Prof. Mark D Shattuck Physics 39907 Computational Physics September 4, 2023

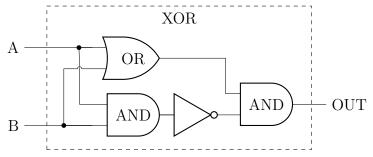
Problem Set 1

```
1 %% Setup
2 N=1e4;
                      % Number of points
  t=0:.01:2*pi;
                     % helper list
3
4
5
   rng(sum('Your Name'), 'twister'); % reset random number generator
6
   %% Monte Carlo integration for the area of a circle
7
8
9
  u=2*rand(2,N)-1; % Choose random point in the 2D plane [-1 1]x[-1 1]
10
  x=u(1,:);
                      % Nicer names
  y=u(2,:);
11
12
  ii=(x.^2+y.^2\leq 1); % True for points inside circle of radius 1
13
14
  %% Plot points
15
  plot(x(ii),y(ii),'b.',x(¬ii),y(¬ii),'r.',sin(t),cos(t),'k');
16
  axis('square')
17
  set(gca, 'fontsize', 20);
18
  xlabel('x-axis');
19
  ylabel('y-axis');
20
21 title('Random Points');
  print -depsc2 random.eps
22
23
  %% Calculate and display Pi
24
25
26
  myPI=4*sum(ii)/N;
27
  disp(myPI)
```

Question 2. Binary and Hexadecimal For the these values A = 45, B = 0b11010101, C = 0x3, D = 0b11, E = 0xc7 find and express the following as binary and hexadecimal and decimal:

- (1) A (e.g., A = 45 = 0b101101 = 0x2D)
- (2) B
- (3) C
- (4) D
- (5) E
- (6) A + C
- (7) A + B
- (8) E C
- $(9) D \times B$

Question 3. Universal Logic Build a NOT gate and an AND gate from only NOR gates. To add your solution to your LaTeX (Overleaf) document you could use a package called CircuiTikZ that is part of a general drawing package called TikZ. It produces nice results like the following:



However there is more to learn. If you want to go this way, then there is a nice tutorial on Tikz and CircuiTikZ here and a good video on TikZ here and a related package pgfplots for plotting here. Here is the CircuiTikZ code to make the diagram above for an XOR gate:

```
\documentclass{article}
\usepackage{tikz}
\usepackage{circuitikz}
\ctikzset{logic ports=ieee}
```

. . .

```
\begin{center}
\begin{circuitikz}
```

\draw

```
(0, 0)
             node (myor)
                            [or port]
                                                    {OR}
(0, -1.5)
             node (myand1) [and port]
                                                    {AND}
(myand1.out) node (mynot)
                            [anchor=west, not port] {}
             node (myand2) [anchor=in 2, and port] {AND};
(mynot.out)
                    -- ++(-1.8,0) node[left]
\draw (myor.in 1)
                                                (A)
                                                      {A};
\draw (myand1.in 2) -- ++(-1.8,0) node[left]
                                                (B)
                                                      {B};
\draw (myand2.out) -- ++(.5,0) node[right] (out) {OUT};
```

```
\draw (myor.in 2) -- ++(-.2,0) node[left,jump crossing] (C1) {};
\draw (myor.in 1) -- ++(-.3,0) node[left,circ] (B1) {};
\draw (myand1.in 2) -- ++(-.7,0) node[left,circ] (B2) {};
\draw (C1.north) -- (B1);
\draw (C1.south) |- (myand1.in 1);
\draw (C1.west) -| (B2);
\draw (myor.out) -| (myand2.in 1);
\draw [dashed] (out) ++(-8,-1.2) rectangle ++(7,3.8) node[midway,yshift=45] {XOR};
```

\end{circuitikz} \end{center}

Another option is to include a photo of a hand drawn picture:

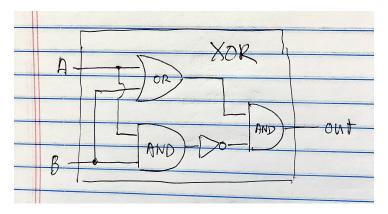


FIGURE 1. XOR from TikZ.

You could also draw it in a drawing program:

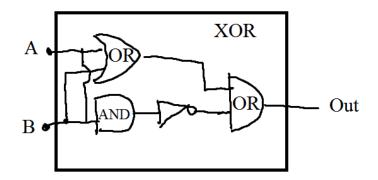


FIGURE 2. XOR from drawing program.

I also found several circuit drawing programs online. This one, circuitlab, makes nice drawings but you have to pay to save it. So I used screen capture to make this:

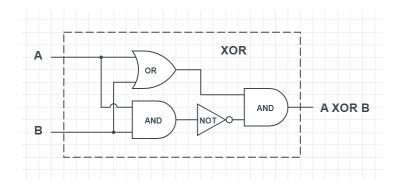


FIGURE 3. XOR screen capture from circuitlab.