Tutorial ellipsometry code

The main part of the code simulates a cholesteric liquid crystal as a stack of anisotropic layers and calculates its reflectance with the Berreman technique. This part of the code can be found here <https://github.com/gkamita/B4x4> as well as documentation.

This code already calculates the four reflection coefficients (p-p, p-s, s-p and s-s). I’ve modified the code to extract them and to make it simpler for the user to access them through the script script\_ellipsometry.py file (to plot for one wavelength in function of the angle of incidence) or through the script script\_spectrum.py (to plot for one angle of incidence in function of the wavelength).

The parameters to choose by the user are indicated at the beginning of the code.