

APPM 2450 Calculus 3 Computer Lab  
Lab Exercise 4

Create a Mathematica notebook that does all of the following. Feel free to ask your neighbor or your lab instructor for help if you get stuck. Items with a  $\blacktriangleright$  are required, items with a  $\star$  are optional.

- $\blacktriangleright$  Type `Options[Plot3D]` to see a list of all the available options for `Plot3D`. Note this works for all functions in Mathematica.

Carefully define the following functions,

$$\begin{aligned} f(x, y) &= \cos(x) \cos(y) e^{-\frac{\sqrt{x^2+y^2}}{4}} \\ g(x, y) &= 3(1-x)^2 e^{-x^2-(y+1)^2} - 10(x/5 - x^3 - y^5) e^{-x^2-y^2} - 1/3 e^{-(x+1)^2-y^2} \\ h(x, y) &= \frac{2x^2y}{x^4 + y^2}. \end{aligned}$$

Remember that  $e^x$  is entered as `Exp[x]`, and remember to use parentheses where needed!

- $\blacktriangleright$  Make a 3D plot of  $f(x, y)$  for  $-2\pi \leq x \leq 2\pi$ ,  $-2\pi \leq y \leq 2\pi$ . Then, using options like `PlotRange`, `PlotPoints`, `Mesh`, and `AxesLabel`, make the plot look as nice as you can.
- $\blacktriangleright$  Use the option `ViewPoint->{2,0,0.5}` to view the plot as if you were standing in the positive x-direction, and slightly in the air (z-direction), looking at the origin.
- $\blacktriangleright$  Play with `ViewPoint{}` or the ViewPoint Selector (In the menu bar, Input -> 3D ViewPoint Selector) and find an angle that looks nice.
- $\blacktriangleright$  Run the command `<<RealTime3D'`, then Copy-and-paste your `Plot3D` command from before you used `ViewPoint`. Run your just-pasted plot command. Now, you can rotate the plot by hand! (Note: the `'` is the single left quote that is on the top-left of your keyboard.)
- $\blacktriangleright$  Run the command `<<Default3D'` to return to the original style of plotting.
- $\blacktriangleright$  Make a `ContourPlot` for  $f(x, y)$ . Using the options `Contours`, `ContourLines`, and `PlotPoints` as you see fit, make the contour plot as nice as you can
- $\blacktriangleright$  Remember that a `ContourPlot` has a frame, not axes. As such, use `FrameLabel->{...}` to label the axes. See today's demo for details.
- $\blacktriangleright$  Do all of the above for  $g(x, y)$  for  $-2.5 \leq x \leq 2.5$ ,  $-2.5 \leq y \leq 2.5$ .
- $\star$  Do all of the above for  $h(x, y)$  for  $-3 \leq x \leq 3$ ,  $-3 \leq y \leq 3$ .
- $\blacktriangleright$   **$\star$ Important $\star$ :** Go to 'Kernel', then 'Delete All Output' before you save!  
This will delete your plots, but leave your commands, thus greatly reducing the size of the file. (As an example: with the plots the demo notebook from today was 8 MB, without the plots it was 11 KB). Save your notebook as *YourLastName4.nb* and email as an attachment to your instructor.