```
In [2]:
         import numpy as np
In [3]:
         # Function to calculate transmitted light intensity
         def transmitted_light(I_0, beta, d):
             Calculates transmitted light intensity through a material.
             Parameters:
             I_0 (float): Initial light intensity (W/m^2)
             beta (float): Absorption coefficient (1/m)
             d (float): Thickness of material (m)
             Returns:
             float: Transmitted light intensity
             return I_0 * np.exp(-beta * d)
In [4]:
         # Function to calculate reflected light intensity at an interface
         def reflected_light(I_0, n1, n2):
             Calculates reflected light intensity at an interface.
             Parameters:
             I_0 (float): Incident light intensity (W/m^2)
             n1 (float): Refractive index of the first material
             n2 (float): Refractive index of the second material
             Returns:
             float: Reflected light intensity
             R = ((n2 - n1) / (n2 + n1))**2 # Reflection coefficient
             return R * I_0 # Reflected intensity
In [5]:
         I_0 = 10 # Index of reflextion of material
         n air = 1.00
         n_PMMA = 1.489
         n_{\text{water}} = 1.333
         n_polymer = 1.46
         beta_PMMA = 0.132 # Absorption coefficient (1/m)
         beta_polymer = .132
         beta_water = .097
         d_PMMA = 0.02 # Thickness of material (m)
         d_polymer = 0.025
         d_{water} = 0.03
In [6]:
         # Light moving from one matieral into the other, then subtract the reflected lig
         # light traveling thorugh the material, then subtracting the absorbed light from
         # Repeat until being out of all material
         I_1 = I_0 - reflected_light(I_0, n_air, n_PMMA) # Air \rightarrow PMMA
         I_2 = transmitted_light(I_1, beta_PMMA, d_PMMA) # Transmission through PMMA
         I_3 = I_2 - reflected_light(I_2, n_PMMA, n_water) # PMMA <math>\rightarrow Water
```

```
I_4 = transmitted_light(I_3, beta_water, d_PMMA) # Transmission through water I_5 = I_4 - reflected_light(I_4, n_water, n_polymer) # Water \rightarrow Polymer I_6 = transmitted_light(I_5, beta_polymer, d_polymer) # Transmission through Polymer = I_6 - reflected_light(I_6, n_polymer, n_PMMA) # Polymer \rightarrow PMMA I_8 = transmitted_light(I_7, beta_PMMA, d_PMMA) # Transmission through last PMMA I_final = I_8 - reflected_light(I_8, n_PMMA, n_air) # PMMA \rightarrow Air
```

In [7]:

```
print(f"Final Transmitted Light Intensity: {I_final:.4f} W/m^2")
```

Final Transmitted Light Intensity: 9.0985 W/m^2