The problem shald read "place a zero- and first-order nul at u=0.285 and u=0.625." First and second-order constraints just make the beam pattern flat. A zero-order null is needed to make the beam pattern =0.

- The beam pattern with zero and first-order nulls is shown in the top panel (4 total constraints). It is shown in the top panel (4 total constraints). It is very similar to the 4 zero-order constraint beampattern, with a slightly nawarer and deeper null region.
- the beampattern with zero, hist, and second order constraints (6 total constraints) is shown in the bottom panel. The 6 constraints give a wider and deeper nul region, but at the expense of higher sidelabes.



