

Example: Exercise 11, Section 16.8 (Stokes' Theorem)

We want to use Maple to verify Stokes' Theorem, and also to do some graphical work.

```
> #Define the vector field:  
> with(VectorCalculus): with(Student[VectorCalculus]):  
> F:=VectorField(<x^2*z, x*y^2, z^2>);  
F := (x^2 z) e_x + (x y^2) e_y + (z^2) e_z  
(1)
```

```
> #Define the surface:  
> S:=<u*cos(v),u*sin(v), 1-u*cos(v)-u*sin(v)>; # u is between 0  
and 3, v is 0 to 2*Pi  
S := (u cos(v)) e_x + (u sin(v)) e_y + (1 - u cos(v) - u sin(v)) e_z  
(2)
```

```
> C:=<3*cos(t), 3*sin(t), 1-3*cos(t)-3*sin(t)>;  
C := 3 cos(t) e_x + 3 sin(t) e_y + (1 - 3 cos(t) - 3 sin(t)) e_z  
(3)
```

```
> #First, the line integral:  
> LineInt(F, Path(C, t=0..2*Pi));  
81  
--- π  
(4)
```

```
> # The line integral by hand:  
> Integrand:=simplify(DotProduct(subs({x=C[1],y=C[2],z=C[3]},F),  
diff(C,t)));  
Integrand := -162 cos(t)^4 + 81 cos(t)^3 sin(t) - 54 cos(t)^3 - 81 cos(t)^2 sin(t)  
+ 198 cos(t)^2 + 24 cos(t) + 30 sin(t) - 18  
(5)
```

```
> int(Integrand,t=0..2*Pi);  
81  
--- π  
(6)
```

```
> # Now the surface integral using Stokes' Theorem:  
> G:=Curl(F);  
G := (x^2) e_y + (y^2) e_z  
(7)
```

```
> N:=CrossProduct(diff(S,u),diff(S,v));  
N := (sin(v) (u sin(v) - u cos(v)) - (-cos(v) - sin(v)) u cos(v)) e_x +  
-cos(v) (u sin(v) - u cos(v)) - (-cos(v) - sin(v)) u sin(v) e_y + (cos(v)^2 u  
+ sin(v)^2 u) e_z  
(8)
```

```
> Integrand:=DotProduct(subs({x=S[1],y=S[2],z=S[3]},G),N);  
Integrand := u^2 cos(v)^2 (-cos(v) (u sin(v) - u cos(v)) - (-cos(v)  
- sin(v)) u sin(v)) + u^2 sin(v)^2 (cos(v)^2 u + sin(v)^2 u)  
(9)
```

```
> int(int(Integrand,u=0..3),v=0..2*Pi);  
(10)
```

$$\frac{81}{2} \pi \quad (10)$$

```
> #Graph the surface and the curve C:
```

```
> with(plots):
```

```
> A:=spacecurve(C,t=0..2*Pi,color=red,thickness=3);
A:= PLOT3D(...)
```

```
> B:=plot3d(S,u=0..3,v=0..2*Pi);
```

```
B:= PLOT3D(...)
```

```
> BB:=fieldplot3d(F,x=-3..3,y=-3..3,z=-3..5,fieldstrength=fixed,
color=black);
```

```
BB:= PLOT3D(...)
```

```
> display3d(A,B,BB,scaling=constrained);
```

