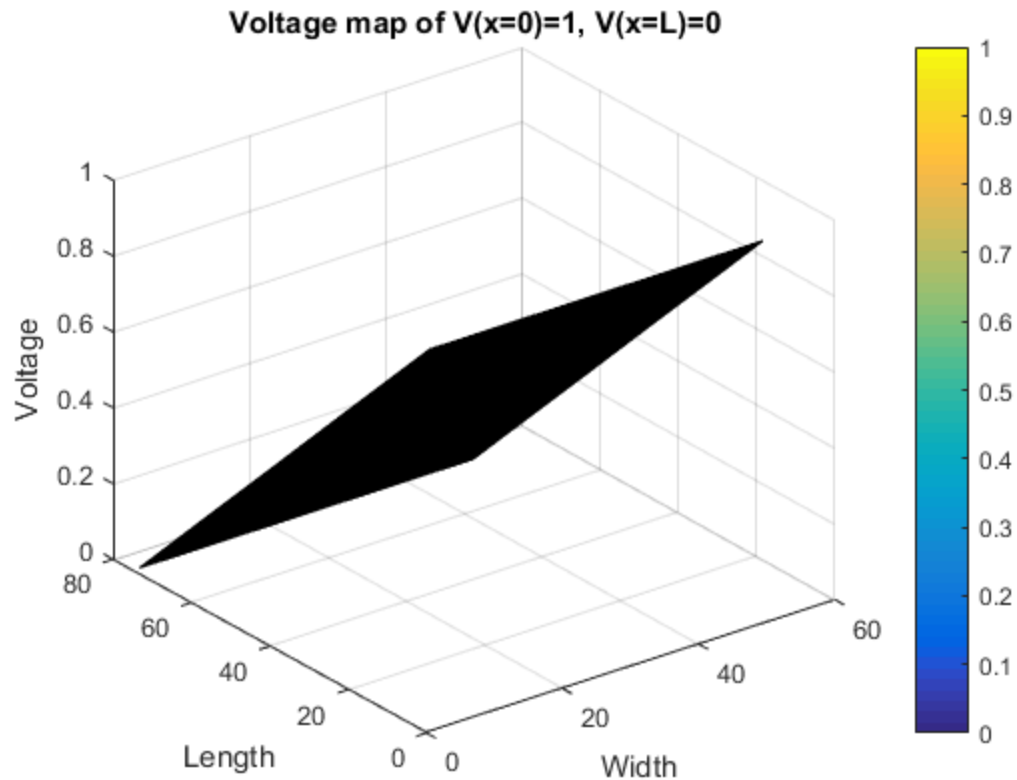
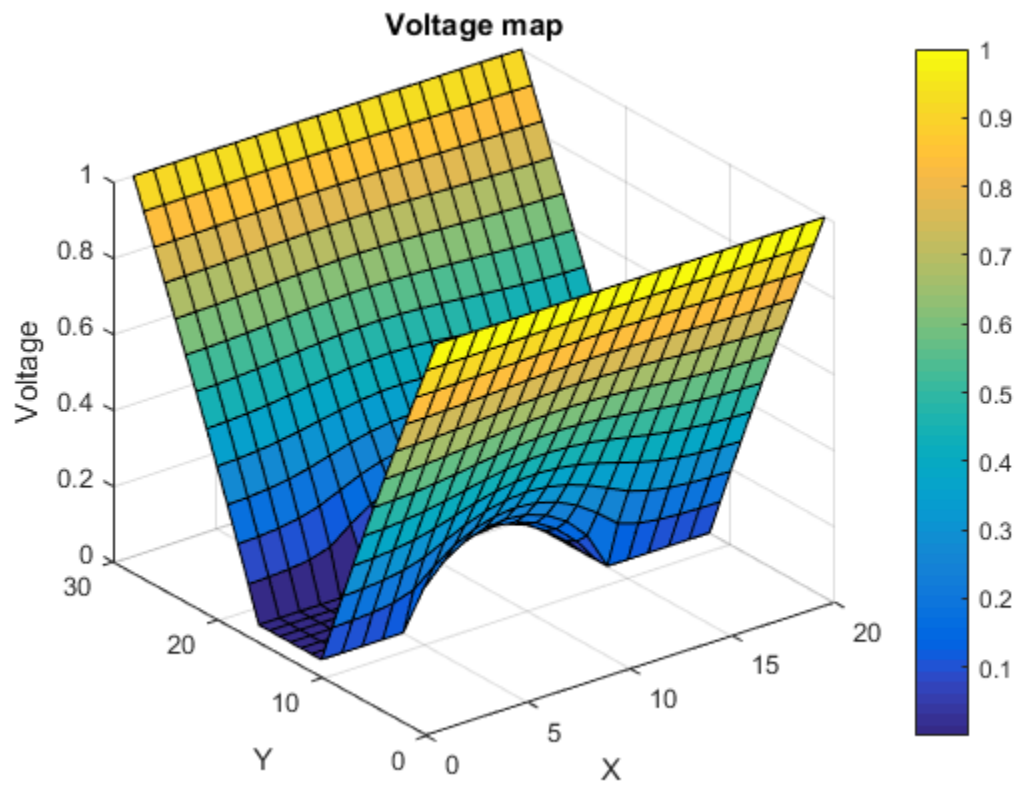
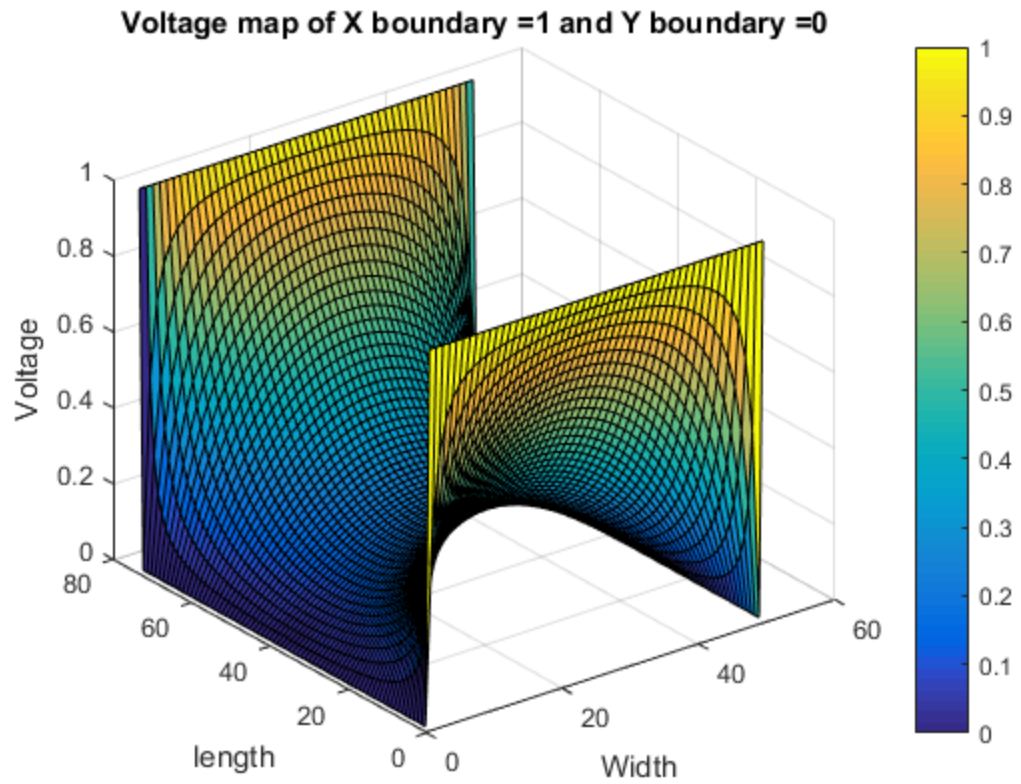
