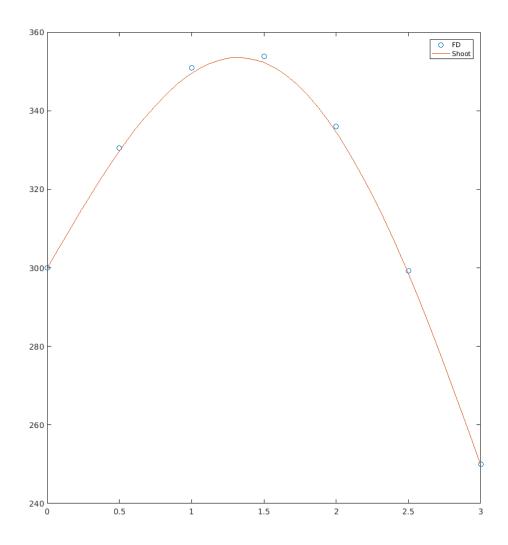
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% Cory Wolfe

Plane with Generation

```
x = .5:.5:2.5;
b = -5000*sin(x)*.5^2/60;
b(1) = b(1)-300;
b(end) = b(end) -250;
A = gallery('tridiag', ones(4,1), -2*ones(5,1), ones(4,1));
T = A b'
plot(x,T)
x = [0,x,3]; T=[300;T;250];
[xs,Ts] = ode45(@d2Tdx2, [0 3],[300 62.7467]);
plot(x,T,'o',xs,Ts(:,1)), legend('FD','Shoot')
T =
  330.4603
  350.9325
  353.8742
  336.0346
  299.2514
```

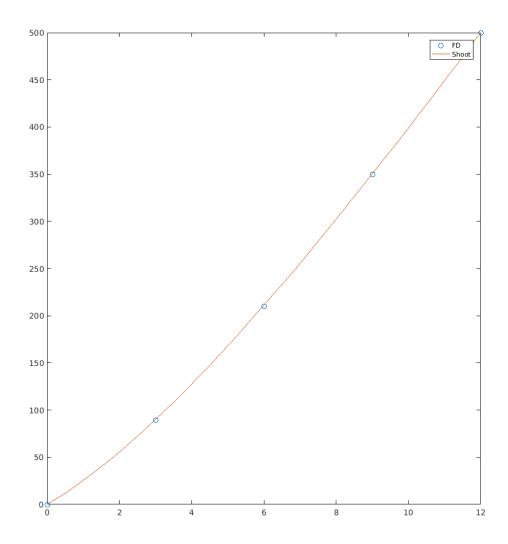


Falling Again

```
dt = 3;g=9.81;c=12.5;m=70;
b = g*dt^2*ones(3,1);
b(1) = b(1)-0;
b(end) = b(end) - (1+c*dt/(2*m))*500;
C = (1-c*dt/(2*m))*ones(2,1);
D = -2*ones(3,1);
E = (1+c*dt/(2*m))*ones(2,1);
A3 = gallery('tridiag',C,D,E);
x = A3\b
t=0:dt:12; x=[0;x;500];
[ts,xs] = ode45(@falling, [0 12],[0 22.7224]);
plot(t,x,'o',ts,xs(:,1)), legend('FD','Shoot')
```

x =

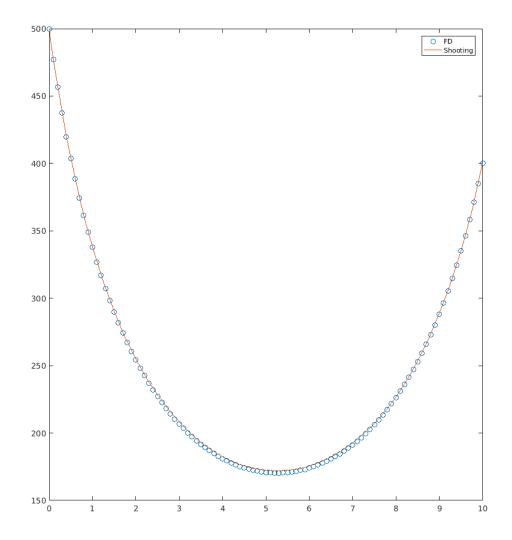
89.1092
210.2038
349.7689



Radiation

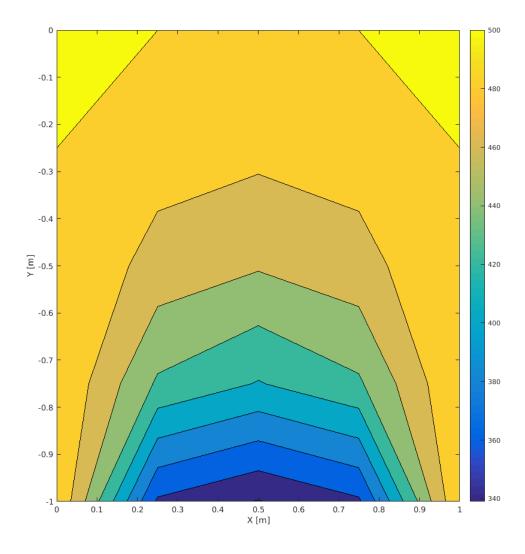
```
dx=.1; x=0:dx:10; n=length(x);
Tinf=100; h=0.15; s=2.7e-9;
T = zeros(n,1); T(1)=500; T(end)=400;
T = raditer(T,Tinf,dx,h,s);
while(1)
    Told=T;
    T=raditer(T,Tinf,dx,h,s);
```

```
ea=max(abs((T-Told)/T)*100);
    if ea<0.001, break, end
end
za = fzero(@res1,-60);
[xs,Ts]=ode45(@radiation,[0 10],[500 za]);
plot(x,T,'o',xs,Ts(:,1))
legend('FD','Shooting')</pre>
```



2D Slab

```
A(6,2)=2; A(6,5)=1; A(6,6)=-4; A(6,7)=1;
A(7,3)=2; A(7,6)=1; A(7,7)=-4; A(7,8)=1;
A(8,4)=2; A(8,7)=2; A(8,8)=-9;
b=-500*[2;1;1;4;1;0;0;3];
T = A \setminus b
x=0:0.25:1; y=x;
[X,Y] = meshgrid(x,y);
Tplot=zeros(5);
Tplot(:,1)=500; Tplot(:,5)=500; Tplot(1,:)=500;
Tplot(2:5,2)=T(1:4); Tplot(2:5,4)=T(1:4);
Tplot(2:5,3)=T(5:8);
contourf(X,-Y,Tplot)
colorbar
xlabel('X [m]'), ylabel('Y [m]')
T =
  489.3047
  472.0651
  436.9498
  356.9946
  485.1538
  462.0058
  418.7393
  339.0520
```



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