

```

[> with(VectorCalculus) : with(LinearAlgebra) :
=> J := Jacobian([a·r·sin(theta)·cos(phi), b·r·sin(theta)·sin(phi), c·r·cos(theta)],
[r, theta, phi])
=> J := 
$$\begin{bmatrix} a \sin(\theta) \cos(\phi) & a r \cos(\theta) \cos(\phi) & -a r \sin(\theta) \sin(\phi) \\ b \sin(\theta) \sin(\phi) & b r \cos(\theta) \sin(\phi) & b r \sin(\theta) \cos(\phi) \\ c \cos(\theta) & -c r \sin(\theta) & 0 \end{bmatrix}$$
 (1)
=> J := Determinant(J)
=> J := 
$$a \sin(\theta)^3 \cos(\phi)^2 b r^2 c + b \sin(\theta)^3 \sin(\phi)^2 a r^2 c$$
 (2)
+ 
$$+ \sin(\theta) \cos(\phi)^2 \cos(\theta)^2 a b c r^2 + \sin(\theta) \sin(\phi)^2 \cos(\theta)^2 a b c r^2$$

=> result := simplify(J)
=> result := 
$$a b c r^2 \sin(\theta)$$
 (3)
=> # Dit is de jacobiaan bitches
=> # In een sferische situatie is r: 0..1, phi:0..2pi, theta:0..pi
=> output := int(int(int(result, r = 0..1), theta = 0..Pi), phi = 0..2·Pi)
=> output := 
$$\frac{4 a b c \pi}{3}$$
 (4)
=> simplify(output)
=> 
$$\frac{4 a b c \pi}{3}$$
 (5)
=>

```