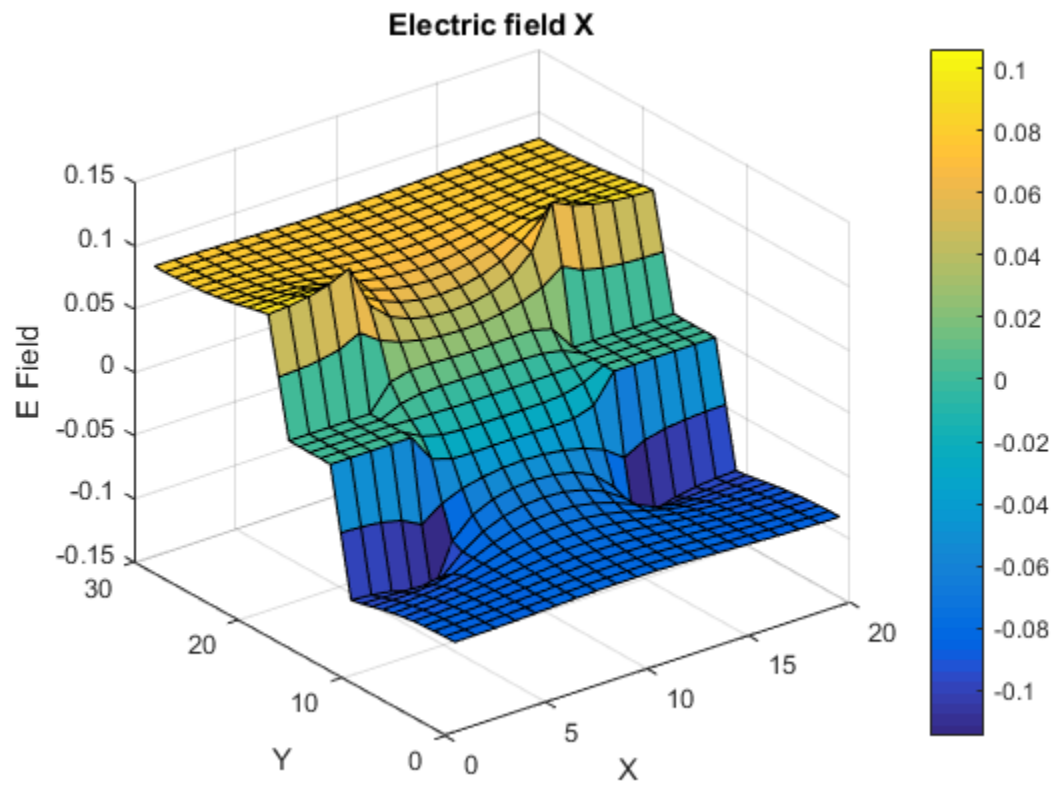
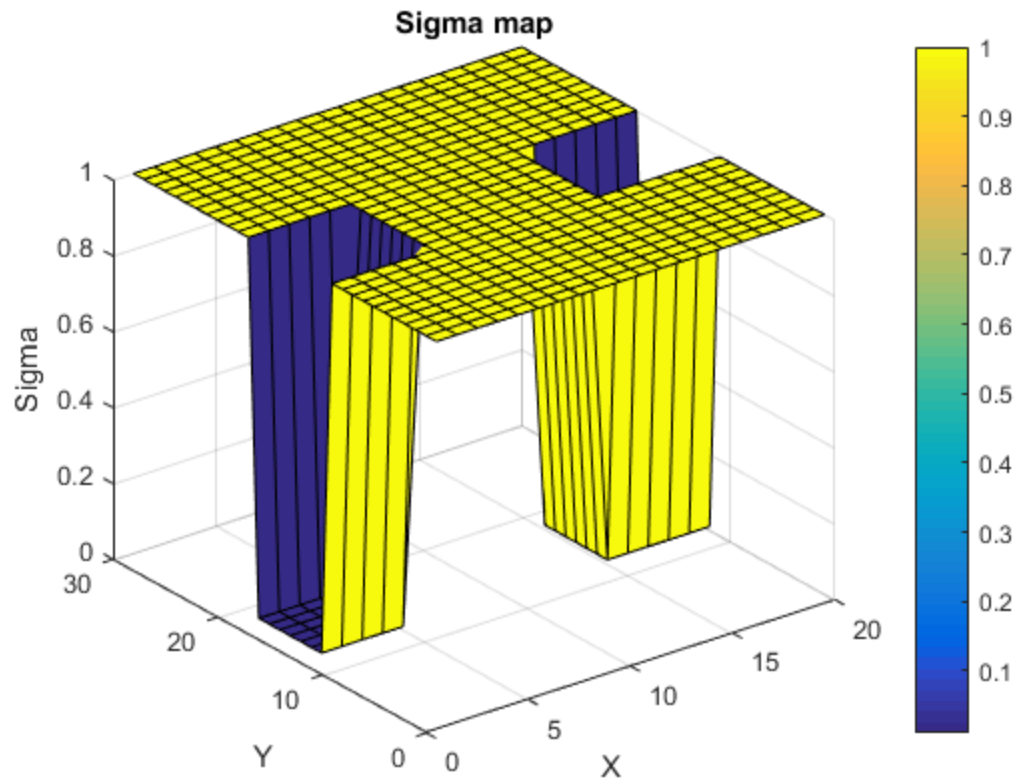


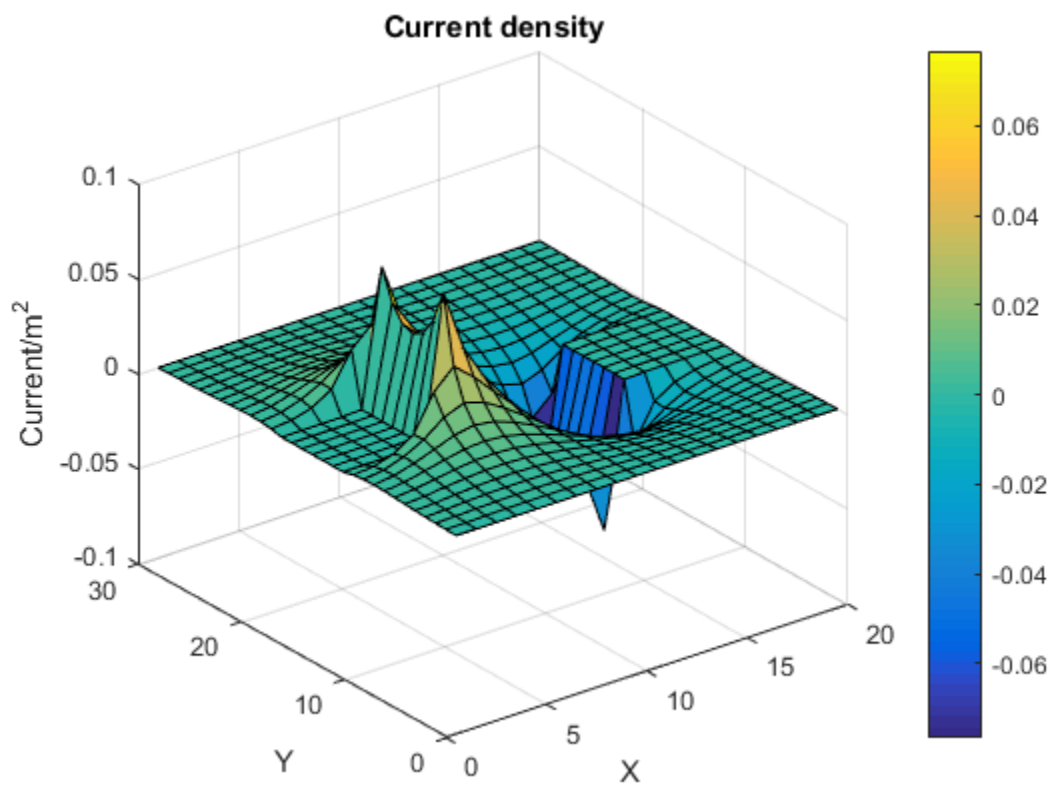
