



TUGAS 4 – KOMPUTASI MATEMATIKA

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▼ Tugas_04.m 
... @@ -0,0 +1,192 @@
1 + % KURVA KUPU-KUPU PARAMETRIK
2 + t = linspace(0, 12*pi, 1000);
3 + x = sin(t) .* (exp(cos(t)) - 2*cos(4*t) - sin(t/12).^5);
4 + y = cos(t) .* (exp(cos(t)) - 2*cos(4*t) - sin(t/12).^5);
5 + z = sin(t/3);
6 + figure(1);
7 + plot3(x, y, z, 'm', 'LineWidth', 1.5);
8 + grid on; axis equal;
9 +
10 +
11 + % PERMUKAAN SPIRAL
12 + theta = linspace(0, 4*pi, 100);
13 + r = linspace(0.5, 2, 100);
14 + [Theta, R] = meshgrid(theta, r);
15 + X = R .* cos(Theta);
16 + Y = R .* sin(Theta);
17 + Z = R;
18 + figure(2);
19 + mesh(X, Y, Z)
20 + colormap(winter)
21 +
```

▼ Tugas\_04.m 

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22 +
23 + % FLOWER MESH DOME
24 + theta = linspace(0, 2*pi, 100);
25 + phi = linspace(0, pi/2, 50);
26 + [Theta, Phi] = meshgrid(theta, phi);
27 + R = 1 + 0.3*cos(6*Theta);
28 + X = R .* sin(Phi) .* cos(Theta);
29 + Y = R .* sin(Phi) .* sin(Theta);
30 + Z = R .* cos(Phi);
31 + figure(3);
32 + mesh(X, Y, Z)
33 + colormap(jet)
34 + axis equal
35 +
36 +
37 + % LATTICE SHELL
38 + [u, v] = meshgrid(linspace(0, pi, 60), linspace(0, 2*pi, 60));
39 + r = 1 + 0.2*sin(10*v + 3*u);
40 + x = r .* sin(u) .* cos(v);
41 + y = r .* sin(u) .* sin(v);
42 + z = r .* cos(u);
43 + figure(4);
44 + mesh(x, y, z)
45 + colormap(cool)
46 + axis equal
```

Hana Rahmawati  
662023006

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47 +  
48 +  
49 + % WAVY STAR DISC  
50 + [x, y] = meshgrid(-3:0.05:3);  
51 + r = sqrt(x.^2 + y.^2);  
52 + theta = atan2(y, x);  
53 + z = cos(5*theta) .* exp(-r.^2);  
54 + colormap(winter)  
55 + axis equal  
56 + figure(5);  
57 + contourf(x, y, z, 50)  
58 +  
59 +  
60 + % GELOMBANG PAPAN SELANCAR  
61 + [x, y] = meshgrid(-10:0.2:10, -10:0.2:10);  
62 + z = sin(x) + cos(y);  
63 + figure(6);  
64 + surf(x, y, z);  
65 + shading interp; colormap cool;  
66 + xlabel('X'); ylabel('Y'); zlabel('Z');
```

```
68 +
69 + % COSMIC FUNNEL GRID
70 + theta = linspace(0, 6*pi, 100);
71 + r = linspace(0.2, 2, 100);
72 + [Theta, R] = meshgrid(theta, r);
73 + X = R .* cos(Theta);
74 + Y = R .* sin(Theta);
75 + Z = log(R) .* sin(3*Theta);
76 + figure(7);
77 + mesh(X, Y, Z)
78 + colormap(summer)
79 + axis equal
80 +
81 +
82 + % SPIRAL CONE FLOW
83 + theta = linspace(0, 6*pi, 200);
84 + r = linspace(0.1, 3, 200);
85 + [Theta, R] = meshgrid(theta, r);
86 + X = R .* cos(Theta);
87 + Y = R .* sin(Theta);
88 + Z = R .* log(R + 1) .* sin(2*Theta);
89 + figure(8);
90 + mesh(X, Y, Z)
91 + colormap(autumn)
92 + axis equal
```

