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In [2]:
import numpy as np
# Function to calculate transmitted light intensity
def transmitted_light(I_0, alpha, d):
    Calculates transmitted light intensity through a material.
    Parameters:
    I_0 (float): Initial light intensity (W/m^2)
    alpha (float): Absorption coefficient (1/m)
    d (float): Thickness of material (m)
    Returns:
    float: Transmitted light intensity
    return I_0 * np.exp(-alpha * d)
# 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
I_0 = 10 # Initial light intensity (W/m<sup>2</sup>)
n_air = 1.00 # Air refractive index
n_PMMA = 1.489 # PMMA refractive index
n_water = 1.333 # Water refractive index
n_polymer = 1.46 # New polymer refractive index
beta_PMMA = 0.132 # Absorption coefficient (1/m)
beta_polymer = .132
beta_water = .097
d_PMMA = 0.005 # Thickness of PMMA (5 mm)
d_polymer = 0.01 # Thickness of new polymer (10 mm)
# Step-by-step calculations
I_1 = I_0 - reflected_light(I_0, n_air, n_PMMA) # Air \rightarrow PMMA
I_2 = transmitted_light(I_1, alpha_PMMA, d_PMMA) # Transmission through PMMA
I_3 = I_2 - reflected_light(I_2, n_PMMA, n_water) # PMMA <math>\rightarrow Water
I_4 = I_3 - reflected_light(I_3, n_water, n_polymer) # Water → Polymer
I_5 = transmitted_light(I_4, alpha_polymer, d_polymer) # Transmission through F
I_6 = I_5 - reflected_light(I_5, n_polymer, n_PMMA) # Polymer → PMMA
I_7 = transmitted_light(I_6, alpha_PMMA, d_PMMA) # Transmission through last PM
I_final = I_7 - reflected_light(I_7, n_PMMA, n_air) # PMMA → Air
    print(f"Final Transmitted Light Intensity: {I_final:.4f} W/m^2")
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