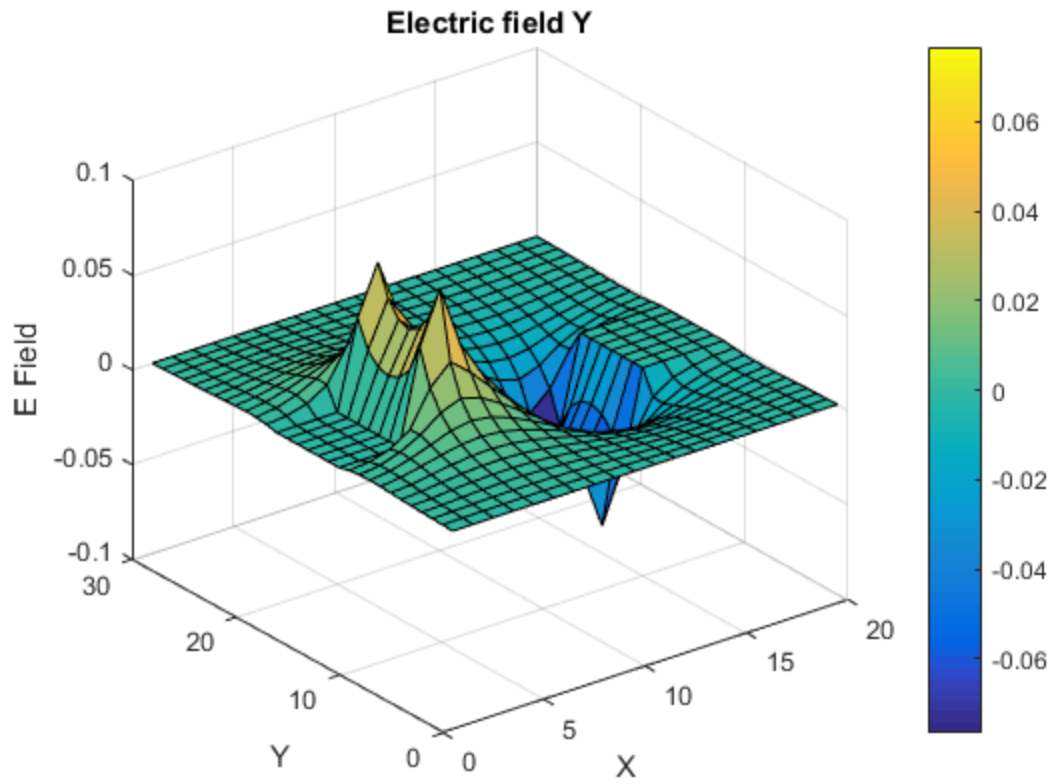
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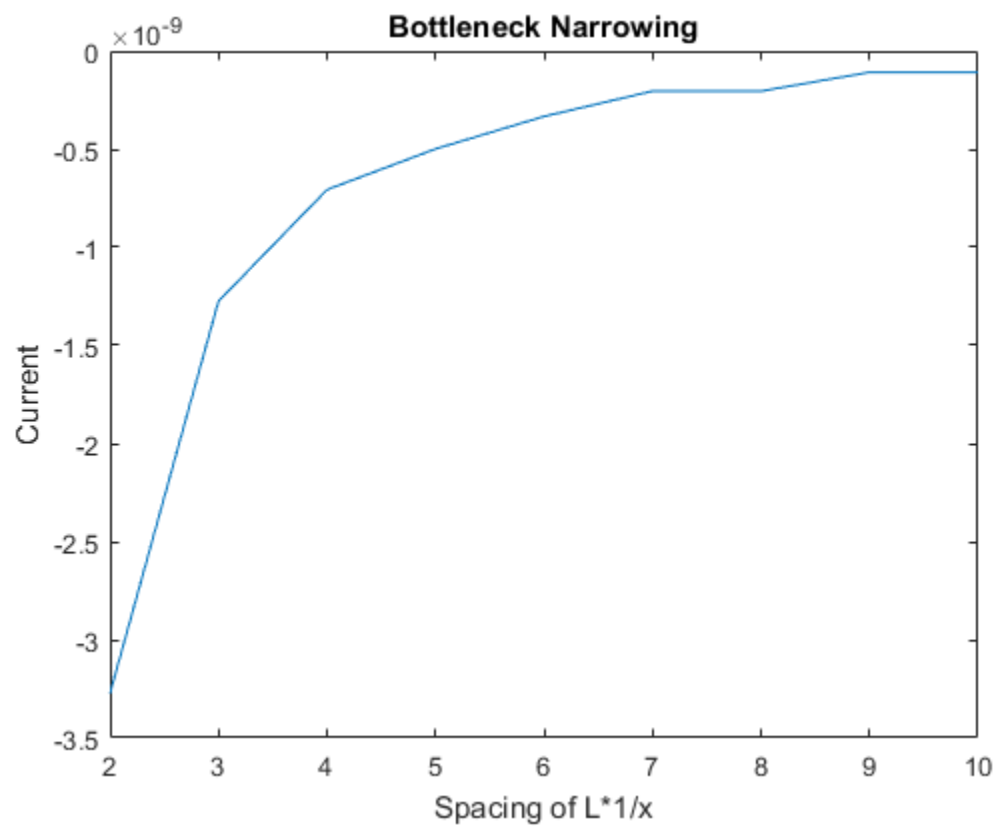
