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> # Praktikum "Mathematik am Computer" (HS18) / Prof. H. Harbrecht;
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>
> # Maple-Beilageblätter zur Serie 5 (zur 43.
Kw)
>
> # Teil 1 : Infinitesimalrechnung
> restart;
> w := sin(3 * x)/x;

$$w := \frac{\sin(3x)}{x} \quad (1)$$

> limit(w, x = 0);

$$3 \quad (2)$$

> f := x -> sin(3 * x)/x;

$$f := x \mapsto \frac{\sin(3x)}{x} \quad (3)$$

> limit(f(x), x = 0);

$$3 \quad (4)$$

> Limit(f(x), x = 0);

$$\lim_{x \rightarrow 0} \frac{\sin(3x)}{x} \quad (5)$$

> value(%);

$$3 \quad (6)$$

> w := x^3 + 3 * x^2 - 4 * x + 7;

$$w := x^3 + 3x^2 - 4x + 7 \quad (7)$$

> wp := diff(w, x);

$$wp := 3x^2 + 6x - 4 \quad (8)$$

> wpp := diff(w, x $ 2);

$$wpp := 6x + 6 \quad (9)$$

> wppp := Diff(w, x $ 3);

$$wppp := \frac{d^3}{dx^3} (x^3 + 3x^2 - 4x + 7) \quad (10)$$

> value(%);

$$6 \quad (11)$$

> w := sin(x);

$$w := \sin(x) \quad (12)$$

> wS := int(w, x);

$$wS := -\cos(x) \quad (13)$$

> Int(w, x); value(% );

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$$\int \sin(x) \, dx = -\cos(x) \quad (14)$$

> $f := x \rightarrow \sin(x)^* x;$ $f := x \mapsto \sin(x) x \quad (15)$

> $fS := \text{int}(f(x), x);$ $fS := \sin(x) - \cos(x) x \quad (16)$

> $\text{Int}(f(x), x = 0 .. 1);$ $\int_0^1 \sin(x) x \, dx \quad (17)$

> $\text{value}(\%);$ $\sin(1) - \cos(1) \quad (18)$

> $\text{evalf}(\%);$ $0.3011686789 \quad (19)$

> $\text{sum}(1/n^2, n = 1 .. \text{infinity});$ $\frac{\pi^2}{6} \quad (20)$

> $\text{Sum}(n^3, n = 1 .. N); \text{value}(\%);$ $\sum_{n=1}^N n^3$

$$\frac{(N+1)^4}{4} - \frac{(N+1)^3}{2} + \frac{(N+1)^2}{4} \quad (21)$$

```
> # Teil 2 : Lineare Algebra
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```
> restart;
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> with(linalg):
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```
> A := matrix(2, 2,[ 10, 11, 12, 13 ]);
```

$$A := \begin{bmatrix} 10 & 11 \\ 12 & 13 \end{bmatrix} \quad (22)$$

```
> A[1, 2];
```

$$11 \quad (23)$$

```
> row(A, 1); col(A, 2);
```

$$\begin{bmatrix} 10 & 11 \end{bmatrix}$$
$$\begin{bmatrix} 11 & 13 \end{bmatrix} \quad (24)$$

```
> v := vector([ 1, 3 ]); w := vector([ 2, 4 ]);
```

$$v := \begin{bmatrix} 1 & 3 \end{bmatrix}$$
$$w := \begin{bmatrix} 2 & 4 \end{bmatrix} \quad (25)$$

```
> A := augment(v, w);
```

$$A := \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} \quad (26)$$

```
> b := vector([ 5, 6 ]);
```

$$b := \begin{bmatrix} 5 & 6 \end{bmatrix} \quad (27)$$

```
> multiply(A, b);
```

$$\begin{bmatrix} 17 & 39 \end{bmatrix} \quad (28)$$

```
> multiply(b, A);
```

$$\begin{bmatrix} 23 & 34 \end{bmatrix} \quad (29)$$

```
> E := matrix(2, 2,[x^2 *y, y*x, sin(x), 1/x]);
```

$$E := \begin{bmatrix} x^2 y & y x \\ \sin(x) & \frac{1}{x} \end{bmatrix} \quad (30)$$

```
> multiply(A, E);
```

$$\begin{bmatrix} x^2 y + 2 \sin(x) & y x + \frac{2}{x} \\ 3 x^2 y + 4 \sin(x) & 3 y x + \frac{4}{x} \end{bmatrix} \quad (31)$$

```
> B := matrix(3, 3,[ 1, 2, 3, 4, 5, 6, 7, 8, 9 ]);
```

(32)

$$B := \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \quad (32)$$

> $C := \text{matrix}(3, 3, [3, 2, 1, 5, 6, 4, 9, 7, 8]);$

$$C := \begin{bmatrix} 3 & 2 & 1 \\ 5 & 6 & 4 \\ 9 & 7 & 8 \end{bmatrix} \quad (33)$$

> $\text{inverse}(C);$

$$\begin{bmatrix} \frac{20}{33} & -\frac{3}{11} & \frac{2}{33} \\ -\frac{4}{33} & \frac{5}{11} & -\frac{7}{33} \\ -\frac{19}{33} & -\frac{1}{11} & \frac{8}{33} \end{bmatrix} \quad (34)$$

