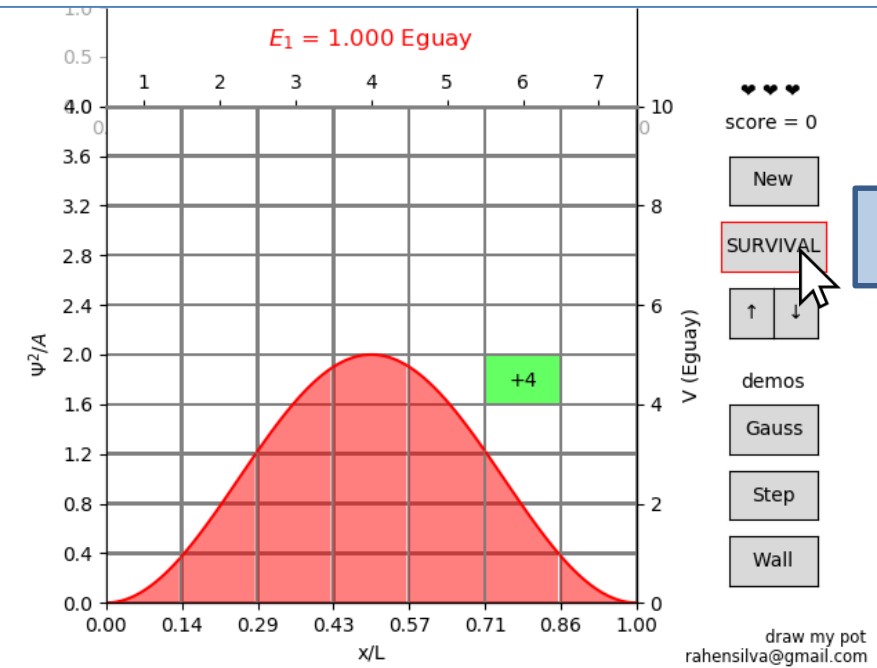


# Draw My Pot

Interactive Piecewise Potential

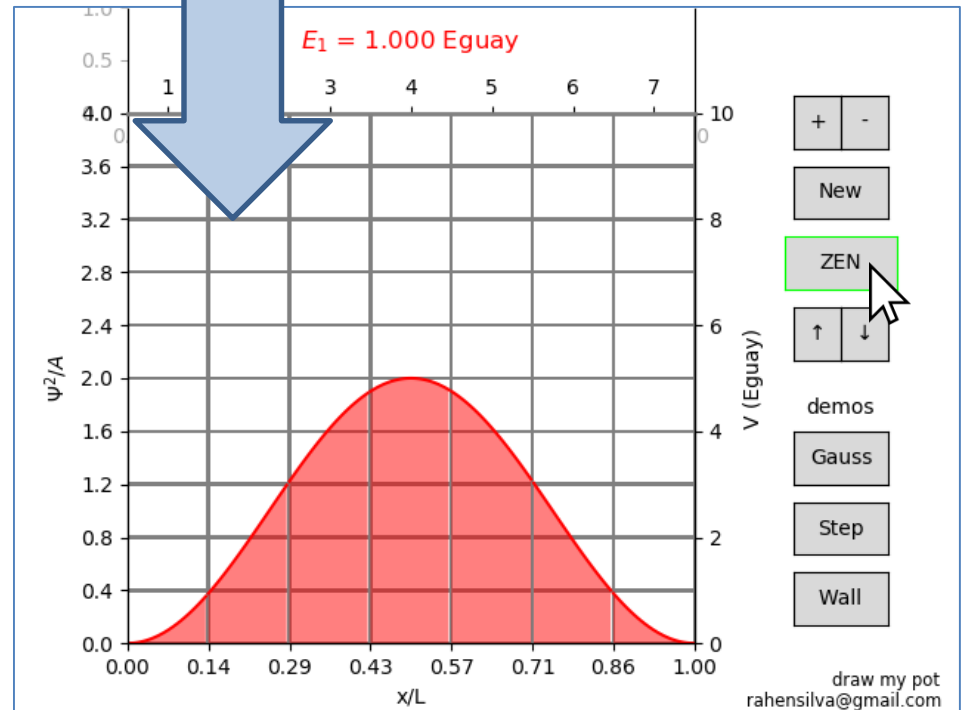
-Rafa da Silva-

# Change to ZEN mode

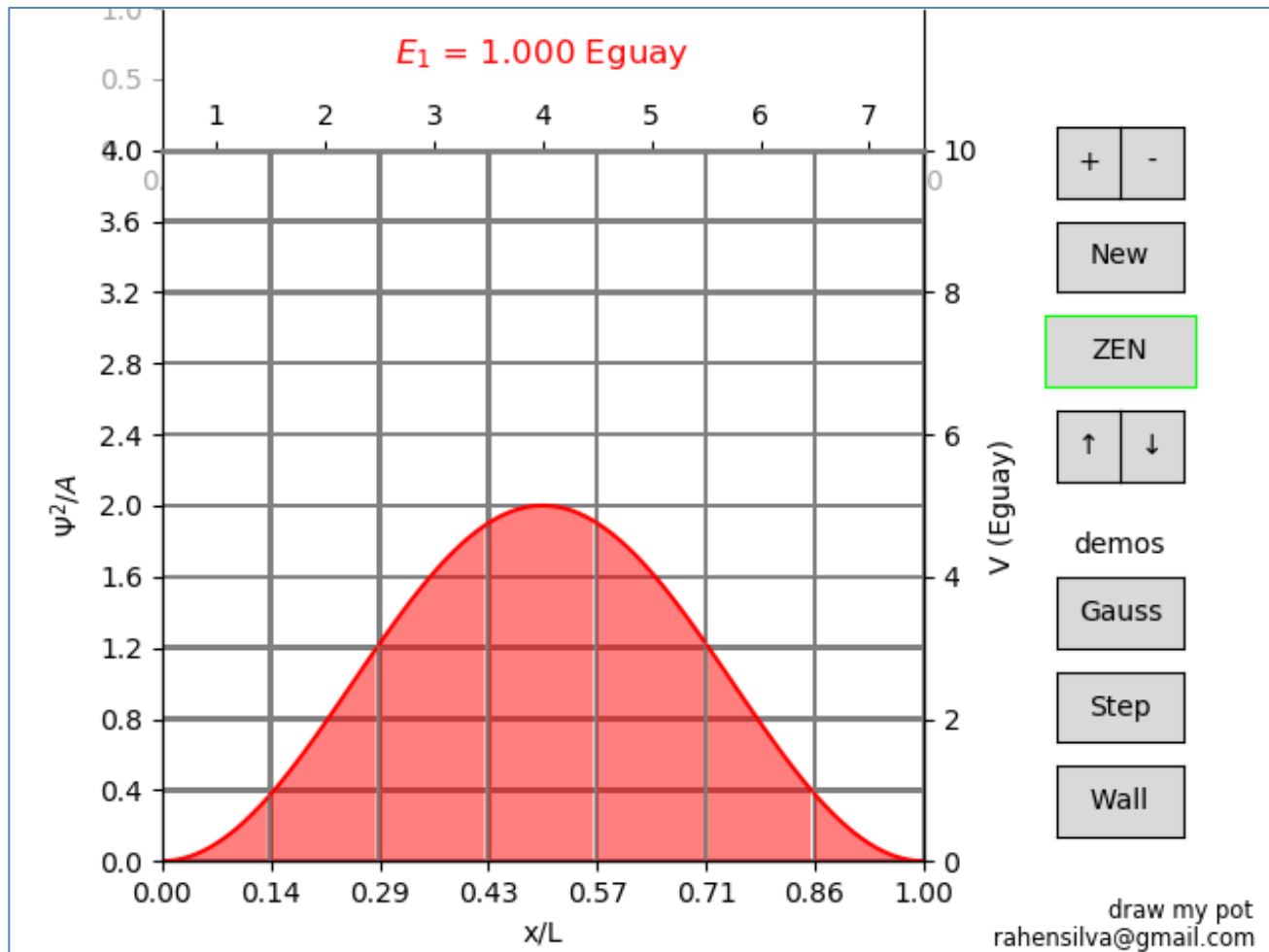


click on

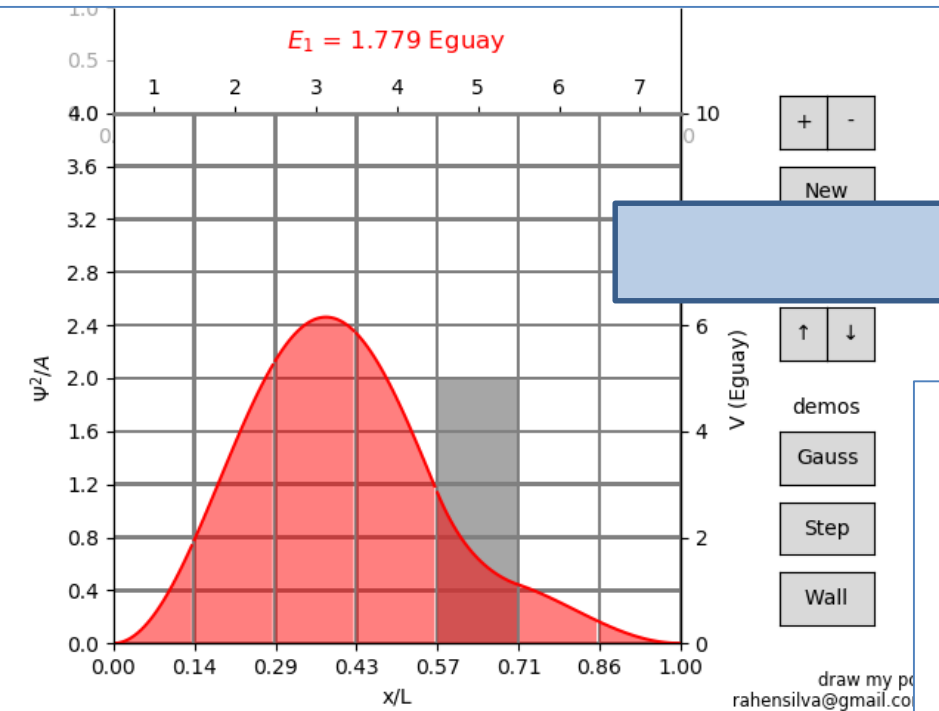
