC-4, fd_...@mail.com wrote:
> Instead of using the QSIMP function can I write the code as a summation and use also the Simpson's rule?