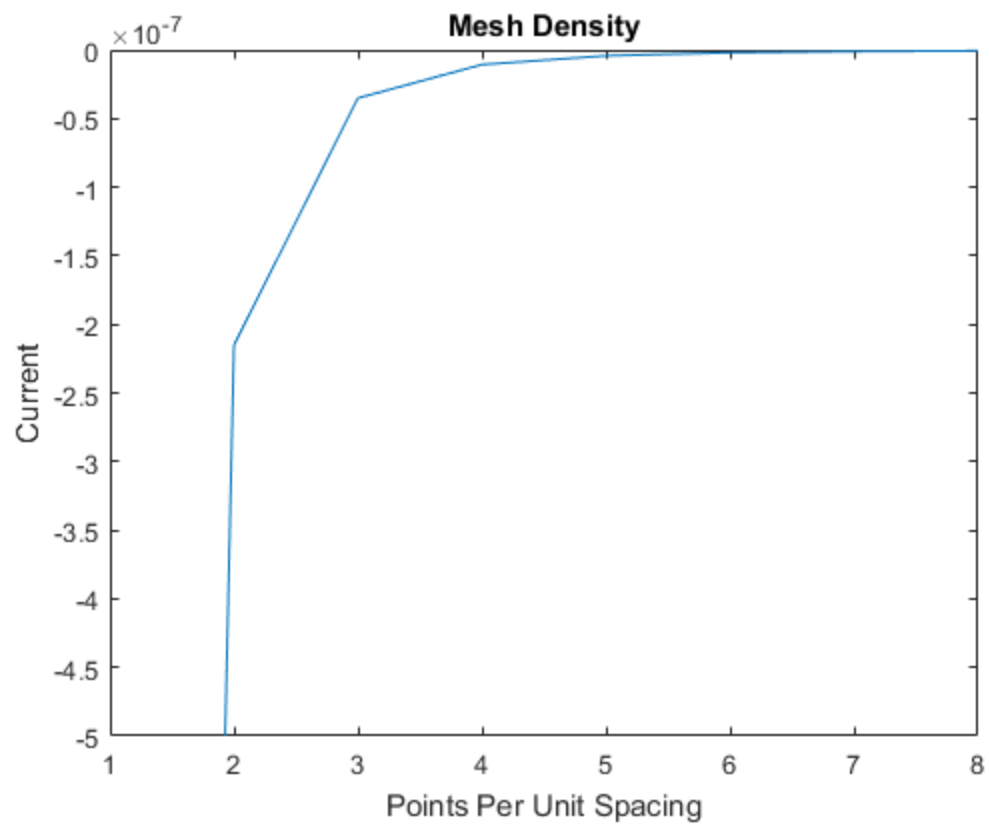
*Meshing becomes an accurate tool when the amount of points used becomes near infinite.*  