SURVIVAL



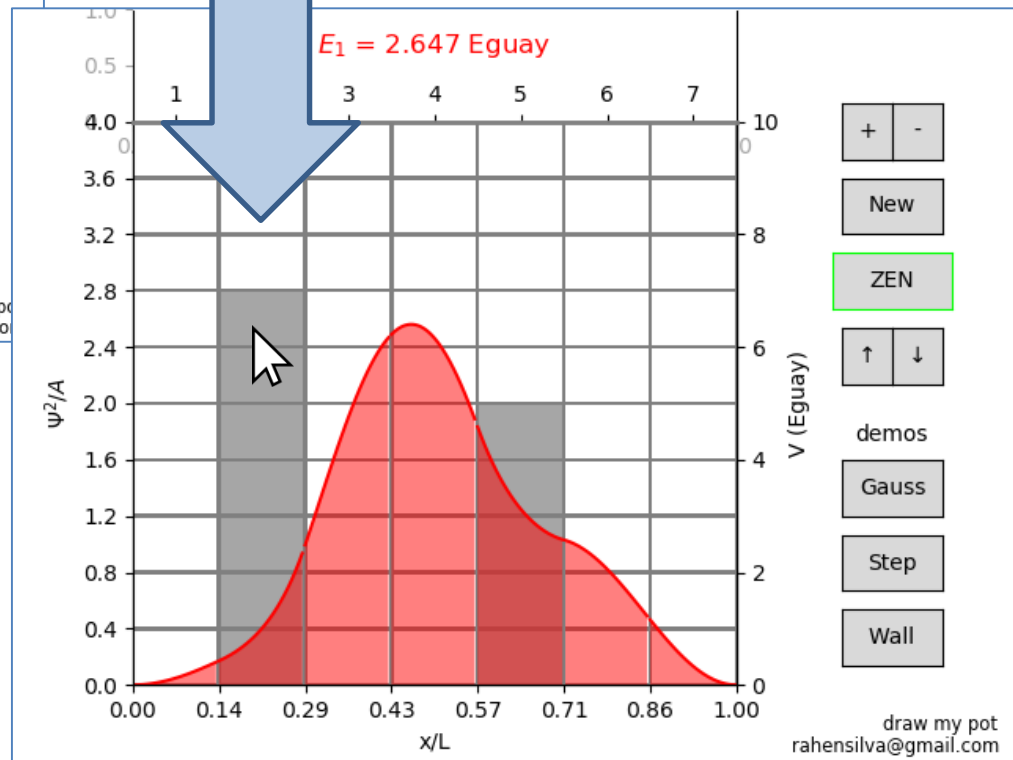
# Eigenfunctions are instantly plotted



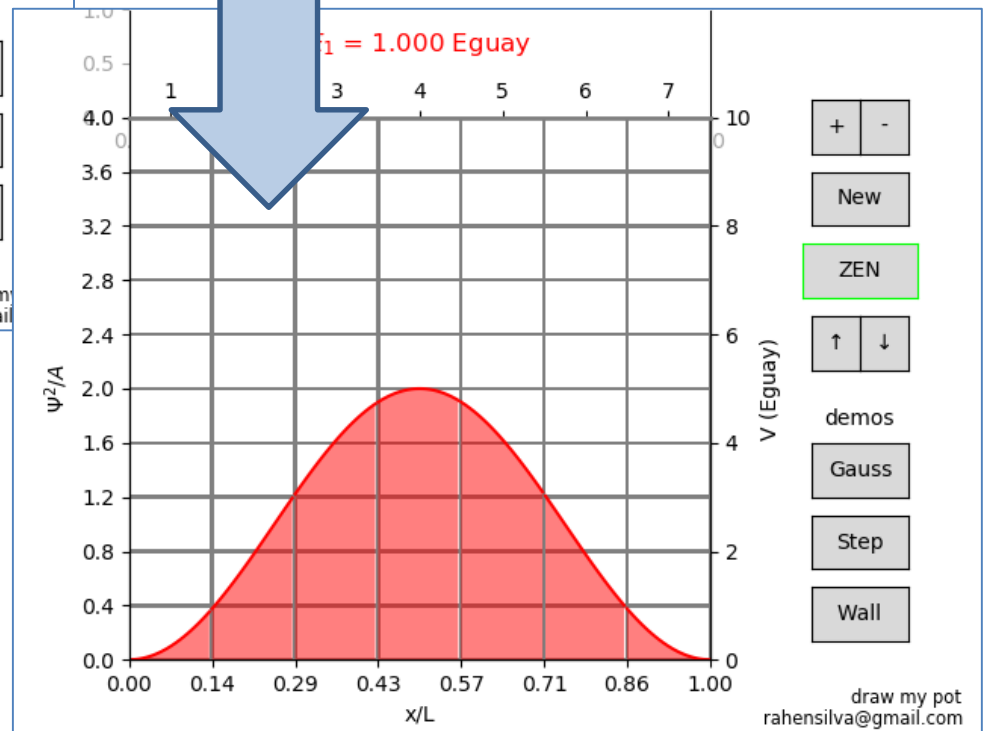
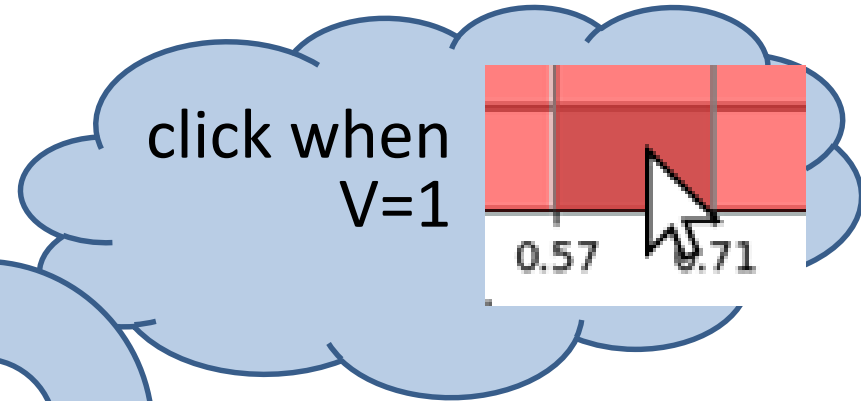
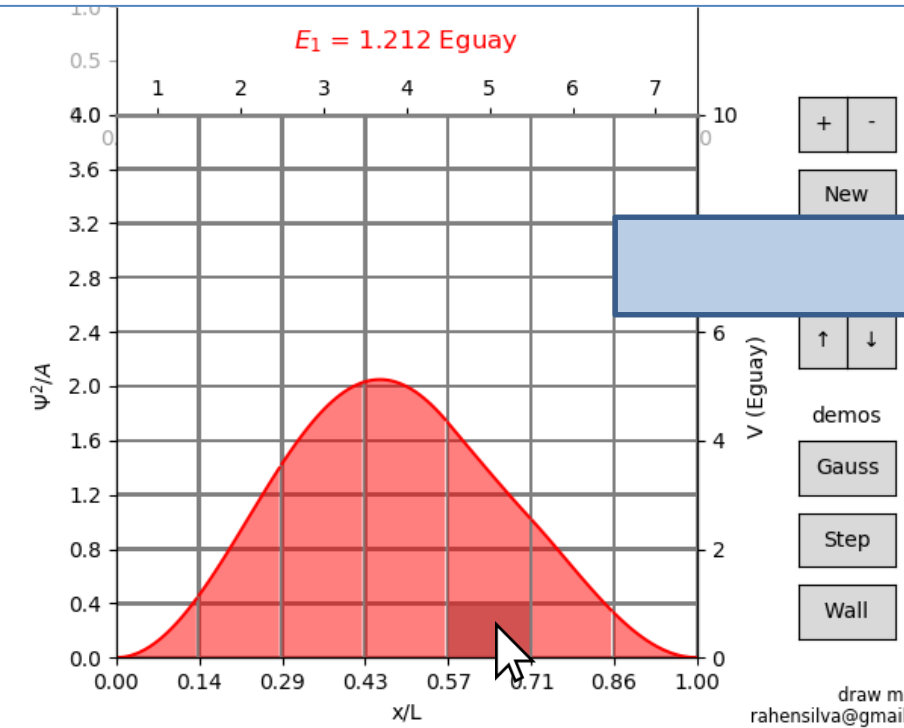
# Draw the potential with the mouse



