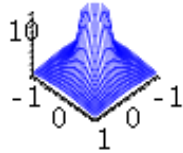


```

> with(plots):
> plot3d(cos(x*y), x=-3..3, y=-3..3, axes=framed):
> plot3d(cos(x*y), x=-3..3, y=-3..3, axes=framed, style=hidden,
color=blue):
> plot3d(1/(x^2+y^2), x=-1..1, y=-1..1, view=0..10, grid=[25,
25], style=hidden,color=blue, axes=framed);

```



```

> spacecurve([t*cos(2*Pi*t), t*sin(2*Pi*t), 2+t,t=0..10],
numpoints=400, color=red, thickness=2, axes=framed);

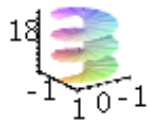
```



```

> plot3d([r*cos(phi), r*sin(phi), phi], r=0..1, phi=0..6*Pi,
grid=[15,45], style=hidden, orientation=[55,70], axes=framed);

```



```

> implicitplot3d( x^3 + y^3 + z^3 + 1 = (x + y + z+1)^3,x=-2..2,
y=-2..2,z=-2..2,grid=[13,13,13], style=patchnogrid, axes=
framed);

```



```

> s:=sphereplot(1, theta=0..2*Pi, phi=0..Pi, style=patch,
scaling=constrained):
> c:=cylinderplot(1/2, theta=0..2*Pi, z=-2..2, style=patch,
scaling=constrained):
> display3d({s,c}, axes=none, scaling=constrained):
> U:=log(sqrt((x+1)^2+y^2)) + log(sqrt((x-1)^2+y^2)) + log(sqrt(
(y+1)^2+x^2)) + log(sqrt((y-1)^2+x^2)):
> contourplot(U, x=-3/2..3/2, y=-3/2..3/2, contours=30, grid=
[50,50], color=black):
> plot3d(20*exp(-x^2-y^2)-10,x=0..2,y=-3..3, style=patchcontour,
contours=15, axes=framed):

```

```
--> load(draw)$

--> wxdraw3d(enhanced3d=true,explicit(cos(x*y), x,-3,3,y,-3,3));

--> wxdraw3d(surface_hide=true,
explicit(cos(x*y), x,-3,3,y,-3,3));

--> wxdraw3d(zrange=[0,10],xu_grid=25, yv_grid=25,surface_hide=true,
explicit(1/(x^2+y^2), x,-1,1, y,-1,1));

--> wxdraw3d(nticks=400, line_width=2, color=red,
parametric(t*cos(2*%pi*t), t*sin(2*%pi*t), 2+t,t,0,10))$

--> wxdraw3d(xu_grid=15,yv_grid=45,view=[55,70],surface_hide = true,
parametric_surface(r*cos(phi), r*sin(phi), phi, r,0,1,phi,0,6*%pi)

--> wxdraw3d(enhanced3d = true,
implicit(x^3 + y^3 + z^3 + 1 = (x + y + z+1)^3,x,-2,2,y,-2,2,z,-2,2),
surface_hide = true)$

--> wxdraw3d(surface_hide = true,color = blue,proportional_axes=xyz,
axis_3d = false,xtics = none,ytics = none,ztics = none,
spherical(1,theta,0,2*%pi,phi,0,%pi))$

--> wxdraw3d(surface_hide = true,proportional_axes=xy,
color = "blue",axis_3d = false,xtics = none,ytics = none,
ztics = none,cylindrical(1/2,z,-2,2,theta,0,2*%pi))$

--> wxdraw3d(surface_hide = true,
color = "blue",proportional_axes=xyz,axis_3d = false,
xtics = none,ytics = none,ztics = none,
spherical(1,theta,0,2*%pi,phi,0,%pi),color=red,
cylindrical(1/2,z,-2,2,theta,0,2*%pi))$

--> U:log(sqrt((x+1)^2+y^2)) + log(sqrt((x-1)^2+y^2)) +
log(sqrt((y+1)^2+x^2)) + log(sqrt((y-1)^2+x^2))$

--> wxdraw3d(xu_grid=50,yv_grid=50,explicit(U,x,-3/2,3/2,y,-3/2,3/2),
contour_levels = 30,contour = map,surface_hide = true) ;

--> wxdraw3d(color = green,
explicit(20*exp(-x^2-y^2)-10,x,0,2,y,-3,3),
contour_levels = 15,contour = both,surface_hide = true) ;
```