

Calc 3 - Maple 1

In class we discussed several Maple commands to visualize functions of two variables, sheets, implicitly defined functions, and vector-valued functions:

with(plots)	Loads additional plot commands
plot3d(f(x,y), x=A..B, y=C..D) <i>plot3d(sin(x)·cos(y), x=-4..4, y=-4..4)</i>	Draws a surface in 3D
implicitplot3d(f(x,y,z)=c, x=A..B, y=C..D, z=E..F) <i>implicitplot3d(x² + y² + z² = 1, x=-1..1, y=-1..1, z=-1..1)</i>	Draws an implicitly defined function
plot([x(t), y(t), z(t)], t=A..B, x=C..D, y=E..F) <i>plot([sin(t), cos(t), t=-4..4], x=-1..1, y=-1..1)</i>	Draws a 2D space curve
spacecurve([x(t), y(t), z(t)], t=A..B) <i>spacecurve([cos(t), sin(t), t], t=0..8·Pi, numpoints = 500)</i>	Draws a 3D space curve
tubeplot([x(t), y(t), z(t)], t=A..B) <i>tubeplot([t, t², t³], t=-1..1)</i>	Draws a tube around a 3D space curve

Complete the following assignments in Maple. Save your Maple worksheet or copy-and-paste your graphs into a Word document. Submit the document as an email attachment to me.

1. Use the appropriate plot command to visualize the following functions:

- $f(x, y) = x e^{-x^2 - y^2}$
- $x^2 + z^2 = 4$
- $r(t) = \langle \cos(t), \sin(2t) \rangle$
- $x^3 + y^3 + z^3 + 1 = (x + y + z + 1)^3$
- $r(t) = \langle 2 \cos(5t), 5 \sin(7t) \rangle$
- $f(x, y) = \sin(x y)$
- $r(t) = \langle -10 \cos(t) - 2 \cos(5t) + 15 \sin(2t), -15 \cos(2t) + 10 \sin(t) - 2 \sin(5t), 10 \cos(3t) \rangle$
- $\sin(x) \cdot \cos(y) \cdot z = 0.5$
- $r(t) = \langle \cos(t), \sin(t), \cos(t) \cdot \sin(t) \rangle$

Right-click on your plot to add axes to your picture and rotate it so that the primary features of the graph show up nicely.

2. As a late Valentine's Day special, draw the 2D space curve

$$r(t) = \langle \sin(t) \cdot \cos(t) \cdot \ln(|t|), |t|^{0.3} \cdot (\cos(t))^{\frac{1}{2}} \rangle$$

as t goes from -1 to 1.

Bonus: To see what else Maple can do, execute the following command. Do you know the name of the object?

```
plot3d([4 + x cos(1/y), y, x sin(1/y)], x = -pi..pi, y = 0..2 pi,
  coords = cylindrical, style = patchnogrid, grid = [60, 60],
  orientation = [35, 135], lightmodel = light4, shading = zhue,
  scaling = constrained, transparency = 0.3)
```