

```

    frame.setZRange(false, 0, 0.2);
    frame.addDrawable(charge);
}

public void initialize() {
    gridSize = control.getInt("size");
    Exy = new double[2][gridSize][gridSize];
    // maximum speed of charge
    charge.vmax = control.getDouble("vmax");
    charge.dt = control.getDouble("dt");
    frame.setAll(Exy);
    initArrays();
}

private void initArrays() {
    charge.resetPath();
    calculateFields();
}

private void calculateFields() {
    double[] fields = new double[3]; // Ex, Ey, Bz
    for(int i = 0; i < gridSize; i++) {
        for(int j = 0; j < gridSize; j++) {
            // x location where we calculate the field
            double x = frame.indexToX(i);
            // y location where we calculate the field
            double y = frame.indexToY(j);
            // return the retarded time
            charge.calculateRetardedField(x, y, fields);
            Exy[0][i][j] = fields[0]; // Ex
            Exy[1][i][j] = fields[1]; // Ey
        }
    }
    frame.setAll(Exy);
}

public void reset() {
    control.setValue("size", 31);
    control.setValue("dt", 0.5);
    control.setValue("vmax", 0.9);
    initialize();
}

protected void doStep() {
    charge.step();
    calculateFields();
}

public static void main(String[] args) {
    SimulationControl.createApp(new RadiatingEFieldApp());
}

```

**Problem 10.19 Field lines from an accelerating charge**

- Read the code for `RadiatingEFieldApp` carefully to understand the correspondence between the program and the analytic results, (10.40) and (10.42), discussed in the text.
- Describe qualitatively the nature of the electric and magnetic fields from an oscillating point charge. How does the electric field differ from that of a static charge at the origin? What happens as the speed increases? The physics breaks down if the maximum speed is greater than  $c$ . Does the algorithm break down? Explain.
- Modify `RadiatingEFieldApp` to show the  $z$ -component of the magnetic field in the  $xy$ -plane using a `Scalar2DFrame`.
- Modify the program to observe a charge moving with uniform circular motion about the origin. What happens as the speed of the charge approaches the speed of light?

**Problem 10.20 Spatial dependence of the radiating fields**

- As waves propagate from an accelerating point source, the total power that passes through a spherical surface of radius  $R$  remains constant. Because the surface area is proportional to  $R^2$ , the power per unit area or intensity is proportional to  $1/R^2$ . Also, because the intensity is proportional to  $E^2$ , we expect that  $E \propto 1/R$  far from the source. Modify the program to verify this result for a charge that is oscillating along the  $x$ -axis according to  $x(t) = 0.2 \cos t$ . Plot  $|E|$  as a function of the observation time  $t$  for a fixed position, such as  $\mathbf{R} = (10, 10, 0)$ . The field should oscillate in time. Find the amplitude of this oscillation. Next double the distance of the observation point from the origin. How does the amplitude depend on  $R$ ?
- Repeat part (a) for several directions and distances. Generate a polar diagram showing the amplitude as a function of angle in the  $xy$ -plane. Is the radiation greatest along the line in which the charge oscillates?

**Problem 10.21 Fields from a charge moving at constant velocity**

- Use `RadiationApp` to calculate  $\mathbf{E}$  due to a charged particle moving at constant velocity toward the origin, for example,  $x(t_{\text{ret}}) = 1 - 2t_{\text{ret}}$ . Take a snapshot at  $t = 0.5$  and compare the field lines with those you expect from a stationary charge.
- Modify `RadiationApp` so that  $x(t_{\text{ret}}) = 1 - 2t_{\text{ret}}$  for  $t_{\text{ret}} < 0.5$  and  $x(t_{\text{ret}}) = 0$  for  $t_{\text{ret}} > 0.5$ . Describe the field lines for  $t > 0.5$ . Does the particle accelerate at any time? Is there any radiation?

**Problem 10.22 Frequency dependence of an oscillating charge**

- The radiated power at any point in space is proportional to  $E^2$ . Plot  $|E|$  versus time at a fixed observation point (for example,  $X = 10, Y = Z = 0$ ) and calculate the