ffcs Poisson.edp *

File Edit Compute Graphics Options Help

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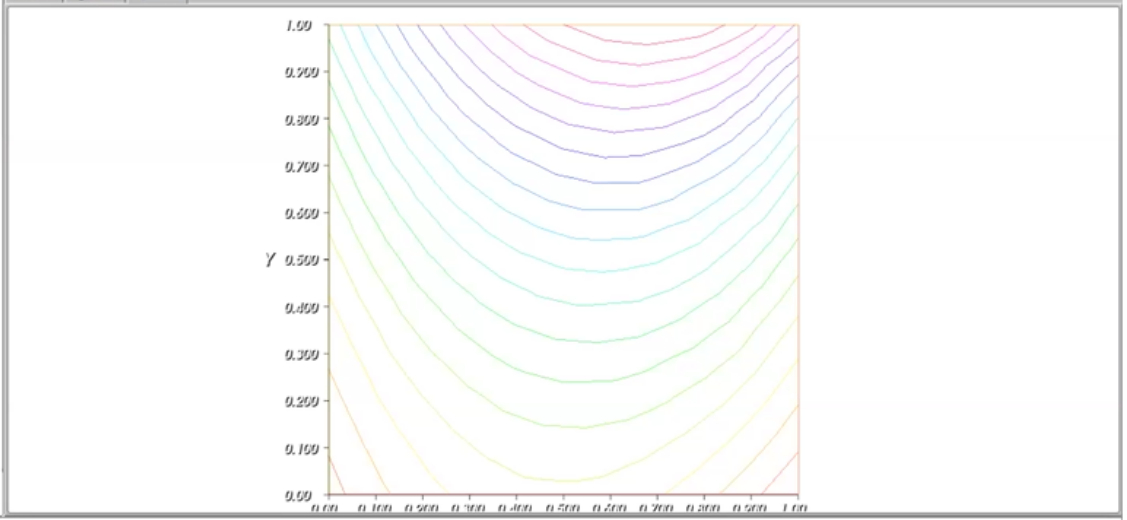
```
1  //mesh Th = square(100,010);
2  border B(t=0,1) { x=t; y=0; }
3  border R(t=0,1) { x=1; y=t; }
4  border T(t=0,1) { x=1-t; y=1; }
5  border L(t=0,1) { x=0; y=1-t; }
6  int n = 10;
7  mesh Th = buildmesh (B(n)+R(n)+T(n)+L(n));
8  fespace Vh(Th,P1);
9  func f= exp(x+y);
10 func g= 0.5*exp(x+y);
11 Vh u,v;
12 solve Poisson(u,v) =
13 int2d(Th)(dx(u)*dx(v) + dy(u)*dy(v))
14 - int2d(Th)(f*v)
15 +int1d(Th,B)(g*v)
16 +int1d(Th,R)(g*v)
17 +int1d(Th,T)(-g*v)
18 //+int1d(Th,L)(-g*v);
19 + on(L,u=g) ;
20 plot(u);
```

version | figure 1 | figure 2

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19 : + on(L,u=g) ;
20 : plot(u); AGoodNumberPrimeWith 40 567890507 13
```


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Speed