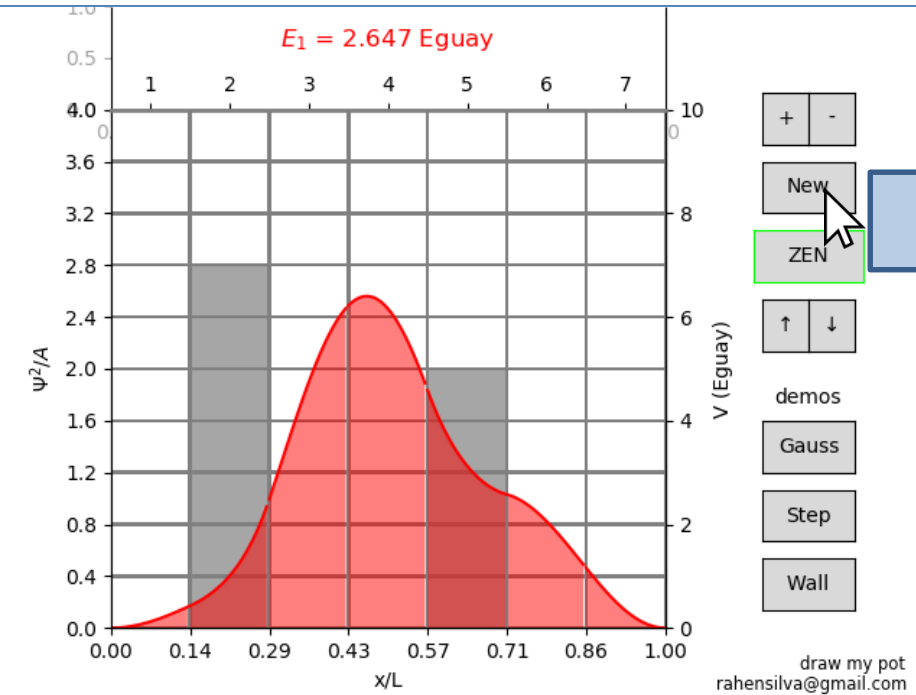
click inside  
the grid



# Undraw too

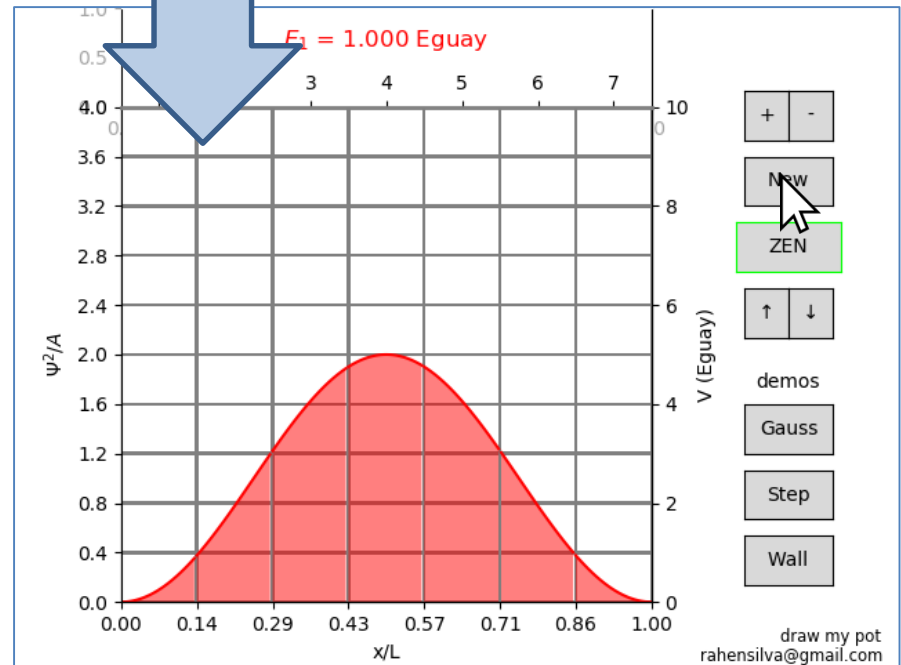


# Return to the infinite square well

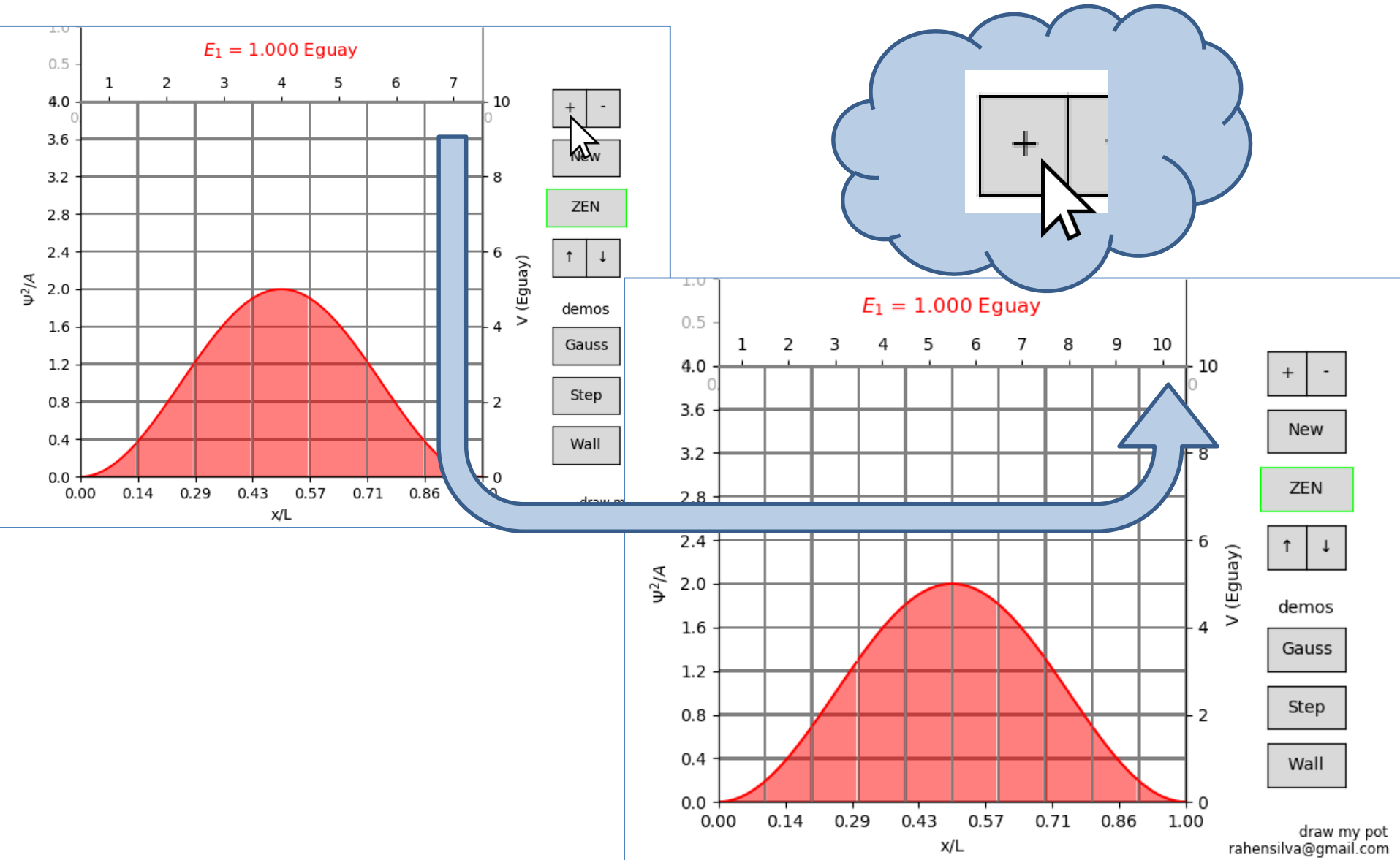


click on

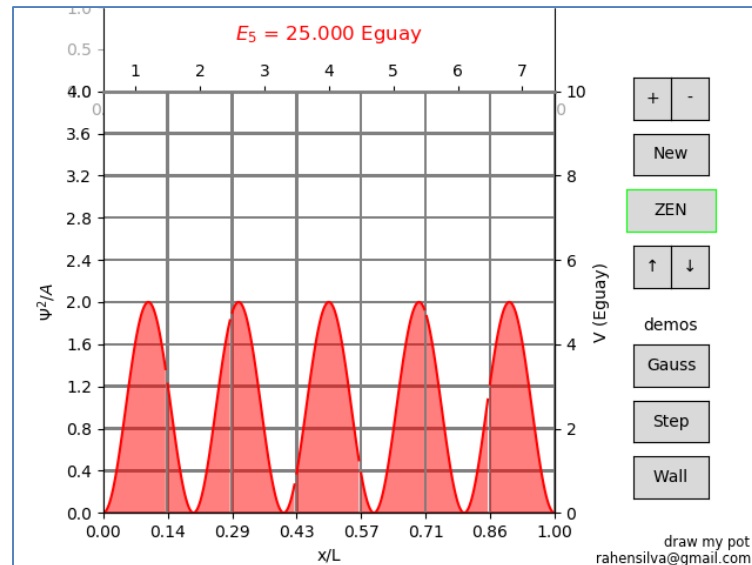
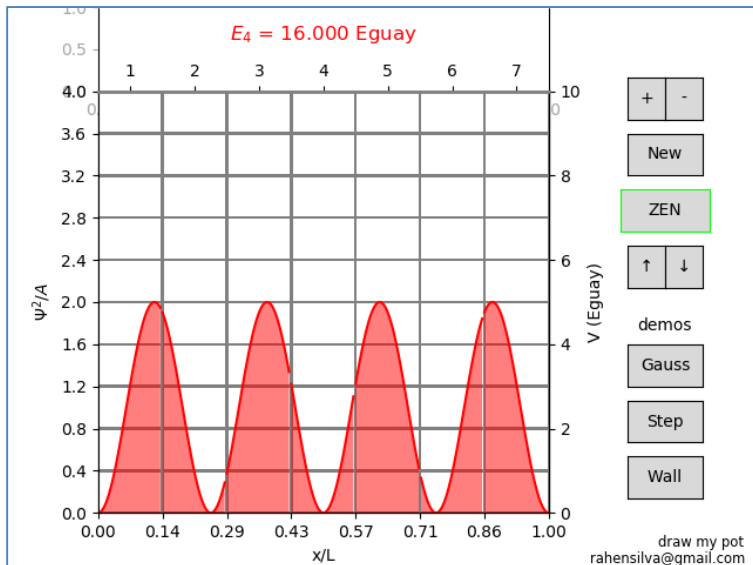
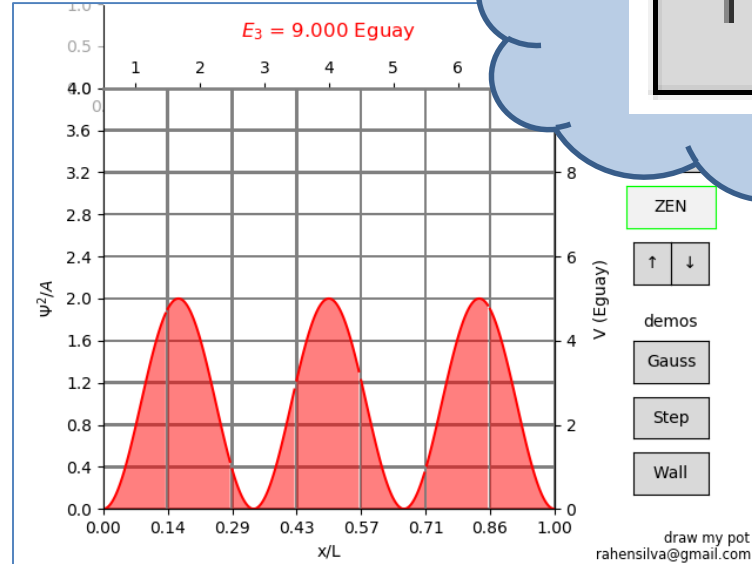
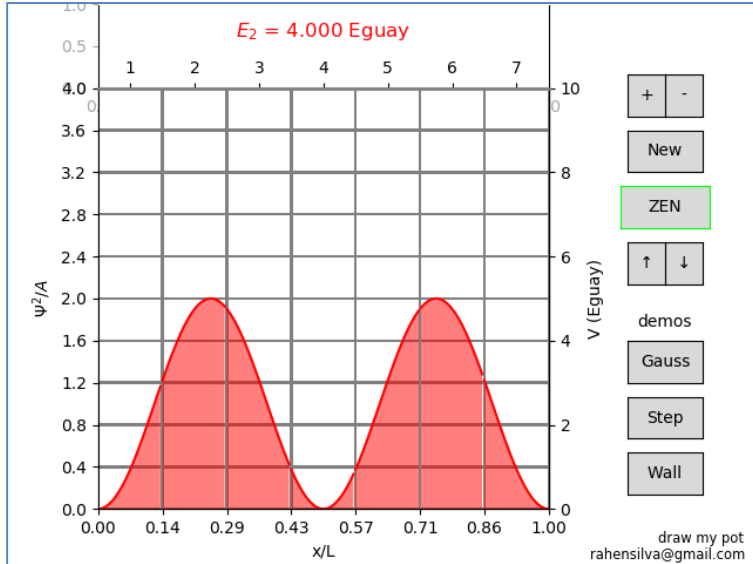
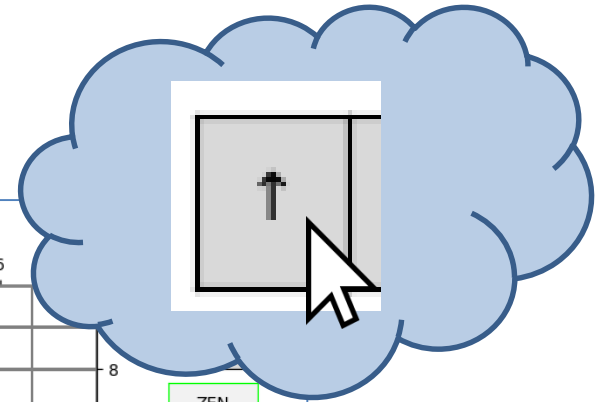
New



