## Código para resolver la ecuación de onda Curso de Física Computacional

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```
1
 2 from visual import *
  # Detalle de la cuerda
  g = display (width=600, height=300, title = 'Cuerda oscilante')
 6 vibst=curve (x=list (range (0,100)), color=color.yellow)
  ball1=sphere(pos=(100,0),color=color.red,radius=2)
 8 ball2=sphere (pos=(-100,0), color=color.red, radius=2)
9 ball1.pos
10 ball2.pos
  | vibst.radius=1.0
12
13
14 | \text{rho} = 0.01
                             # Densidad de la cuerda
15 | ten = 40.
                             \# Tension de la cuerda
16 c=sqrt (ten/rho)
                             # Velocidad de propagacion
17 | c1 = c
                             # Criterio CFL
18 \mid \text{ratio} = c*c/(c1*c1)
19
20 # Inicializacion
                                               # 101[U+FFFD] sy 3[U+FFFD] s
21 | xi = zeros((101,3), dtype = float)
22 for i in range (0,81): xi [i,0] = 0.00125*i
23
24
  for i in range (81,101): xi [i,0]=0.1-0.005*(i-80) \# IC
25
26 |  for i in range (0,100) :
       vibst.x[i] = 2.0*i - 100.0
                                      # asignado escala x
27
       vibst.y[i]=300.*xi[i,0]
                                      # asignando escala y
28
                                      # dibujando la cuerda
29 vibst.pos
30
31 # Pasos posteriores de tiempo
32 for i in range (1,100): xi[i,1] = xi[i,0] + 0.5*ratio*(xi[i+1,0]+ xi[i-1,0]-2*
      xi[i,0])
  while 1:
33
34
       rate (50)
       for i in range (1,100):
35
           xi[i,2] = 2.*xi[i,1] - xi[i,0] + ratio*(xi[i+1,1] + xi[i-1,1] - 2*xi[i,1])
36
37
       for i in range (1,100):
38
           vibst.x[i] = 2.*i-100.0
           vibst.y[i] = 300.*xi[i,2]
39
40
       vibst.pos
```

```
for i in range(0,101):

xi [i,0] = xi [i,1]

xi [i,1] = xi [i,2]
```