> $\det(C);$

$$33 \quad (35)$$

> $\det(E);$

$$yx - yx \sin(x) \quad (36)$$

> $\text{transpose}(C);$

$$\begin{bmatrix} 3 & 5 & 9 \\ 2 & 6 & 7 \\ 1 & 4 & 8 \end{bmatrix} \quad (37)$$

> $\text{trace}(C);$

$$17 \quad (38)$$

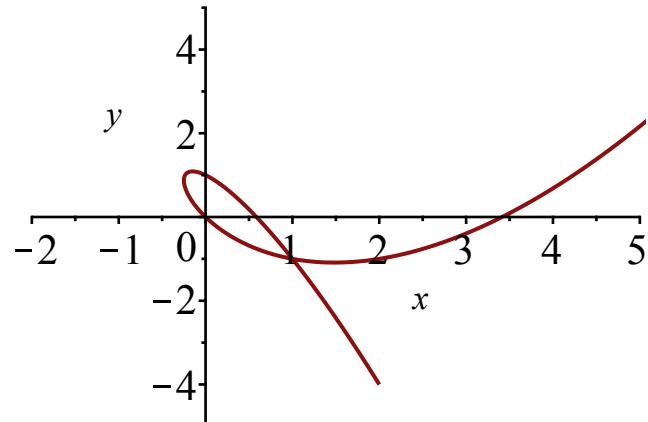
> $\text{evalm}(B \&* C^2 + B \&* \text{inverse}(C) \&* B^2);$

$$\begin{bmatrix} \frac{6882}{11} & \frac{6035}{11} & \frac{5155}{11} \\ \frac{15480}{11} & \frac{13643}{11} & \frac{11575}{11} \\ \frac{24096}{11} & \frac{21269}{11} & \frac{18013}{11} \end{bmatrix} \quad (39)$$

```

> # Teil 3 : Grafiken
> restart;
> with(plots):
> plot([t^2-t, 2*t-t^3, t=-2..2], x=-2..5, y=-5..5);

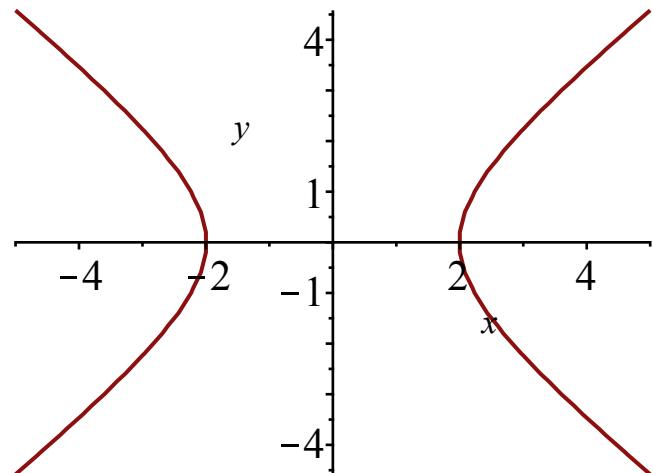
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```

> implicitplot(x^2/4-y^2/4 = 1, x=-5..5, y=-5..5);

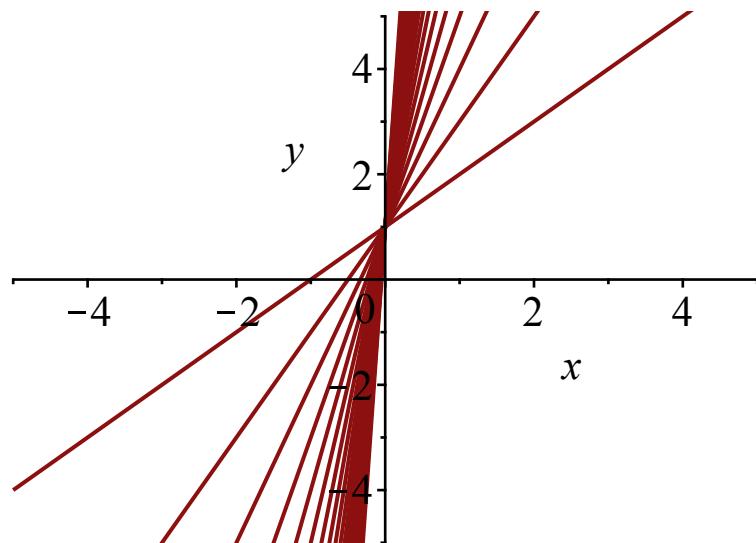
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```

> display(seq(plot(k*x + 1, x=-5..5, y=-5..5), k=1..20));

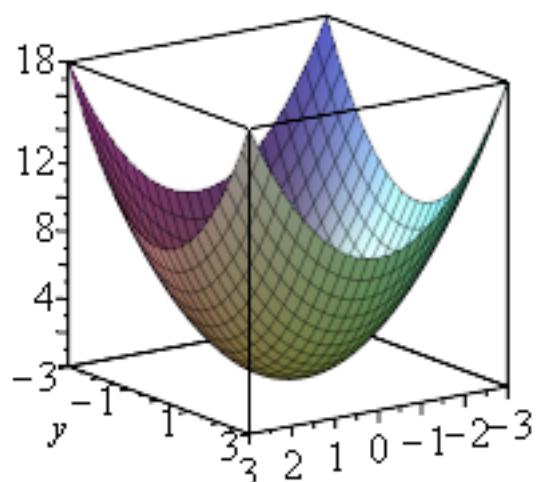
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> plot3d(x^2 + y^2, x=-3..3, y=-3..3, axes = boxed);

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```
> plot3d([u, v, u^2 + v^2], u = -3 .. 3, v = -3 .. 3, axes = boxed);
```