# Change the number of pieces

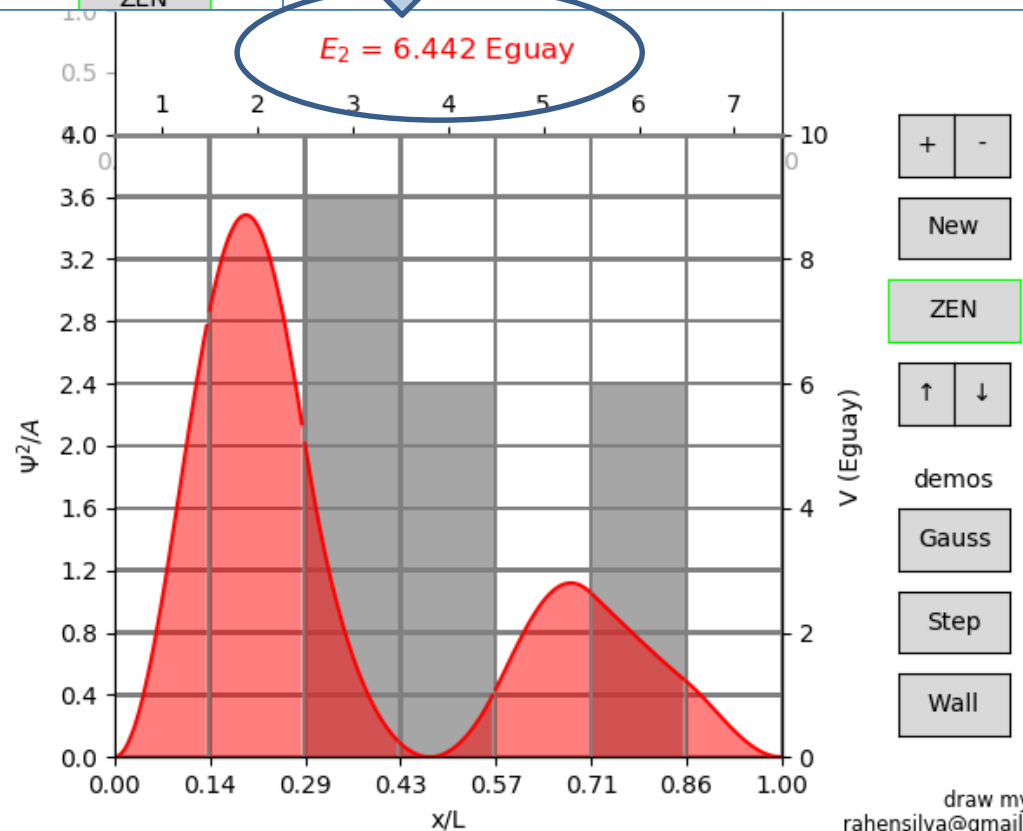
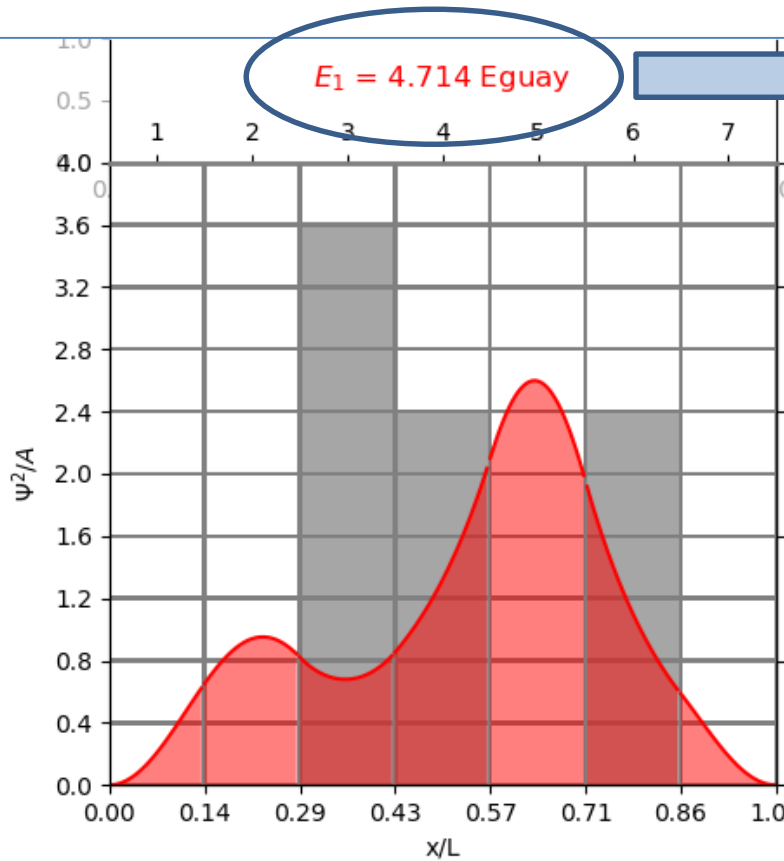
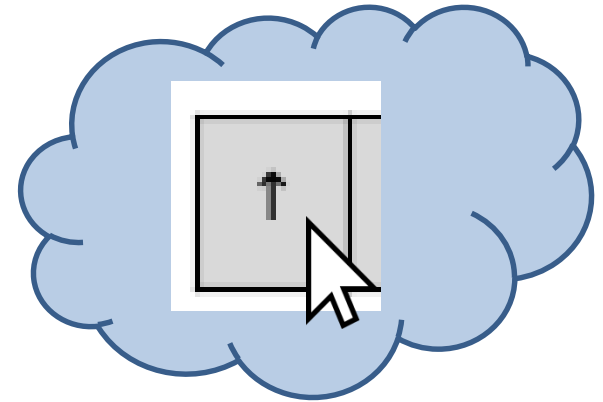


