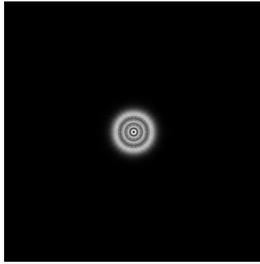


```

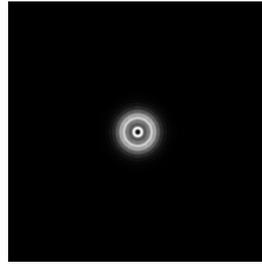
1 %Simulation with LightPipes for Matlab.
2 %March 2014. F.A. van Goor.
3 %roundhole.m
4 %Diffraction at a round hole.
5 clear all;
6
7 m=1;
8 nm=1e-9*m;
9 mm=1e-3*m;
10 cm=1e-2*m;
11
12 lambda=632.8*nm;
13 size=10*mm;
14 N=300;
15 a=1*mm;
16 dz=20*cm;
17 z0=20*cm;
18 F=LPEBegin(size,lambda,N);
19 F=LPGaussHermite(0,0,1.0,size/2.0,F);
20 F=LPCircAperture(a,0,0,F);
21 figure('Position',[20 100 1492 462]);
22 for i=0:8
23     z=z0+i*dz;
24     FresnelNumber=a*a/z/lambda;
25     if (FresnelNumber >= 10)
26         F1=LPFresnel(z,F);
27     else
28         F1=LPEforward(z,F);
29     end
30     I=LPEIntensity(1,F1);
31     subplot(2,5,i+1);
32     subimage(I);
33     Str=sprintf('z=%4.1f cm   FN=%4.2f',z/cm,FresnelNumber)
34     title(Str);
35     axis off;
36 end

```

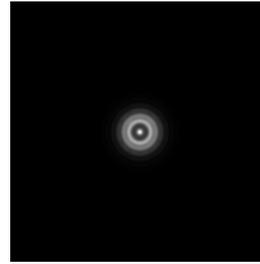
z=20.0 cm FN=7.90



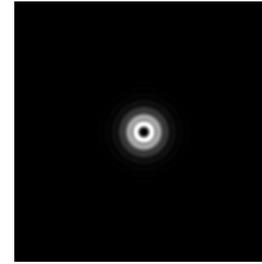
z=40.0 cm FN=3.95



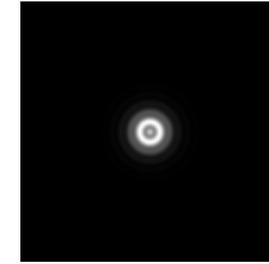
z=60.0 cm FN=2.63



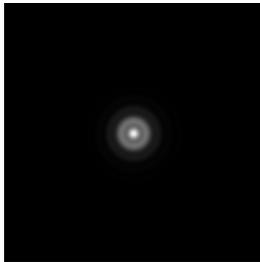
z=80.0 cm FN=1.98



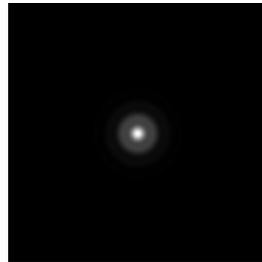
z=100.0 cm FN=1.58



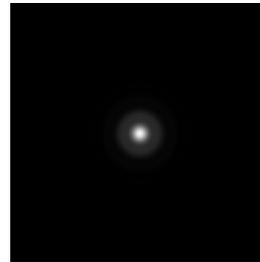
z=120.0 cm FN=1.32



z=140.0 cm FN=1.13



z=160.0 cm FN=0.99



z=180.0 cm FN=0.88

