1. Start with **E0 = ones, z= 200, side = 10**: Show diffraction pattern. Note that z = 20\*side is almost far field.
2. Change z from **z=1 to z =1000**. Show near and far field. Note border effect
3. Change side down to **side=1**. Show free space propagator, which is calculated as D.
4. Switch to **kind=’phase’**. Show phase of the (spherical) free space propagator. Switch to **kernelFresnel** and show the differences at the borders.
5. Go back to **kind=’abs’. E0 = exp (…) , z=200, side=30.** Change kx from 0 to 0.5. Show that the plane wave is oblique.
6. **E0 = exp (…) , z=200, side=30, kx=0.3** : Switch to kind= ‘real’. Show oblique plane wave as a cosine. Spherical waves are diffraction from the border.