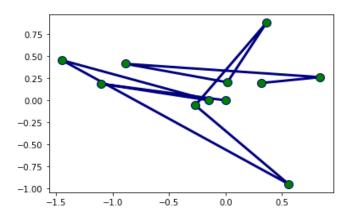
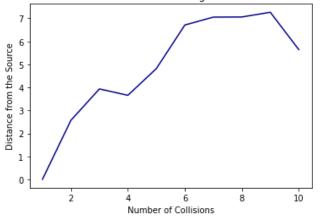
### MONTE CARLO SIMULATION

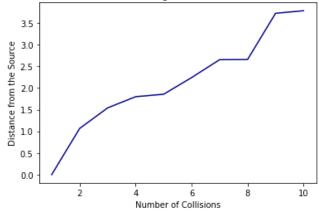
- 1. Simulation of Electron Motion in 2D for give number of Collisions.
- ✓ The Results for Ten (10) Collisions:



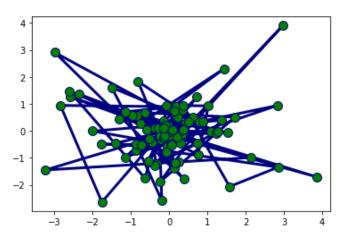
The Plot of Distance from the Source against Number of Collisions



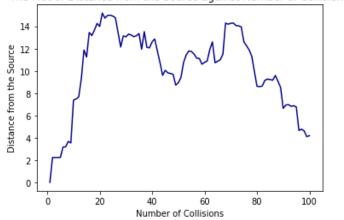
The Plot of Distance from the Source against Number of Collisions: Absolute Values



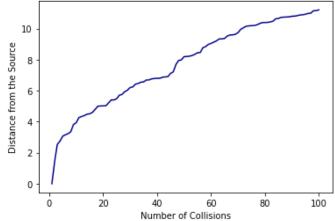
# $\checkmark$ The Results for Hundred (100) Collisions:



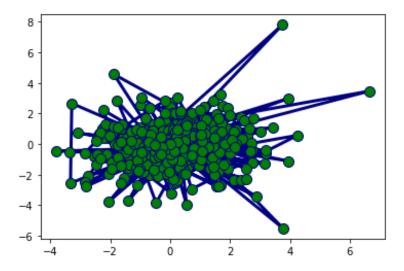
The Plot of Distance from the Source against Number of Collisions



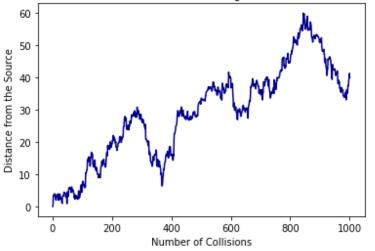
The Plot of Distance from the Source against Number of Collisions: Absolute Values



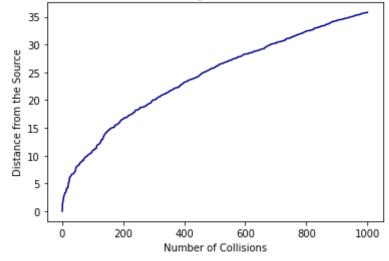
## $\checkmark$ The Results for One Thousand (1000) Collisions:



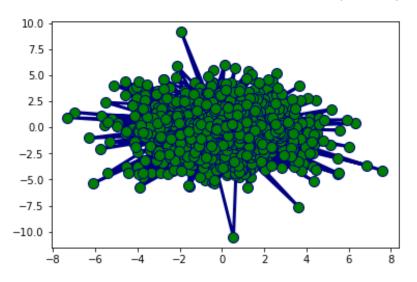
The Plot of Distance from the Source against Number of Collisions



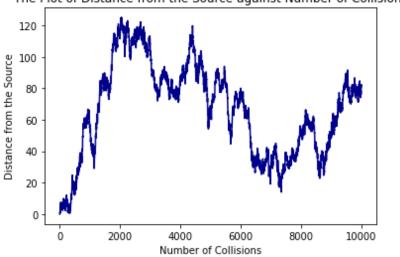
The Plot of Distance from the Source against Number of Collisions: Absolute Values



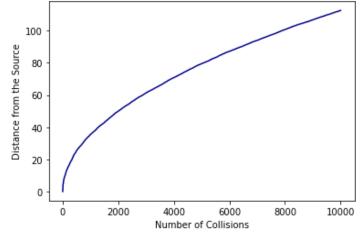
## $\checkmark$ The Results for Ten Thousand (10000) Collisions:



The Plot of Distance from the Source against Number of Collisions

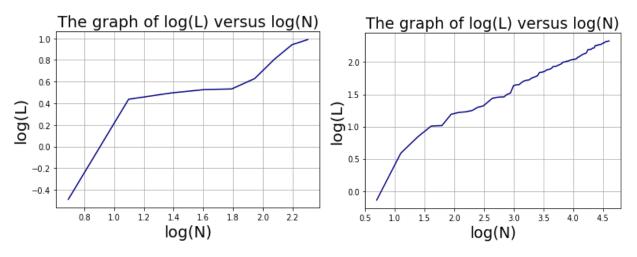


The Plot of Distance from the Source against Number of Collisions: Absolute Values



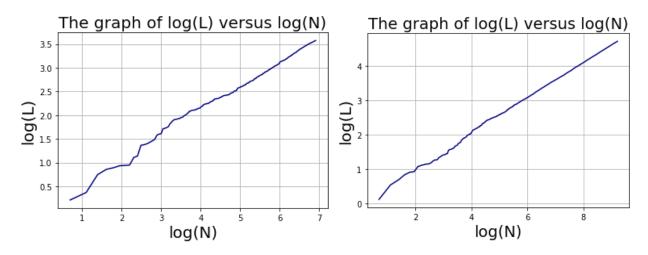
#### 2. The Graphs of log(L) versus log(N) to determine the Slope

✓ The four (4) graphs below represents the values of Slope ( $\alpha$ ) for different number of Collisions [10, 100, 1000, 10000]. The value of the Slope ( $\alpha$ ) is found to be less than one ( $\alpha$  < 1).



