```
1: from numpy import arange
 2: from pylab import *
 3:
 4:
 5: def trapazoidal(f, ax, bx, ay, by, h=0.001):
        h2 = h**2
 7:
        Nx = int(abs(bx - ax) / h)
 8:
        Ny = int(abs(by - ay) / h)
 9:
        corner = 0.25 * (f(ax, ay) + f(ax, by) + f(bx, ay) + f(bx, by))
10:
        edge = 0.5 * (sum([f(ax, ay + i * h) for i in range(1, Ny)]) + sum([
11:
            f(bx, ay + i * h) for i in range(1, Ny)
12:
        ]) + sum([f(ax + i * h, ay) for i in range(1, Nx)]) + sum(
13:
            [f(ax + i * h, by) for i in range(1, Nx)]))
14:
        inner = sum([
15:
            sum([f(ax + i * h, ay + k * h)
16:
                  for k in range(1, Ny)])
17:
            for i in range(1, Nx)
18:
19:
        return (h**2) * (corner + edge + inner)
20:
21: def p2():
22:
        ep = 8.854187871e-12
23:
24:
        def dist(p1, p2):
25:
            return sqrt((p1[0] - p2[0])**2 + (p1[1] - p2[1])**2 +
26:
                         (p1[2] - p2[2])**2)
27:
28:
        def diff(a, b):
29:
            return abs (a - b) >= 1e-5
30:
31:
        def V(q, r):
            return q / (4 * pi * ep * r)
32:
33:
34:
        def E(q, r):
35:
            return q / (4 * pi * ep * r**2)
36:
37:
        def potential (x, y, z):
38:
            return V(-1, dist([-0.05, 0, 0], [x, y, z])) + V(
39:
                 1, dist([0.05, 0, 0], [x, y, z]))
40:
41:
        def Ex(x, y, z):
42:
            return (potential(x + 1e-8, y, z) - potential(x, y, z)) / 1e-8
43:
44:
        def Ey(x, y, z):
45:
            return (potential(x, y + 1e-8, z) - potential(x, y, z)) / 1e-8
46:
47:
        def a():
48:
            data = [[potential(x, y, 0)]]
49:
                      for x in arange (-0.5, 0.5, 0.01)]
50:
                     for y in arange (-0.5, 0.5, 0.01)]
51:
            imshow(data, vmax=1e10, vmin=-1e10)
52:
            show()
53:
54:
        def b():
55:
            vec_u = [[-Ex(x, y, 0)]]
56:
                       for x in arange (-0.5, 0.5, 0.01)]
57:
                      for y in arange(-0.5, 0.5, 0.01)]
58:
            vec_v = [-Ey(x, y, 0)]
59:
                       for x in arange (-0.5, 0.5, 0.01)]
60:
                      for y in arange (-0.5, 0.5, 0.01)]
            for i in range(len(vec_u)):
61:
                 for j in range(len(vec_u[i])):
62:
63:
                     if abs(vec_u[i][j]) > 1e12 or abs(vec_v[i][j]) > 1e12:
```