```
restart: with (Linear Algebra): with (Vector Calculus): \\
           SetCoordinates(cartesian[r, theta, phi]):
 \triangleright v 1 := VectorField([diff(sin(theta) \cdot cos(phi), theta), diff(sin(theta) \cdot sin(phi),
                                theta), diff(2 \cdot \cos(\text{theta}), \text{theta})])
                                              v_1 := (\cos(\theta)\cos(\phi))\bar{\mathbf{e}}_r + (\cos(\theta)\sin(\phi))\bar{\mathbf{e}}_\theta + (-2\sin(\theta))\bar{\mathbf{e}}_\phi
                                                                                                                                                                                                                                                                                                                                                                                                                 (1)

ightharpoonup v_2 := VectorField([diff(sin(theta) \cdot cos(phi), phi), diff(sin(theta) \cdot sin(phi), diff(sin(theta)
                               phi), diff(2 \cdot cos(theta), phi)])
                                                                 v_2 := (-\sin(\theta)\sin(\phi))\bar{e}_r + (\sin(\theta)\cos(\phi))\bar{e}_\theta + (0)\bar{e}_\phi
                                                                                                                                                                                                                                                                                                                                                                                                                 (2)
         n := CrossProduct(v_1, v_2) :

n\_norm := sqrt(n[1]^2 + n[2]^2 + n[3]^2) :
 > result := int(int(n norm, theta = -Pi..Pi), phi = 0..2 \cdot Pi)
                                                                                                                                          result \coloneqq 4\,\pi + \,\frac{16\,\sqrt{3}\,\,\pi^2}{\alpha}
                                                                                                                                                                                                                                                                                                                                                                                                                  (3)
\rightarrow result\_float := evalf(result)
                                                                                                                                   result\ float := 42.95687068
                                                                                                                                                                                                                                                                                                                                                                                                                  (4)
```