#Pr 10.2 (Path dependence, same endpoints)

restart;

Step1 Definne the Force vector F and the curve path r

$$F := \langle 2 \cdot z \mid 7 \cdot x \mid -3 \cdot y \rangle; \qquad r := \langle \cos(t) \mid \sin(t) \mid 2 \cdot t \rangle;$$

$$F := \left[\begin{array}{ccc} 2z & 7x & -3y \end{array} \right]$$

$$r := \begin{bmatrix} \cos(t) & \sin(t) & 2t \end{bmatrix}$$
 (1)

Step 2 define the the F on curve r as FC

 $FC := eval(subs(x = r[1], y = r[2], z = r[3], \langle F[1] | F[2] | F[3] \rangle));$

$$FC := \begin{bmatrix} 4t & 7\cos(t) & -3\sin(t) \end{bmatrix}$$
 (2)

Step3 define displacement along the curve r as r1

r1 := VectorCalculus[diff](r, t);

$$r1 := (-\sin(t))e_x + (\cos(t))e_y + (2)e_z$$
 (3)

Step4 define the work equation (force \cdot displacement) as the DotProduct of FC and r1 with(LinearAlgebra):

work := DotProduct(FC, r1, conjugate = false);

$$work := -4 t \sin(t) + 7 \cos(t)^2 - 6 \sin(t)$$
 (4)

Step 5 find the work done at the given coordinate from (1,0,0) to (1,0,4·Pi)

Work Done := $int(work, t = 0..4 \cdot Pi)$;

$$Work_Done := 30 \pi$$
 (5)

#Straight Line Method

 $r_new := \langle t \mid t \mid t \rangle$; $r1_new := VectorCalculus[diff](r_new, t)$;

$$r_new := \begin{bmatrix} t & t & t \end{bmatrix}$$

$$r1_new := (1)e_x + (1)e_y + (1)e_z$$
 (6)

 $FC_new := eval(subs(x = r_new[1], y = r_new[2], z = r_new[3], \langle F[1] | F[2] | F[3] \rangle));$

$$FC_new := \begin{bmatrix} 2t & 7t & -3t \end{bmatrix}$$
 (7)

 $new_work := int(DotProduct(FC_new, r1_new), t = 0 ... 4 \cdot Pi);$

$$new \ work := 48 \ \pi^2$$
 (8)

#Pr 10.4 (Independence of path)

restart;

with(LinearAlgebra):

VectorCalculus[SetCoordinates]('cartesian'[x, y, z]);

$$cartesian_{x, y, z}$$
 (9)

Determine independent of path if $F'[x,y,z] = f = z \cdot e^x dx + 2 \cdot y dy + e^z dz$ $f := int(z \cdot \exp(x), x) + int(2 \cdot y, y) + int(\exp(z), z);$

$$f := z e^x + y^2 + e^z$$
 (10)

 $F := \langle diff(f, x) \mid diff(f, y) \mid diff(f, z) \rangle;$

$$F := \left[z e^x \quad 2 y \quad e^x + e^z \right] \tag{11}$$

use either the culr of VectorField(F) or the gradient of f to determine independent of $path\ VectorCalculus[Curl](VectorCalculus[VectorField](F));$

$$(0)\bar{e}_{x} + (0)\bar{e}_{y} + (0)\bar{e}_{z}$$
 (12)

gradf := VectorCalculus[Gradient](f);

$$gradf := (z e^x) \overline{e}_x + (2 y) \overline{e}_y + (e^x + e^z) \overline{e}_z$$
 (13)

apply limits of integration to 'f' from [0,0,0] to [a,b,c] $f_value := subs(x=a, y=b, z=c, f) - subs(x=0, y=0, z=0, f);$

$$f value := c e^a + b^2 + e^c - e^0$$
 (14)

#Pr 10.10 (Experiment on surface normal)

restart;

define the $S: r(u, v) = [a \cos v \cos u, b \cos v \sin u, c \sin v]$ where a=10, b=4, and c=3 $R := \langle a \cdot \cos(v) \cdot \cos(u) \mid b \cdot \cos(v) \cdot \sin(u) \mid c \cdot \sin(v) \rangle;$

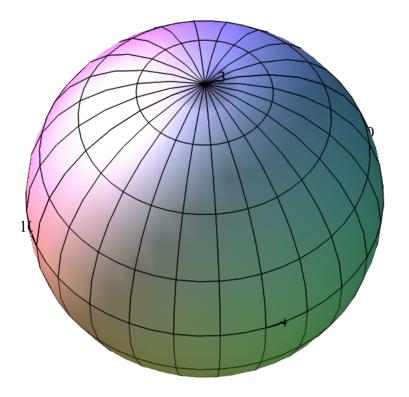
$$R := \begin{bmatrix} a\cos(v)\cos(u) & b\cos(v)\sin(u) & c\sin(v) \end{bmatrix}$$
 (15)

r := subs(a = 10, b = 4, c = 3, R);

$$r := \begin{bmatrix} 10\cos(v)\cos(u) & 4\cos(v)\sin(u) & 3\sin(v) \end{bmatrix}$$
 (16)

#r := subs(a = 25, b = 15, c = 30, R);

 $plot3d(\langle r[1] \mid r[2] \mid r[3] \rangle, \ u = 0..2 \cdot Pi, \ v = 0..3 \cdot Pi, \ axes = Normal, \ labels = [x, y, z],$ $orientation = [70, 40], \ title = "$ Surface of ellipsoid");



#Pr 10.16 (Surface integral. Divergence theorem)

restart;

$$F := \langle 3 \cdot x \mid x^3 \cdot y^5 \mid y^3 \cdot z^4 \rangle;$$

$$F := \left[3 x x^3 y^5 y^3 z^4 \right]$$
 (17)

with(LinearAlgebra) :

Vector Calculus [Set Coordinates] ('cartesian'[x, y, z]):

divF := VectorCalculus[Divergence](VectorCalculus[VectorField](F));

$$divF := 5 x^3 y^4 + 4 y^3 z^3 + 3$$
 (18)

determine the Integral of divF using these vertices [0,0,0], [0,1,0], [0,0,1] Integral := int(int(divF, x=0..1), y=0..1), z=0..1);

$$Integral := \frac{7}{2} \tag{19}$$