```
L = 1;
A = (40e-3)^2;
E = 210e9;
P = 5e3;
moment_of_inertia = (40e-3)^4 / 12;
k = (E * moment\_of\_inertia) / L^3 * [12, 6*L, -12, 6*L;
                        6*L, 4*L^2, -6*L, 2*L^2;
                       -12, -6*L, 12, -6*L;
                       6*L, 2*L^2, -6*L, 4*L^2];
F = [P^*L/2, P^*L^2/12, P^*L/2, -P^*L^2/12];
syms q1 q2 q3 q4;
q1 = 0;
q2 = 0;
q = [q1; q2; q3; q4];
F = [P^*L/2; -P^*L^2/12];
w = k(3:4, 3:4) * q(3:4) - F;
solution = solve(w);
q3 = double(solution.q3);
q4 = double(solution.q4);
q = [0; 0; q3; q4];
function v = hermite_shape_function(xi, q)
  N = [2*xi^3 - 3*xi^2 + 1;
     xi^3 - 2*xi^2 + xi;
     -2*xi^3 + 3*xi^2;
     xi^3 - xi^2;
  v = N * a:
  disp('deflection::');
  disp(v);
end
function moment = bending_moment(E, I, q)
  syms x;
  M = [2*x^3 - 3*x^2 + 1]
     x^3 - 2^*x^2 + x;
     -2*x^3 + 3*x^2;
     x^3 - x^2;
  v = M * q;
  eq = v(3) + v(4);
  dV_dx_2 = diff(eq, x, 2);
  dV_dx_2at_x0 = subs(dV_dx_2, x, 0);
  moment = E * I * dV_dx_2at_x0;
end
H = zeros(4, 2);
max_deflection = hermite_shape_function(1, q);
moment = bending_moment(E, moment_of_inertia, q);
disp('deflection::');
disp(max_deflection);
disp('bending_moment::');
disp(moment);
```