# Plot the next energy level

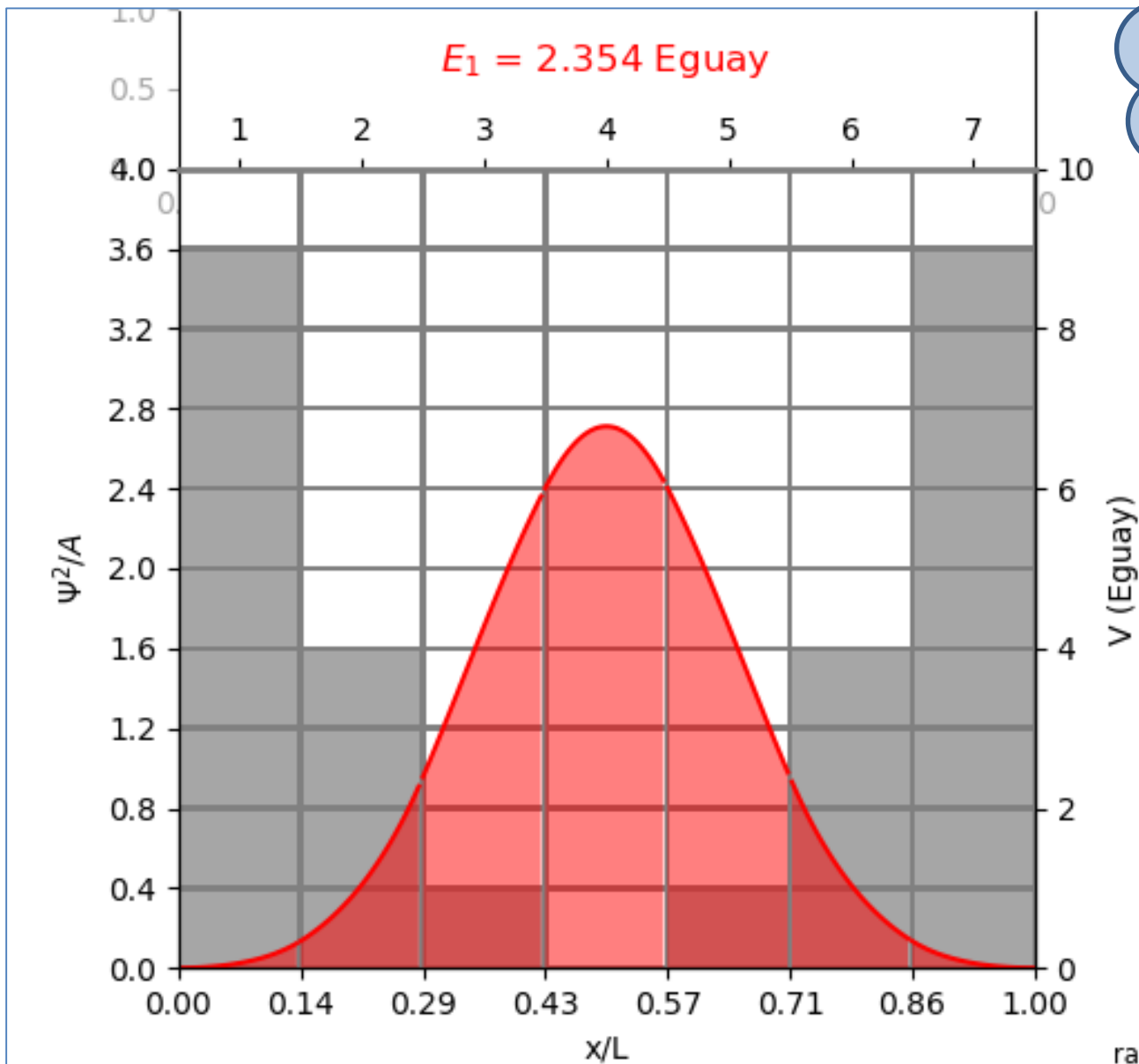




# Plot the next energy level



# Demo1: Harmonic Oscillator



Gauss

New

ZEN

↑

↓

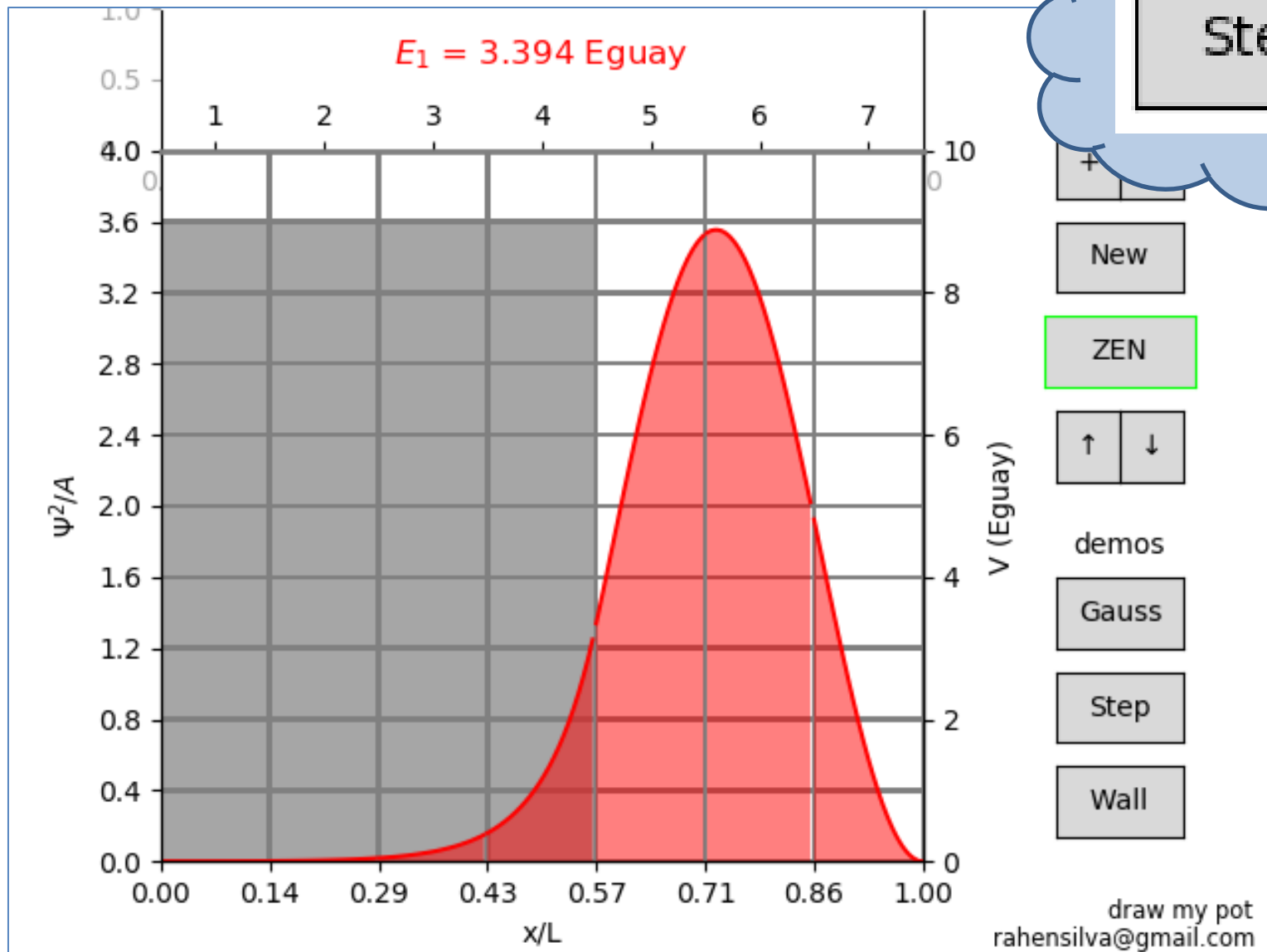
demos

Gauss

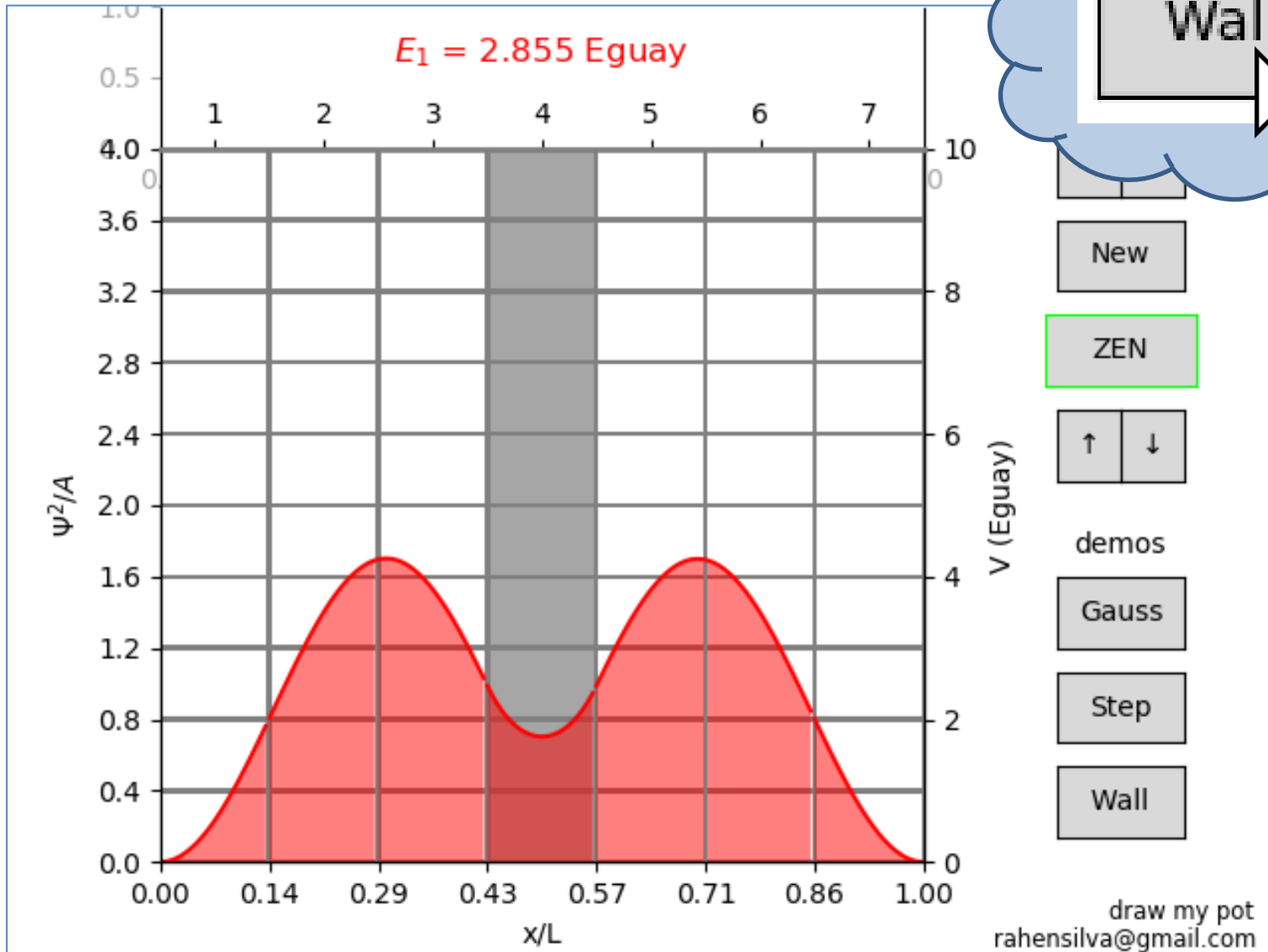
Step

Wall

# Demo2: Step

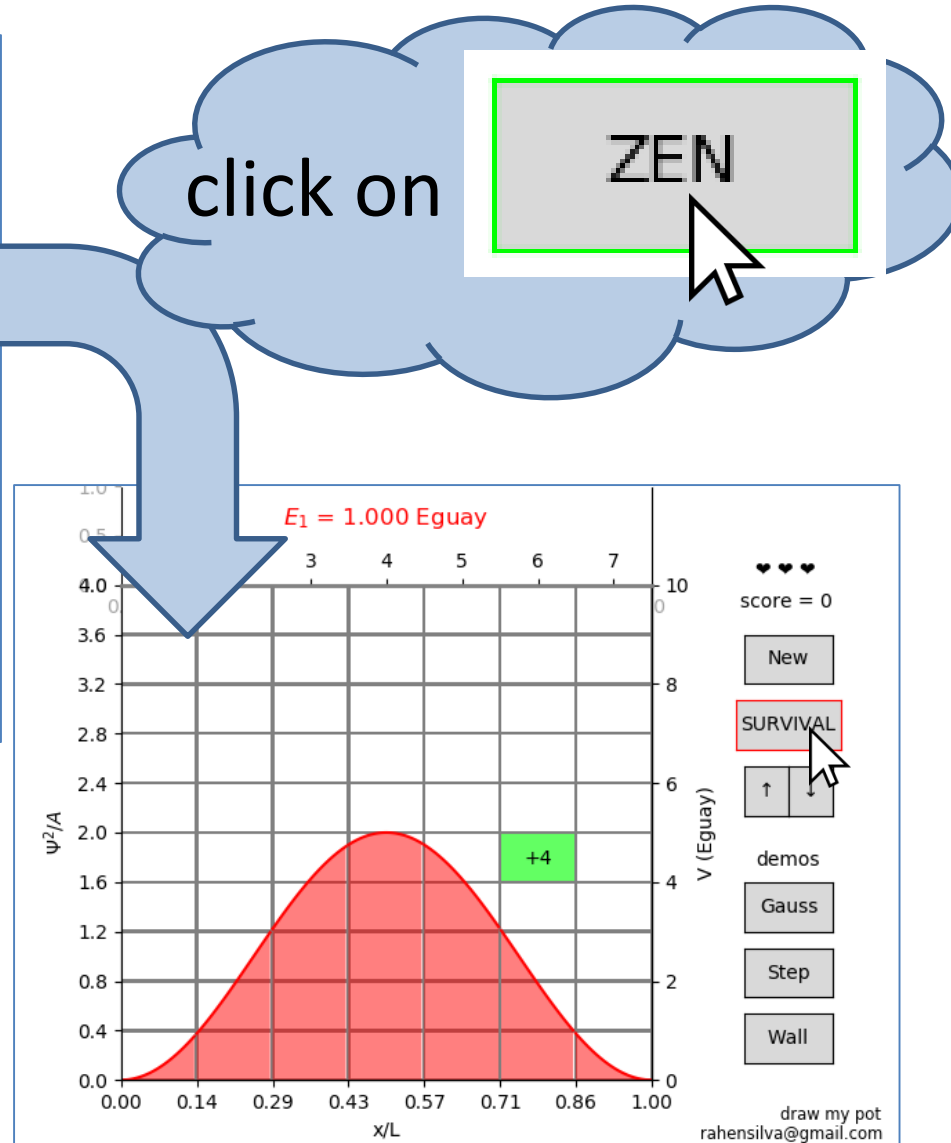
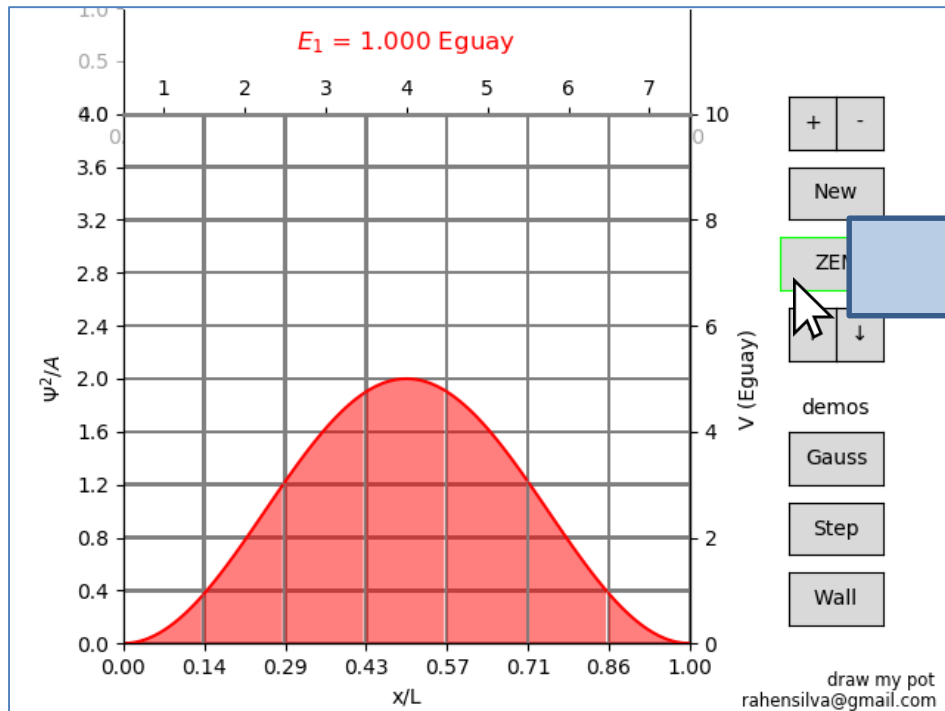


