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> with(VectorCalculus) : SetCoordinates(cartesian[x, y, z]) :
> r := sqrt(x^2 + y^2) :
> v_inside := VectorField([ - alpha*y / r^2, alpha*x / r^2, 0 ]) :
> simplify(Curl(v_inside))
(0)e_x + (0)e_y + (2 alpha / r^2)e_z (1)
> v_outside := VectorField([ - alpha*y / r^2, alpha*x / r^2, 0 ]) :
> simplify(Curl(v_outside))
(0)e_x + (0)e_y + (0)e_z (2)
> # IV
> circle := [r*cos(theta), r*sin(theta), 0] :
> dr := VectorField([diff(circle[1], theta), diff(circle[2], theta), 0])
dr := (-sqrt(x^2 + y^2) sin(theta))e_x + (sqrt(x^2 + y^2) cos(theta))e_y + (0)e_z (3)
> v_circle := eval(v_outside . dr, [x = circle[1], y = circle[2]])
v_circle := (alpha sqrt(x^2 + y^2) sin(theta)^2) / (sqrt((x^2 + y^2) cos(theta)^2 + (x^2 + y^2) sin(theta)^2)) (4)
+ (alpha sqrt(x^2 + y^2) cos(theta)^2) / (sqrt((x^2 + y^2) cos(theta)^2 + (x^2 + y^2) sin(theta)^2))
> int_ := int(v_circle, theta = 0..2*Pi)
int_ := 2 pi alpha (5)
>

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