[10] The Slope (α): 0.4293058632784144

[100] The slope (α): 0.5053217670252762

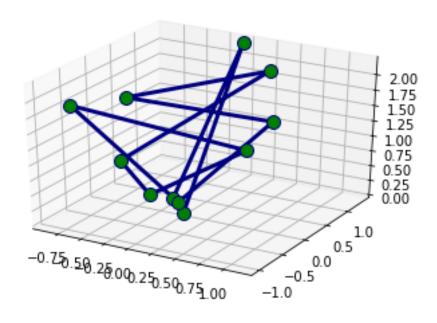


[1000] The Slope ( $\alpha$ ): 0.5174960787498081

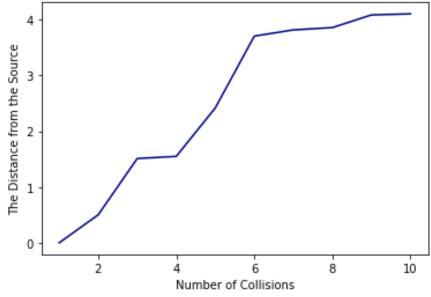
[10000] The slope ( $\alpha$ ): 0.5126077474611049

# 3. Simulation of Electron Motion in 3D for give number of Collisions

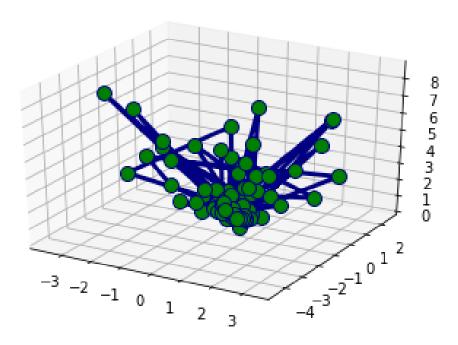
**✓** The Results for Ten (10) Collisions:



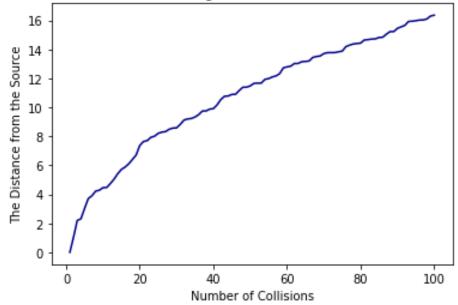
The Distance from the Source against Number of Collisions: Absolute Values



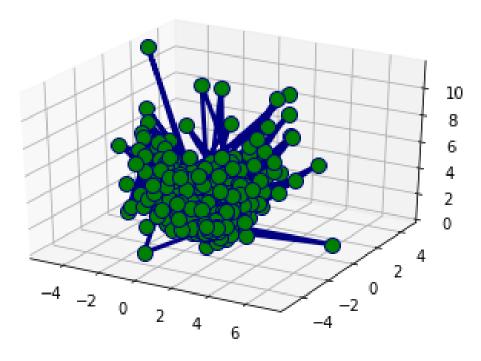
# $\checkmark$ The Results for Hundred (100) Collisions:



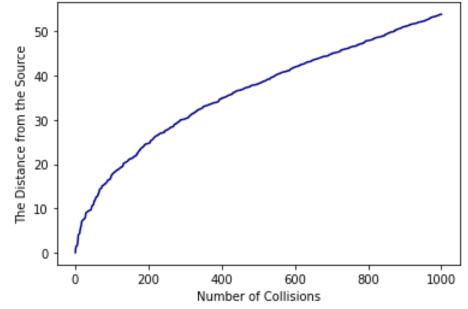
The Distance from the Source against Number of Collisions: Absolute Values



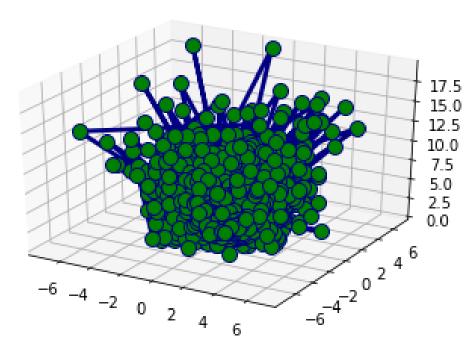
# $\checkmark$ The Results for One Thousand (1000) Collisions:



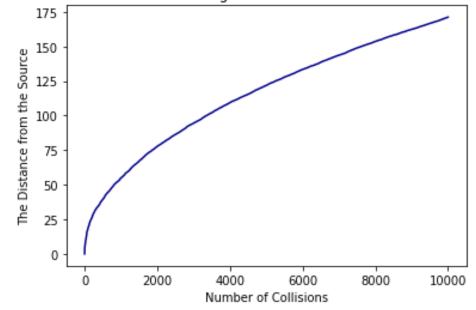
The Distance from the Source against Number of Collisions: Absolute Values



#### ✓ The Results for Ten Thousand (10000) Collisions:



The Distance from the Source against Number of Collisions: Absolute Values



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The codes for these Results can be found in My GitHub