Rod of charge

(a.)



Then if you rotated the rod 180 degrees

But after the rotation you're back to exactly the same charge distribution you started with, so you must have the same \vec{E} ! The only directions that rotate 180° yet end up as they started off are straight up and straight down, so \vec{E} must be one of those.



 $[I \text{ have defined } x \text{ with an origin at the center of the rod, not at the left end of the rod, in order to respect the left-right symmetry of the problem. I could have defined x otherwise, and I would have gotten the right answer, but the intermediate steps would have been more complicated.]]$

Thus, the total \vec{E} has magnitude

$$\frac{1}{4\pi\epsilon_0}(q/L)y\int_{-L/2}^{+L/2}\frac{1}{(x^2+y^2)^{3/2}}\,dx$$

This integral is tabulated (for example Dwight equation 200.03) or you could use a computer algebra system like Mathematica:

$$\int_{-L/2}^{+L/2} \frac{1}{(x^2 + y^2)^{3/2}} \, dx = \left[\frac{x}{y^2 (x^2 + y^2)^{1/2}}\right]_{-L/2}^{+L/2} = \frac{L}{y^2 ((L/2)^2 + y^2)^{1/2}}$$

Thus the magnitude of the total \vec{E} is

$$\frac{1}{4\pi\epsilon_0} \frac{q}{y((L/2)^2 + y^2)^{1/2}}$$

This is equivalent to equation 5.12 in the textbook LSM.

(c.)

Candidate (1) gives ∞ when y = L/2, imaginary numbers when y < L/2.

Candidate (2) is dimensionally incorrect.

Candidate (3) is correct.

Candidate (4) gives, when L = 0, $E = \frac{1}{4\pi\epsilon_0} \frac{q}{\sqrt{2}y^2}$, in violation of Coulomb's law.

(d.)

When y increases, E decreases. Good.

When q increases, E increases. Good.

When L increases, E decreases. Yes... more of the charge is far from the field point, and a lot of the \vec{E} due to the rod tips goes into pointing horizontally and canceling out.

(e.) If $y \gg L$, then $y^2 \gg (L/2)^2$, so $(L/2)^2 + y^2 \approx y^2$. Thus the magnitude of total \vec{E} is approximately $\frac{1}{4\pi\epsilon_0} \frac{q}{y^2}$... Coulomb's law!

Grading: 2 points for part (a.)

3 points for part (b.) [quoting LSM equation 5.12 correctly gives full credit]

2 points for part (c.)

2 points for part (d.)

1 point for part (e.)