

# Math 2280 - Maple Project 2

Dylan Zwick

Spring 2009

This project will be a bit of a break, at least relative to the first project, from Maple programming and will instead involve a more in depth investigation of a mathematical problem. In particular, you'll use Newton's law of universal gravitation to derive Kepler's first two laws of planetary motion. Your project is to write up a complete solution to application 4.1 on pages 256 through 258 of your textbook. The only part that will involve using a computer will be plotting some representative orbits at the end.

The project will be due on March 31st. Project 3 will involve much more computer work.