# Demo3: (Finite) Wall

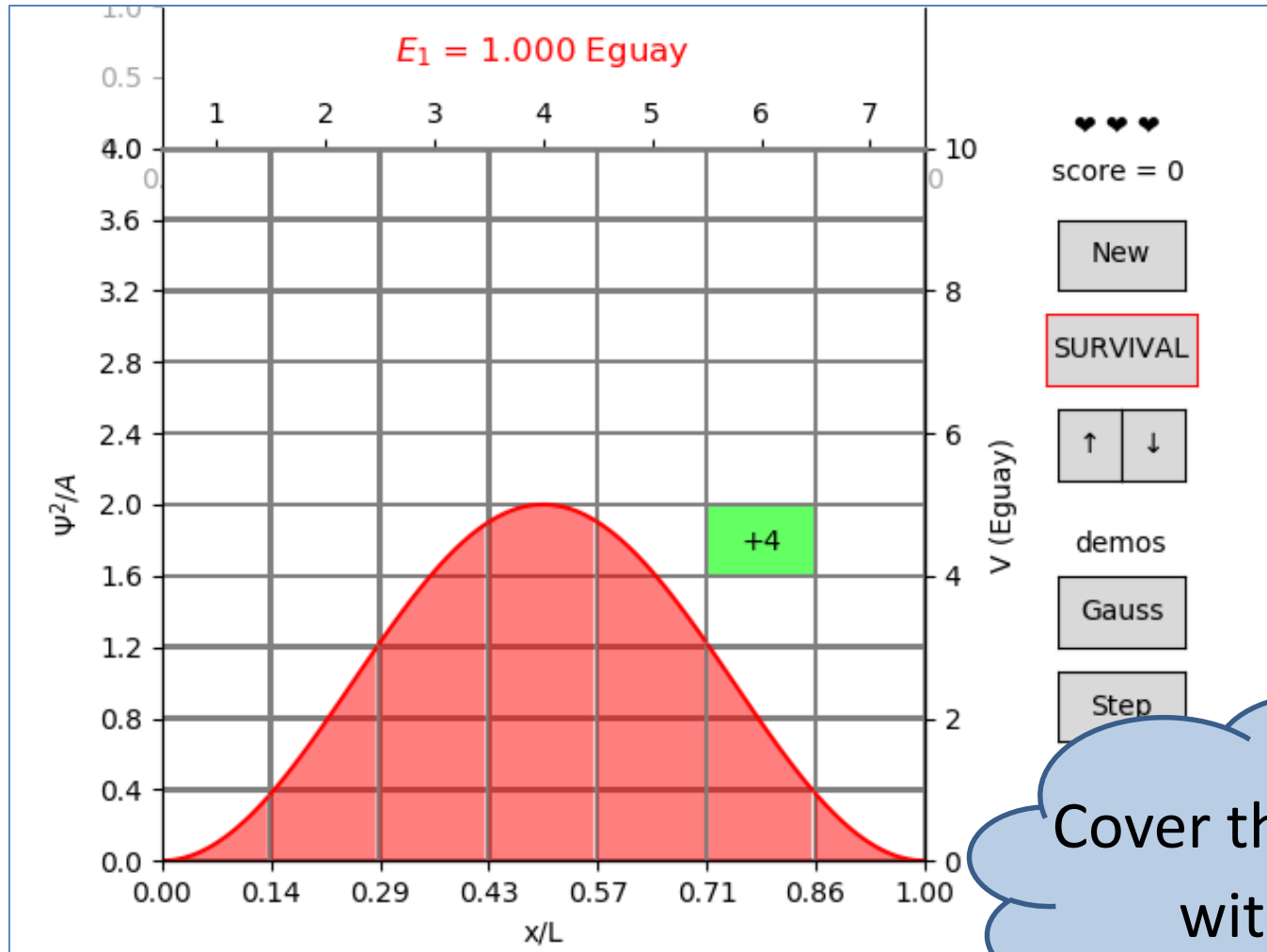


Okey

# Change to **SURVIVAL** mode

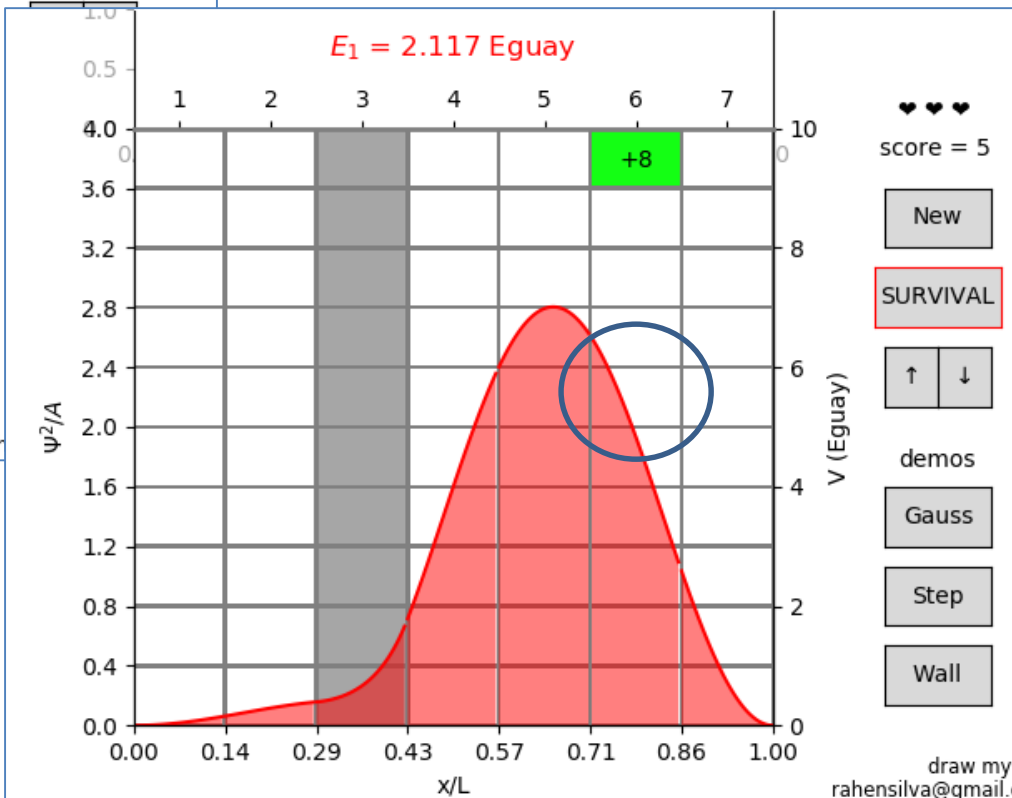
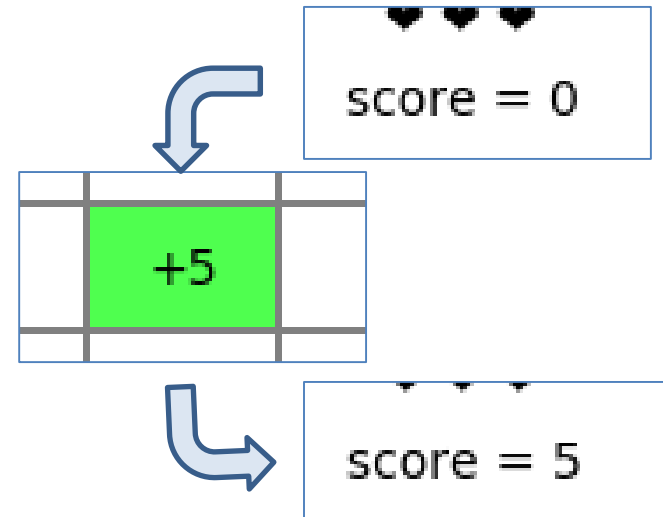
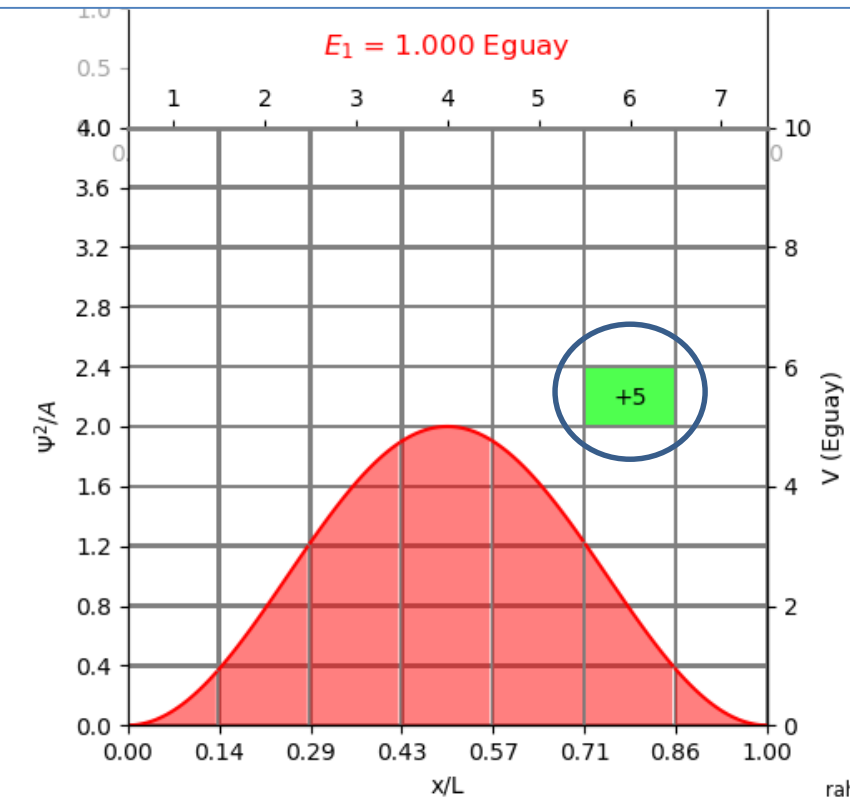


