

# Computergestuetzte Mathematik zur Analysis

## Lektion 5 (Programmsteuerung)

### For Schleifen

```
> liste :=[a,b,x+y];          liste := [a, b, x + y] (1.1)
```

```
> for k in liste do  
    k^3;  
od;
```

$$\begin{aligned} &a^3 \\ &b^3 \\ &(x + y)^3 \end{aligned} \quad (1.2)$$

```
> for l from 1 to 7 do  
    l, evalf(sin(Pi/l))  
end do;
```

$$\begin{aligned} &1, 0. \\ &2, 1. \\ &3, 0.8660254040 \\ &4, 0.7071067810 \\ &5, 0.5877852524 \\ &6, 0.5000000000 \\ &7, 0.4338837393 \end{aligned} \quad (1.3)$$

```
> out := 0;  
for le in [1, z,x^2, sin(y)] do  
    out := out+le;  
od;
```

$$\begin{aligned} &out := 0 \\ &out := 1 \\ &out := 1 + z \\ &out := x^2 + z + 1 \\ &out := x^2 + z + 1 + \sin(y) \end{aligned} \quad (1.4)$$

```
> for k from 20 by -2 while k>8 do  
    k,sin(k),unapply(x^k,x),k, x->x^k;  
    for l from 1 to 3 do
```

```

    erg := l+k; print(l,k,l + k);
od;
k+erg;
od:
1, 20, 21
2, 20, 22
3, 20, 23
1, 18, 19
2, 18, 20
3, 18, 21
1, 16, 17
2, 16, 18
3, 16, 19
1, 14, 15
2, 14, 16
3, 14, 17
1, 12, 13
2, 12, 14
3, 12, 15
1, 10, 11
2, 10, 12
3, 10, 13

```

(1.5)

```

> i:=0;
from 1 to 4 do
  i:= i+1;
od
i:= 0
i:= 1
i:= 2
i:= 3
i:= 4

```

(1.6)

```

> i:=0;
from 1  while i<4  do
  i:=i+1;
end do;
i:= 0
i:= 1
i:= 2
i:= 3
i:= 4

```

(1.7)

## Einfache logische Aussagen

```
> a:= 3; b:=5;
          a:= 3
          b:= 5
(2.1)

> a<b;
          3 < 5
(2.2)

> evalb(a<b);
          true
(2.3)

> is(a=b);
          false
(2.4)

> is(a<>b);
          true
(2.5)

> a ≠ b;   # a "!=" b  # a ungleich in 2D Maple Input
          3 ≠ 5
(2.6)
```

```
> a:=true; b:=false; c:=true;
          a:= true
          b:= false
          c:= true
(2.7)

> a and b
          false
(2.8)

> a or b
          true
(2.9)

> `or` (a,b);
          true
(2.10)

> `xor` (a,b);
          true
(2.11)

> `xor` (a,c);
          false
(2.12)
```

```
> a := 1+I;
          I^2
          a:= 1 + I
          -1
(2.13)

> is(a,real)
          false
(2.14)

> is(a,integer);
          false
(2.15)

> is(a,complex);
          true
(2.16)
```

```
> ? property
```

true (2.16)

## If Abfragen

```
> a:=3; b:=5;
```

*a* := 3  
*b* := 5 (3.1)

```
> if b < a then  
    a  
else  
    b  
end if;
```

5 (3.2)

```
> for j from 4 to 8 do  
    if isprime(j) then  
        print(j,evalf(sin(Pi/j))):  
    fi:  
od;  
>
```

5, 0.5877852524  
7, 0.4338837393 (3.3)

## While Schleife

```
> q:=1016:  
    while is(q,even) do  
        q:=q/2;  
    end do:  
q;
```

127 (4.1)

## Maple Funktionen

```
> restart;  
> myfun := proc(x,n,m)  
    description "Berechne sin(nx) cos(mx)";  
    sin(n*x) * cos(m*x);  
end proc;  
myfun:=proc(x, n, m)  
    description "Berechne sin(nx) cos(mx)";  
    sin(n*x) * cos(m*x)  
end proc
```

(5.1)

```
> myfun(1,2,3) sin(2) cos(3) (5.2)
```

```
> myfun2 := proc (x, n, m)
  local a,b;
  description "Berechne sin(nx) cos(mx)";
  a := sin(n*x);
  b := cos(m*x);
  a*b;
end proc;
myfun2:=proc(x, n, m) (5.3)
```

```
local a, b;
description "Berechne sin(nx) cos(mx)";
a:=sin(n*x); b:=cos(m*x); a*b
end proc
```

```
> myfun2(1,2,3); sin(2) cos(3) (5.4)
```

```
> a; a (5.5)
```

```
> Describe(myfun);
# Berechne sin(nx) cos(mx)
myfun( x, n, m )
```

```
> divide2en:= proc (n)
  local q;
  q := n;
  while type(q, even) do
    q := (1/2)*q
  end do;
  q;
end proc;
divide2en:= proc(n) (5.6)
```

```
local q;
q:=n; while type(q, even) do q:=1 / 2 *q end do; q
end proc
```

```
> divide2en(1016); 127 (5.7)
```