*However, since infinite is not realistic, the tool will only approach the answer.*  
*It is also seen that the numerical model will approach the answer but then will fluctuate back and forth near the answer.*  
*In this way, the simulation only stops when it has not changed much since its last calculation.*

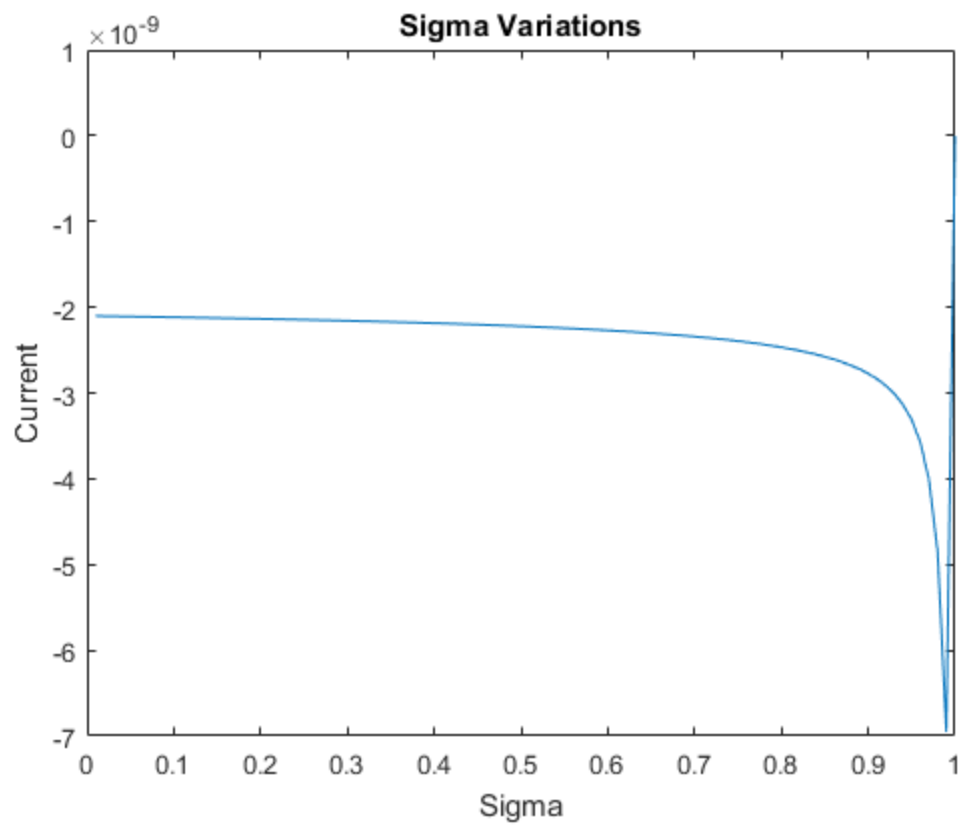












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