```
95 + % LOG SPIRAL RIDGE
96 + theta = linspace(0, 4*pi, 300);
97 + r = exp(0.1 * theta);
98 + [Theta, R] = meshgrid(theta, r);
99 + X = R .* cos(Theta);
100 + Y = R .* sin(Theta);
101 + Z = sin(R);
102 + figure(9);
103 + surf(X, Y, Z)
104 + shading interp
105 + colormap(cool)
106 + axis equal
107 +
108 +
109 + % TWISTED GALAXY SURFACE
110 + theta = linspace(0, 8*pi, 250);
111 + r = linspace(0.5, 2.5, 250);
112 + [Theta, R] = meshgrid(theta, r);
113 + X = R .* cos(Theta);
114 + Y = R .* sin(Theta);
115 + Z = R .* sin(Theta/2) .* cos(3*R);
116 + figure(10);
117 + mesh(X, Y, Z)
118 + colormap(pink)
119 + axis equal
```

```
121 +  
122 + %% FRACTAL RIPPLE SPIRAL  
123 + theta = linspace(0, 10*pi, 400);  
124 + r = linspace(0.1, 3, 400);  
125 + [Theta, R] = meshgrid(theta, r);  
126 + X = R .* cos(Theta);  
127 + Y = R .* sin(Theta);  
128 + Z = sin(5*log(R + 1)) .* cos(Theta);  
129 + figure(11);  
130 + surf(X, Y, Z)  
131 + colormap(cool)  
132 + shading interp  
133 + axis equal  
134 +  
135 +  
136 + %% DIMENSIONAL WARP GRID  
137 + theta = linspace(0, 6*pi, 200);  
138 + r = linspace(0.5, 2, 200);  
139 + [Theta, R] = meshgrid(theta, r);  
140 + X = R .* cos(Theta);  
141 + Y = R .* sin(Theta);  
142 + Z = atan(R .* sin(Theta)) + cos(3*Theta);  
143 + figure(12);  
144 + mesh(X, Y, Z)  
145 + colormap(cool)  
146 + axis equal
```

```
148 +  
149 + % BUNGA TERATAI  
150 + theta = linspace(0, 2*pi, 1000);  
151 + r = abs(sin(3*theta) .* cos(2*theta)).^0.8; % kelopak tumpul  
152 + x = r .* cos(theta);  
153 + y = r .* sin(theta);  
154 + figure(13);  
155 + plot(x, y, 'g', 'LineWidth', 2);  
156 + axis equal;  
157 + grid on;  
158 +  
159 +  
160 + % BINTANG LAUT PARAMETRIK  
161 + theta = linspace(0, 2*pi, 1000);  
162 + r = 1 + 0.5*sin(5*theta); % 5 lengan  
163 + x = r .* cos(theta);  
164 + y = r .* sin(theta);  
165 + figure(14);  
166 + plot(x, y, 'r', 'LineWidth', 2);  
167 + axis equal;  
168 + grid on;
```

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170 +  
171 + % DAUN SEMANGGI TIGA DAUN  
172 + theta = linspace(0, 2*pi, 1000);  
173 + r = sin(3*theta); % 3 kelopak hati  
174 + x = r .* cos(theta);  
175 + y = r .* sin(theta);  
176 + figure(15);  
177 + plot(x, y, 'g', 'LineWidth', 2);  
178 + axis equal;  
179 + grid on;  
180 +  
181 +  
182 + % PERMUKAAN LOGO BERGELOMBANG ASIMETRIS  
183 + x = -3:0.1:3;  
184 + y = -3:0.1:3;  
185 + [X, Y] = meshgrid(x, y);  
186 + Z = sin(X) + cos(Y) + 0.3*X.*Y;  
187 + figure(16);  
188 + mesh(X, Y, Z);  
189 + colormap(spring);
```