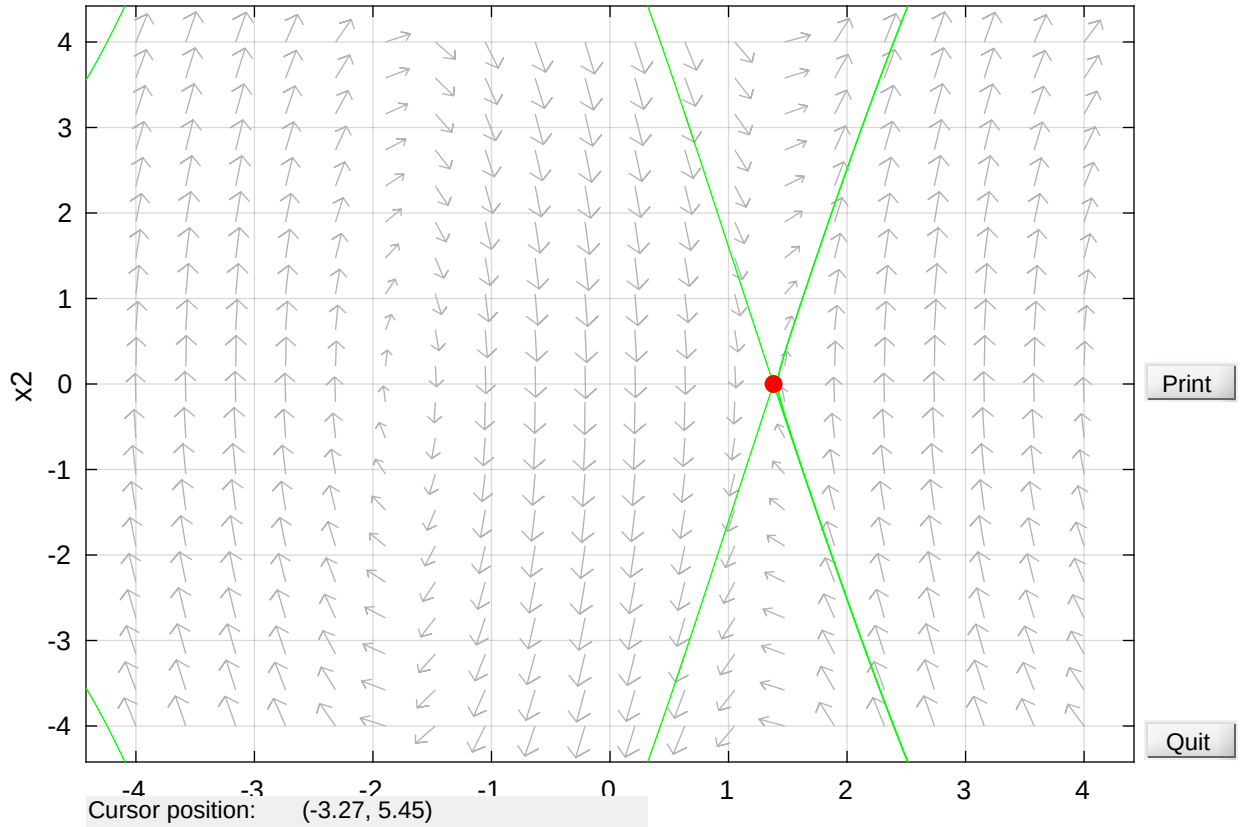
x1 ' = x2

x2 ' = - ((((1 ^{2}) (3 ^{2})/(10 + 1)) sin(x1) cos(x1))/(1 (3 ^{2}) - ((1 ^{2}) (3 ^{2})/(10 + 1)) cos(x1))) (x2 ^{2}) - ((558 (1 3/(



Cursor position: (-3.27, 5.45)

The first unstable trajectory was stopped by the user.
The second unstable trajectory left the computation window.
Ready.
Select a graphics object with the mouse.
Ready.