

## 1 | A surface integral

We are defining a function:

$$f(x, y, z) = y^2 \quad (1)$$

and slicing out a vertical organ pipe shape with a sliced edge. That is:

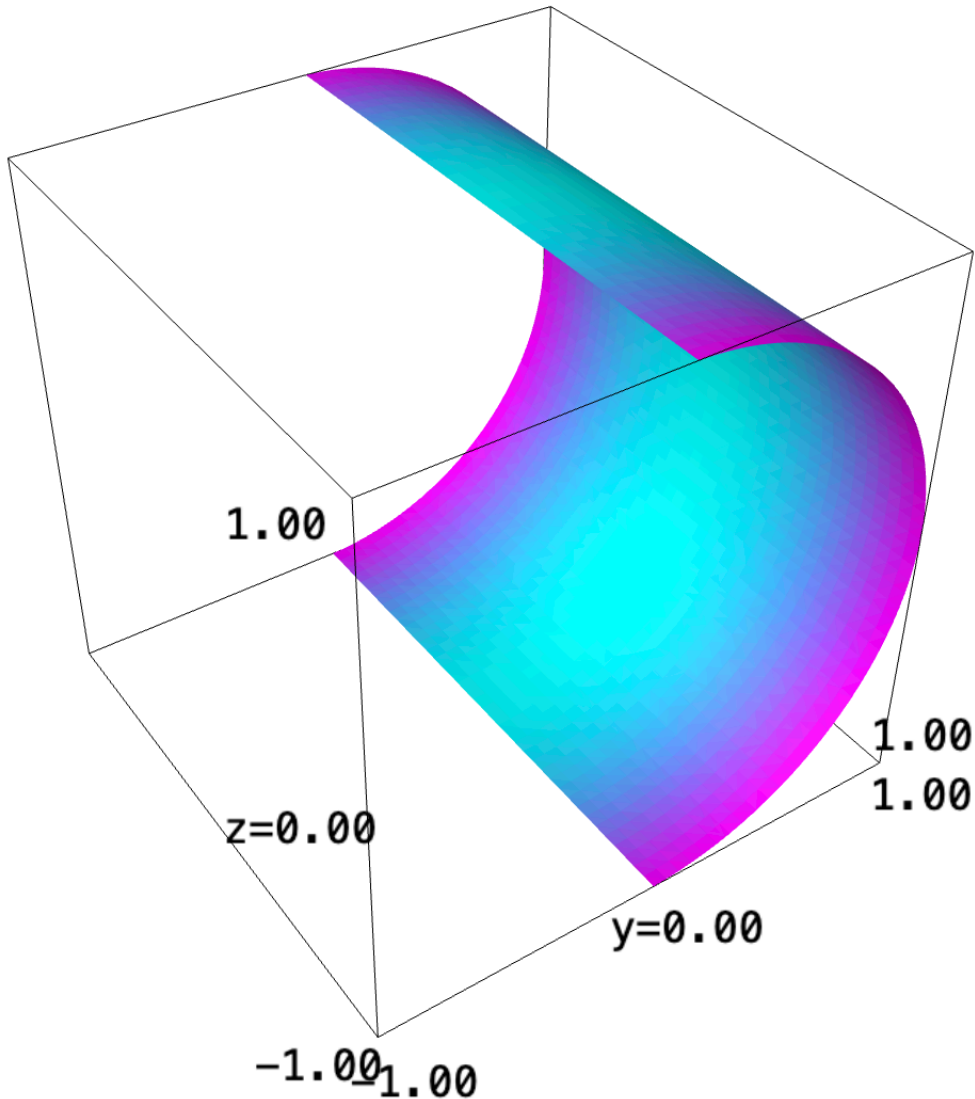
$$x^2 + z^2 = 1 \quad (2)$$

bounded by  $y > 0$  and  $y < 3 - x$ .

Let's plot this:

```
var('x,y,z')  
f = y^2
```

```
implicit_plot3d(x^2+z^2 == 1, (y,-1,1), (x,-1,1), (z, -1,1), region=(lambda x,y,z: y > 0 and y<3-x), co
```



that's honestly pretty cool!

Great, now let's take the actual surface integral.

Looking at the actual function for which we are taking the integral, we have:

$$x^2 + z^2 = 1 \quad (3)$$

We will rearrange this expression in terms of  $z$ :

$$z = \sqrt{1 - x^2} \quad (4)$$

Fortunately, we see already that the function's derivative w.r.t.  $y$  is 0; indeed, it doesn't change along the  $y$  direction (the cylinder is centered around it after all.)