Curved Beam Java Script

'Define some parameters first of all.h=50L=1500x\_begin = 0x\_end = 1500x\_num = 100'Call a subroutine named DrawCurve.Call DrawCurve(h, L, x\_begin, x\_end, x\_num)'Define a subroutine which draws a structure defined by y= h/2[1-cos(2pix/L)]Public Sub DrawCurve(h, L, x\_begin, x\_end, x\_num)pi = 3.1415926535897932384626433832795x\_step = (x\_end-x\_begin)/x\_numResetPointArrayFor I = 0 To x\_numx = x\_begin + x\_step \* Iy = h/2\*(1-cos(2\*pi\*x/L))z=AddPoint(x, y)NextFor I = 0 To x\_numx = x\_begin + x\_num\*x\_step - x\_step \* Iy = h/2\*(1-cos(2\*pi\*x/L))ang = atn(-h\*pi\*sin(2\*pi\*x/L)/L)ang = ang +pi/2x = x + 8\*cos(ang)y = y + 8\*sin(ang)z=AddPoint(x, y)NextDrawPolygonEnd Sub