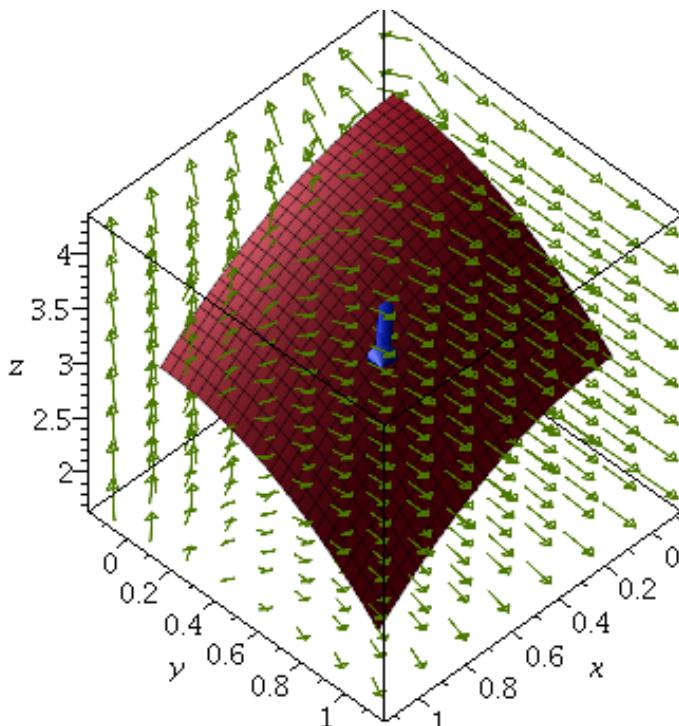


Example: Exercise 23, Section 16.7 (The Flux Integral)

Below, we look at the built-in "Flux" command, and how to do the computation by hand.

We also look at the nice graphics features!

```
> #Define the vector field:  
> with(VectorCalculus): with(Student[VectorCalculus]):  
> F:=VectorField(<x*y, y*z, z*x>);  
           $F := (xy)\bar{e}_x + (yz)\bar{e}_y + (zx)\bar{e}_z$  (1)  
> #Define the surface:  
> S:=<u, v, 4-u^2-v^2>;  
           $S := (u)e_x + (v)e_y + (-u^2 - v^2 + 4)e_z$  (2)  
> # Plot the flux:  
> Flux(F, Surface(S, u=0..1, v=0..1), output=plot);
```



The vector field arrows, the surface through which the field passes, and vectors normal to the surface.

```
> Flux(F, Surface(S, u=0..1, v=0..1));

$$\frac{713}{180}$$
 (3)
```

```
> Flux(F, Surface(S, u=0..1, v=0..1), output=integral);

$$\int_0^1 \int_0^1 (2uv + 2v^2(-u^2 - v^2 + 4) + (-u^2 - v^2 + 4)u) dv du$$
 (4)
```

```
> # Computing the flux "by hand": First substitute the surface
functions into the vector field:
```

```
> F1:=subs({x=S[1], y=S[2], z=S[3]},F);

$$F1 := (uv)\bar{e}_x + (v(-u^2 - v^2 + 4))\bar{e}_y + ((-u^2 - v^2 + 4)u)\bar{e}_z$$
 (5)
```

```
> # Find the surface normal vector (not a unit vector):
N:=CrossProduct(diff(S,u), diff(S,v));

$$N := 2ue_x + 2ve_y + e_z$$
 (6)
```

```
> # Compute the flux integral:
Integrand:=DotProduct(F1,N);

$$Integrand := 2u^2v + 2v^2(-u^2 - v^2 + 4) + (-u^2 - v^2 + 4)u$$
 (7)
```

```
> FF:=int(int(Integrand,v=0..1),u=0..1);

$$FF := \frac{713}{180}$$
 (8)
```

Other tips:

- (1) Remember to use the multiplication sign, *, where needed!
- (2) The exponential function is not e^x, it is exp(x)