# Get the ball



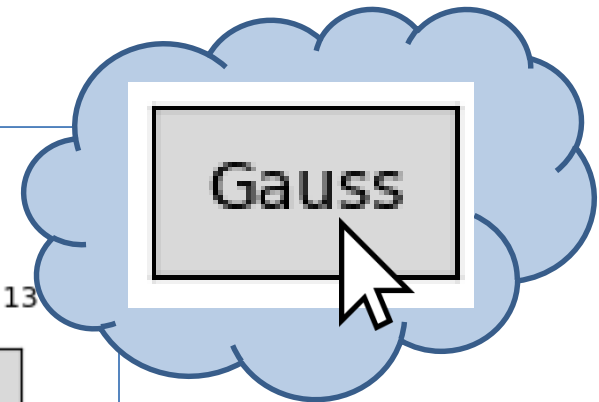
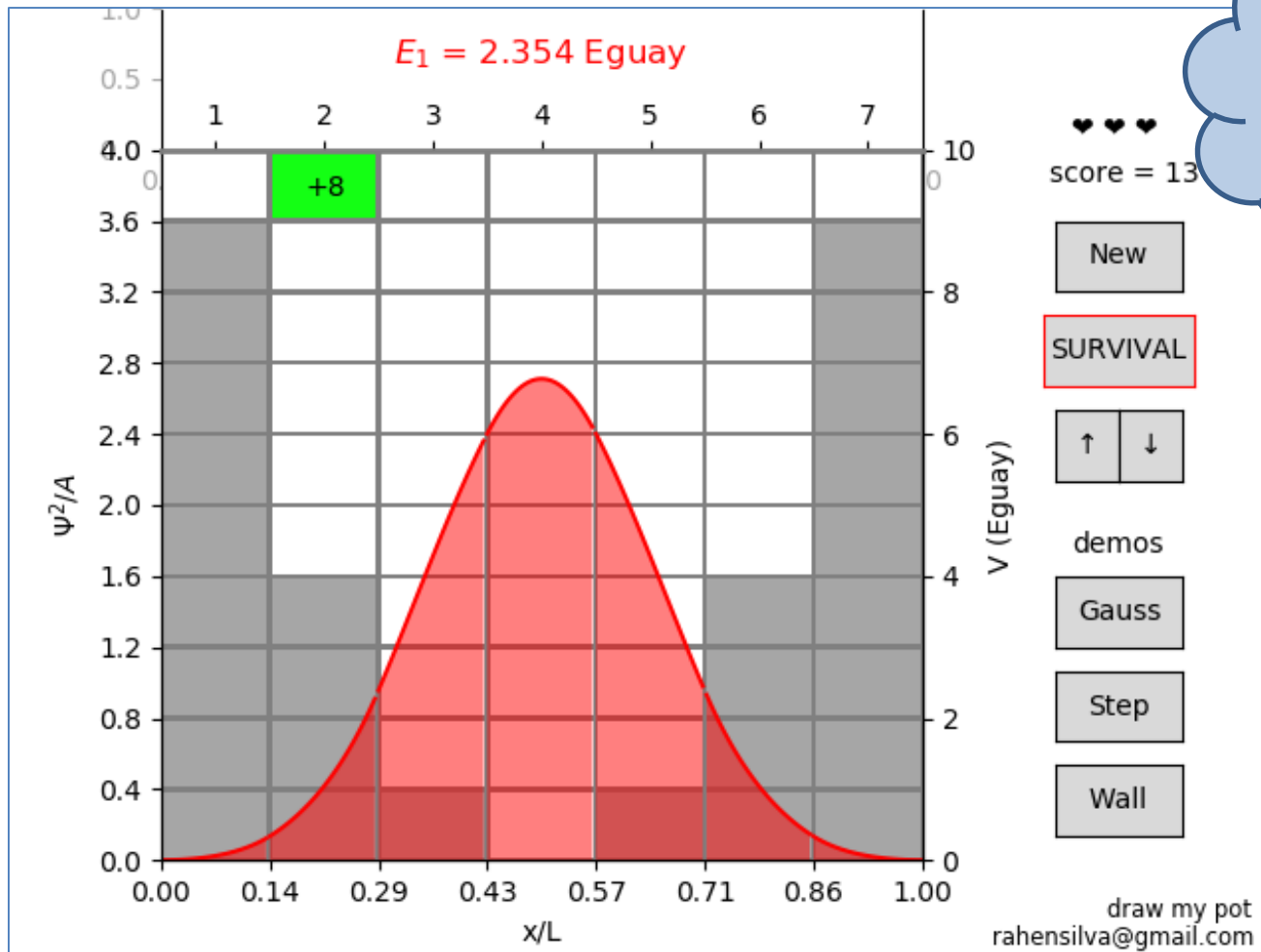
Cover the green square  
with the wave

# Score

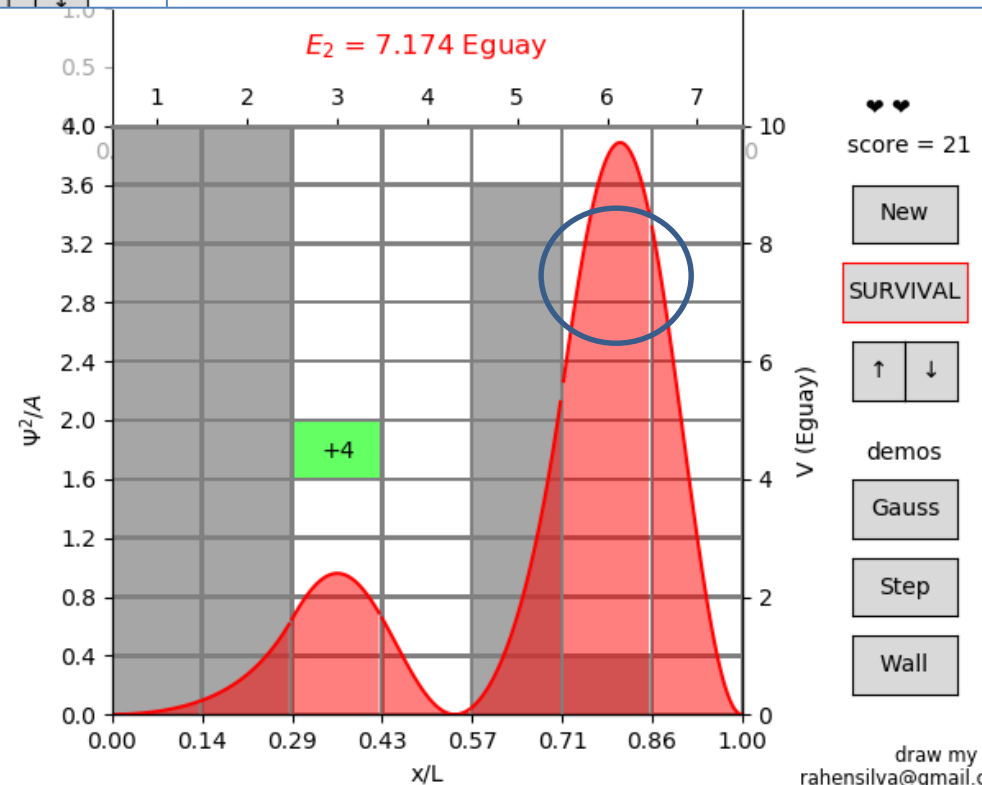
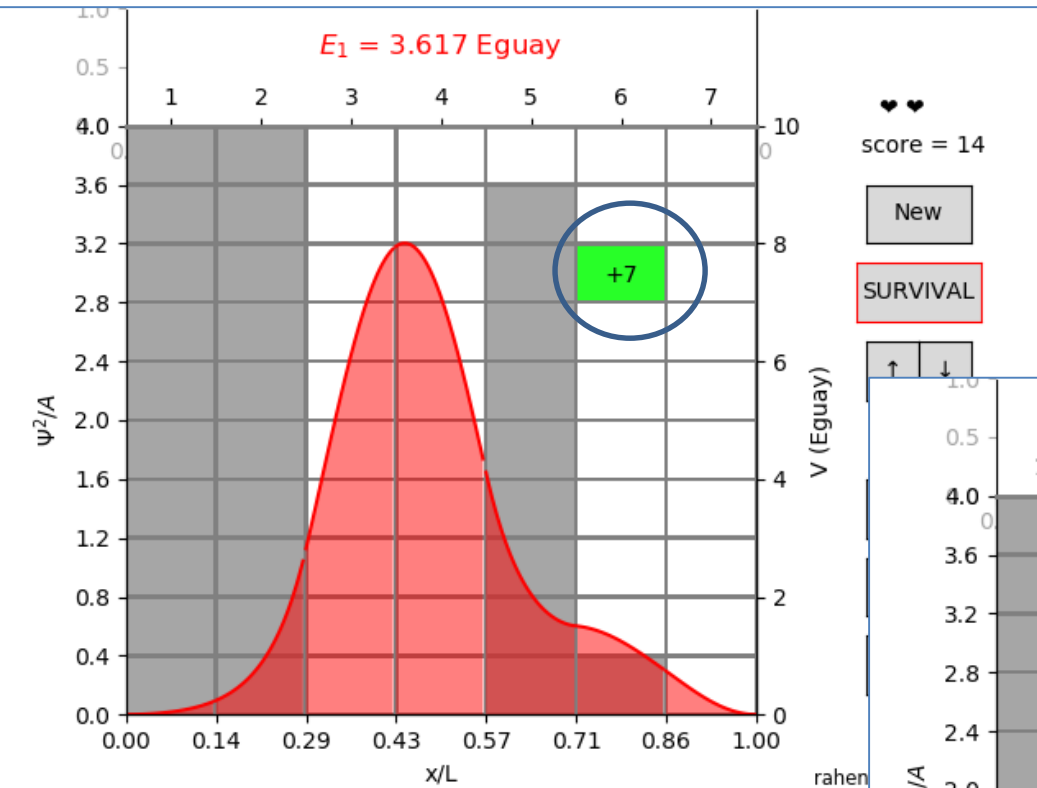
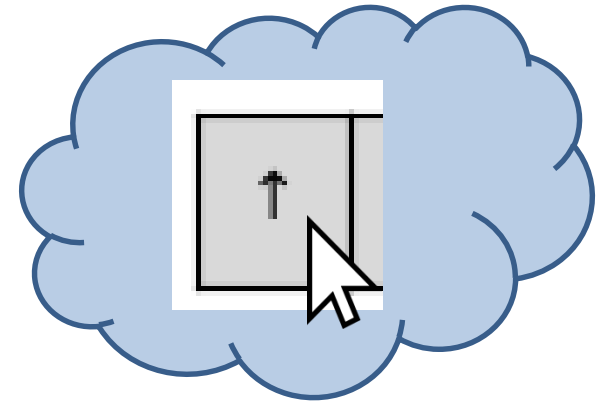




