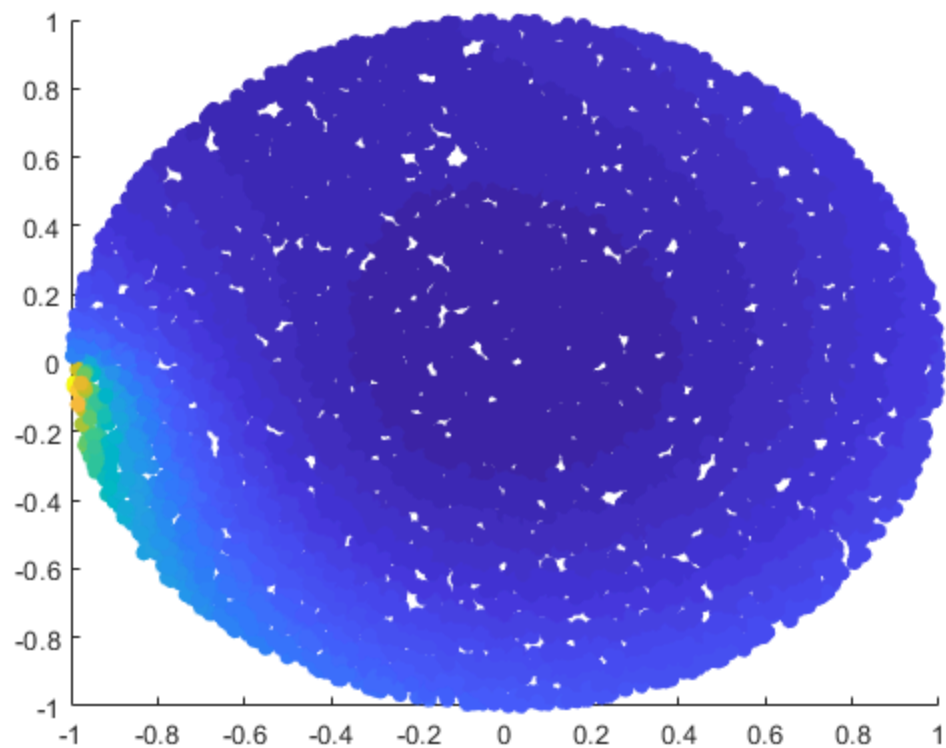

```
R = 1;  
n = 10^4;  
z0 = 0;  
a0 = 1;  
a1 = 1i;  
a2 = -1/2;  
z = randomDisk(z0,R,n);  
  
f = @(x) (1+x).^1i;  
g = @(x) a0+a1.*x+a2.*x.^2;  
  
d = abs(f(z)-g(z));  
  
scatter(real(z),imag(z),[],d,'filled')
```



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