# Use your habilities

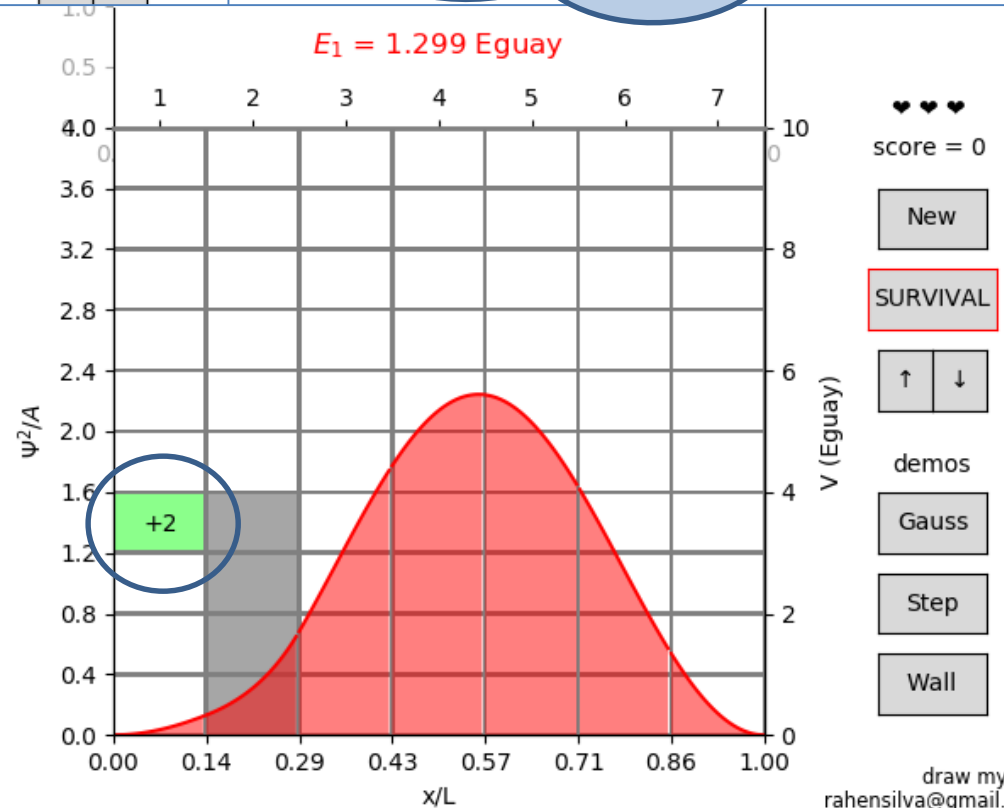
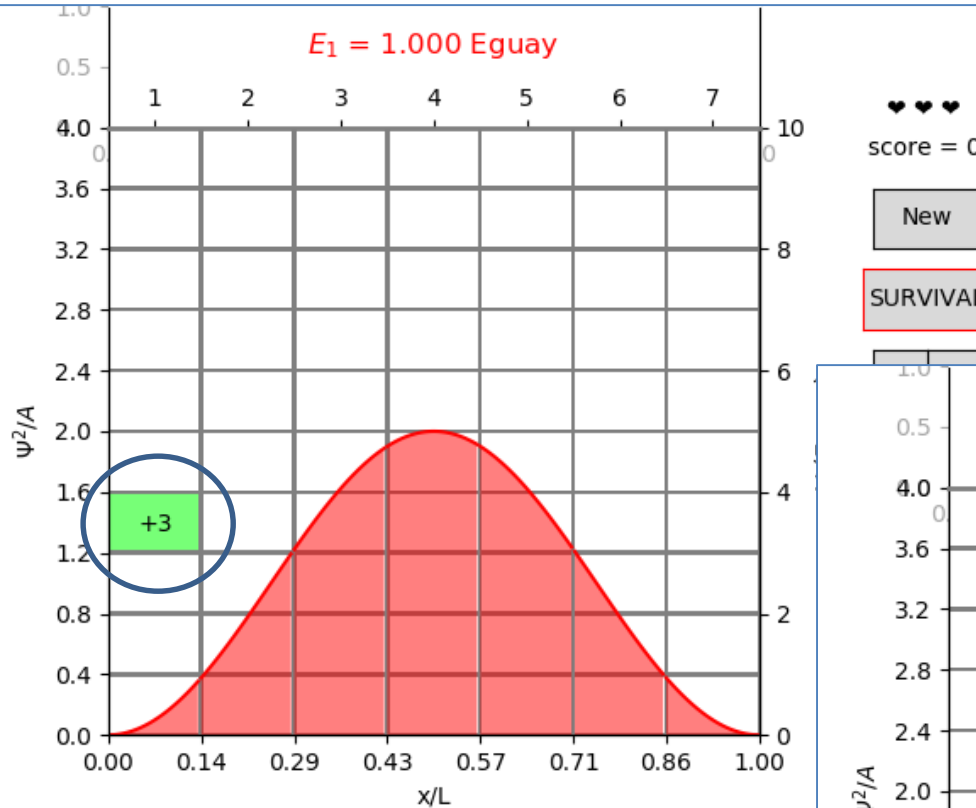


# Find your level

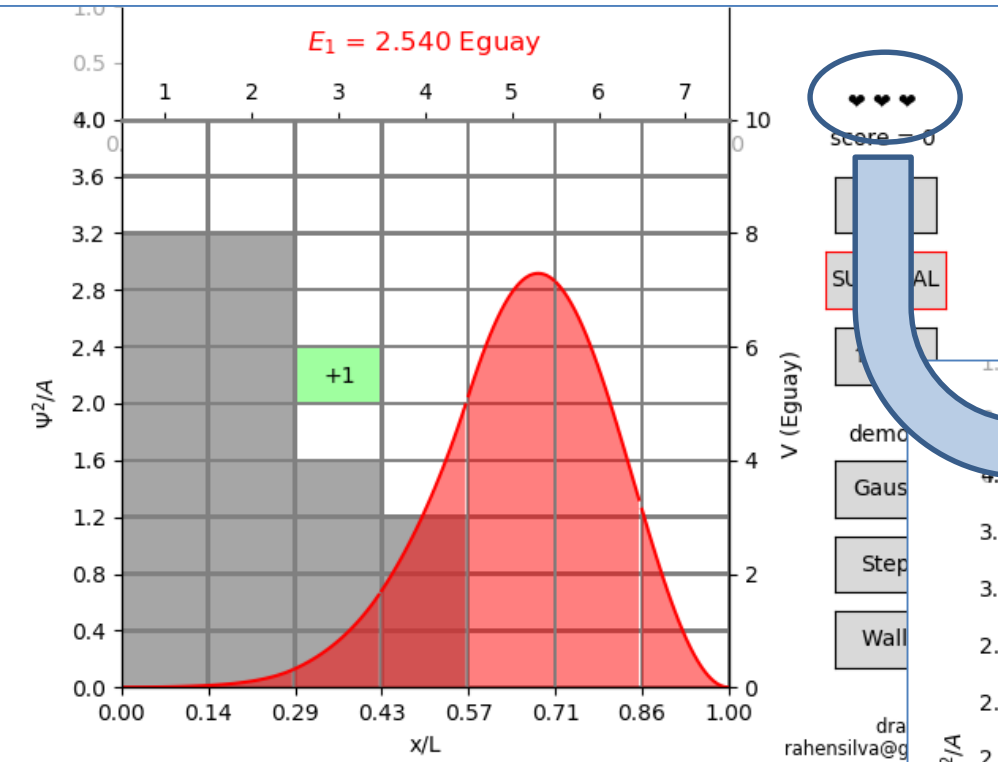


# Hurry up!

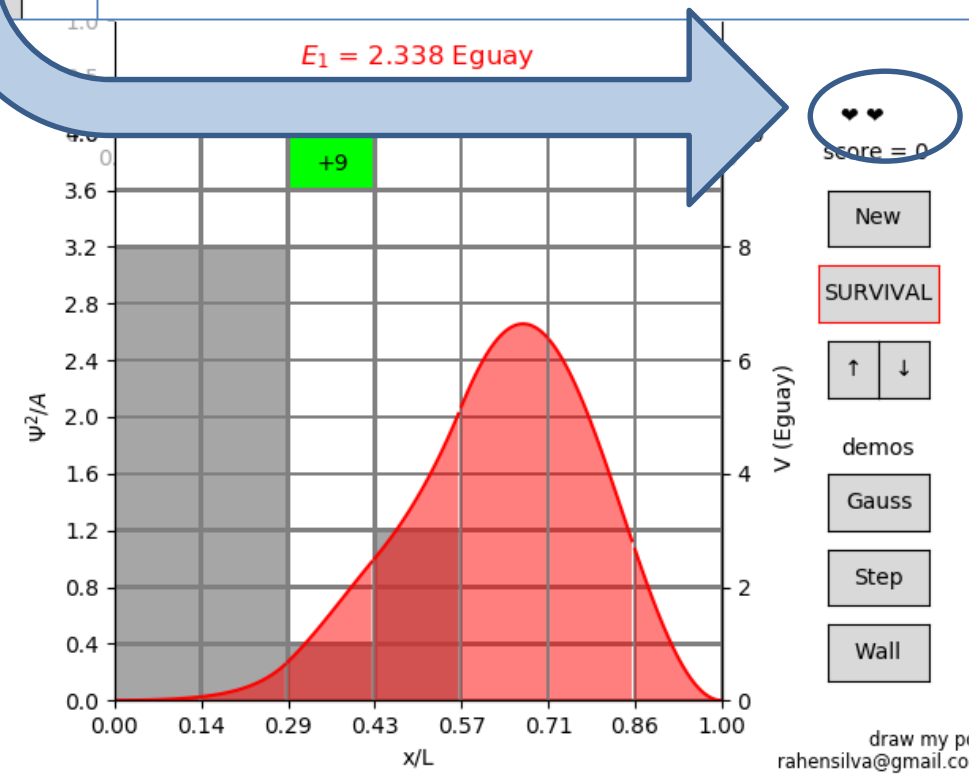
Every click reduces  
the ball's score



# Caution!



Every ball lost reduces 1 x ♥



You have 3 x 

