

Program EVALPLOT
(Version 2015-2)

by

Dermott E. Cullen
(Present Contact Information)

Dermott E. Cullen
1466 Hudson Way
Livermore, CA 94550
U.S.A.

Tele: 925-443-1911

E.Mail:redcullen1@comcast.net
Web:home.comcast.net/~redcullen1

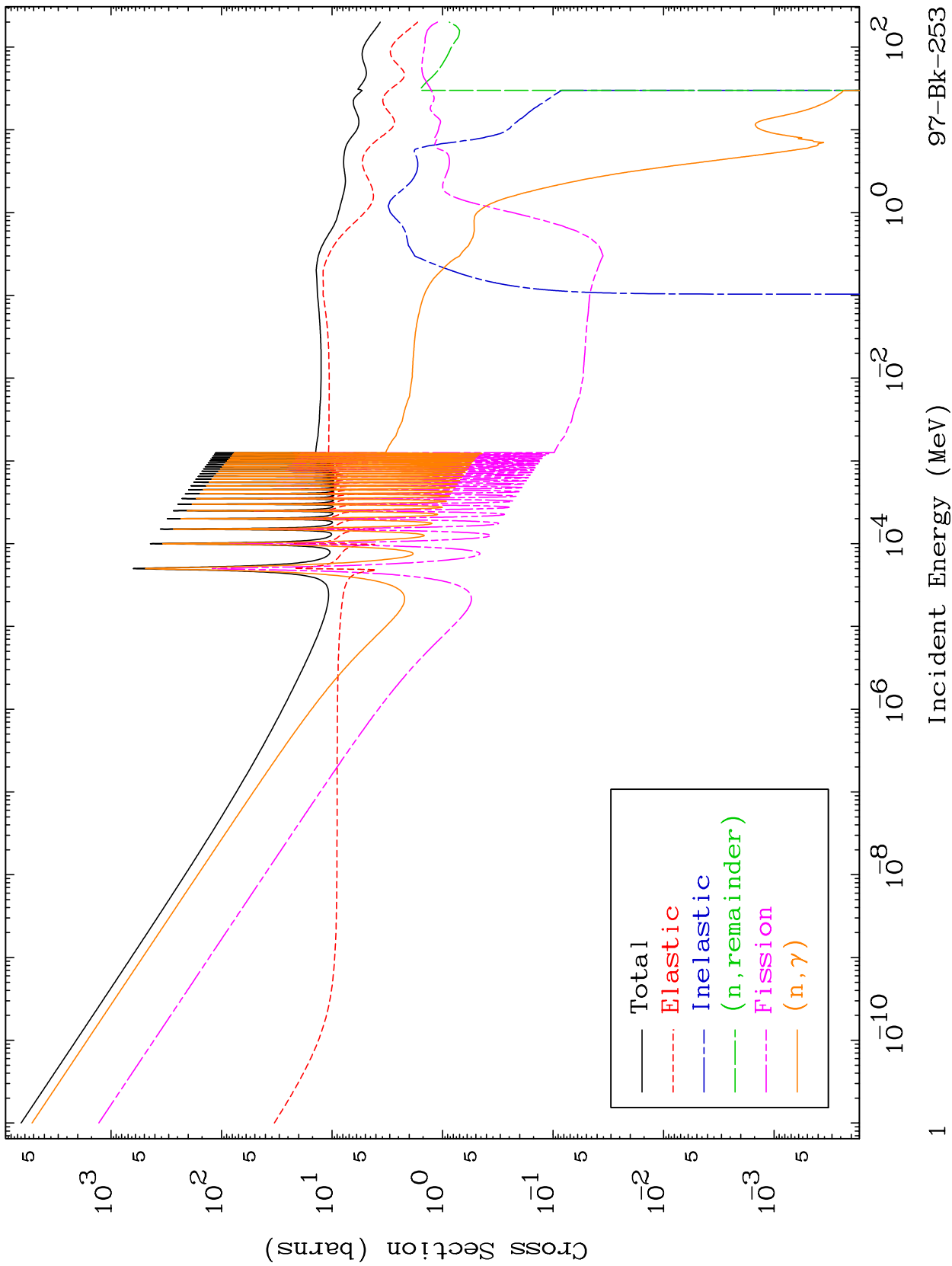
Press Mouse Button to Start

MAT 9764

Major

293 Kelvin Cross Sections

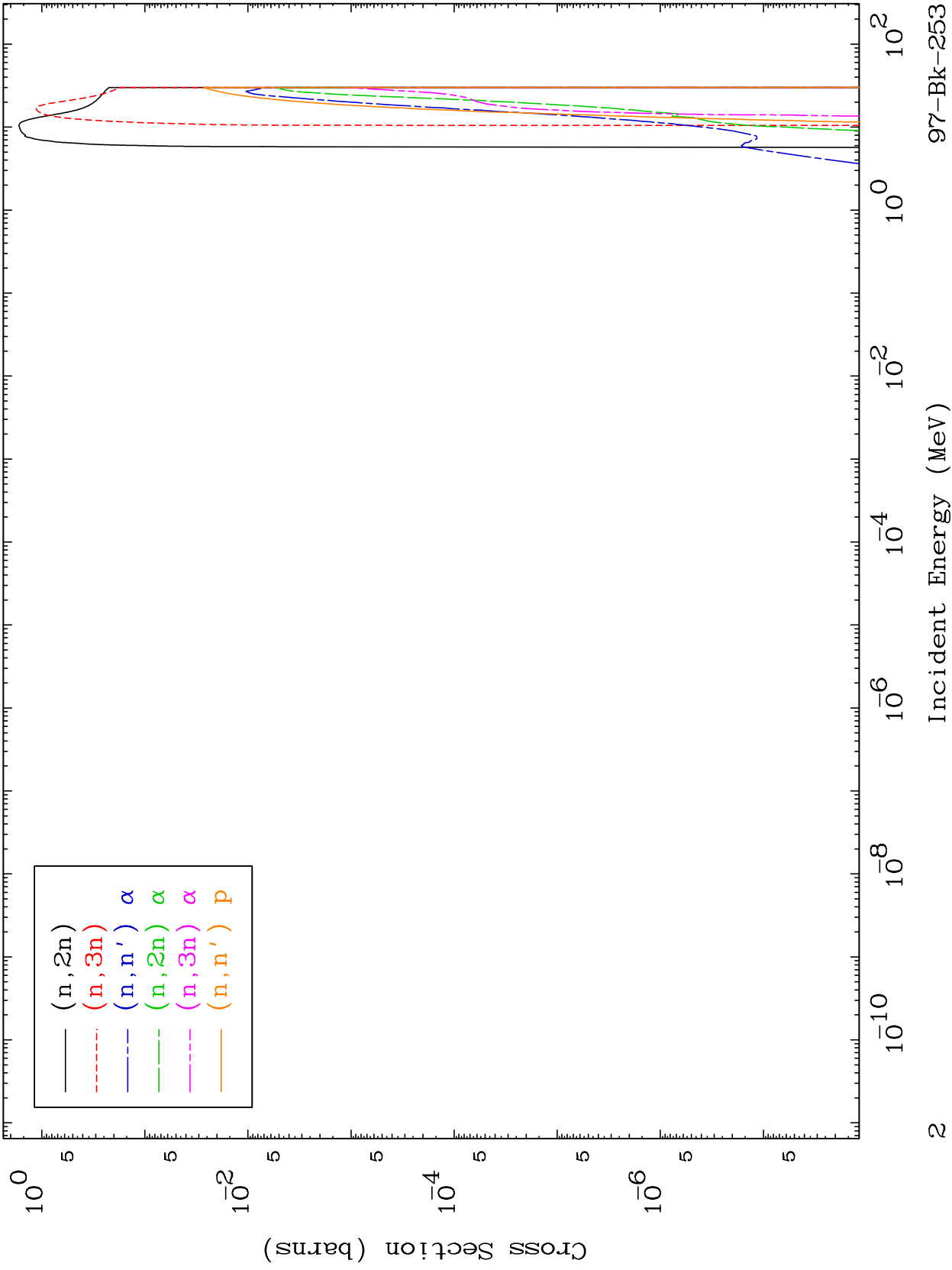
97-Bk-253

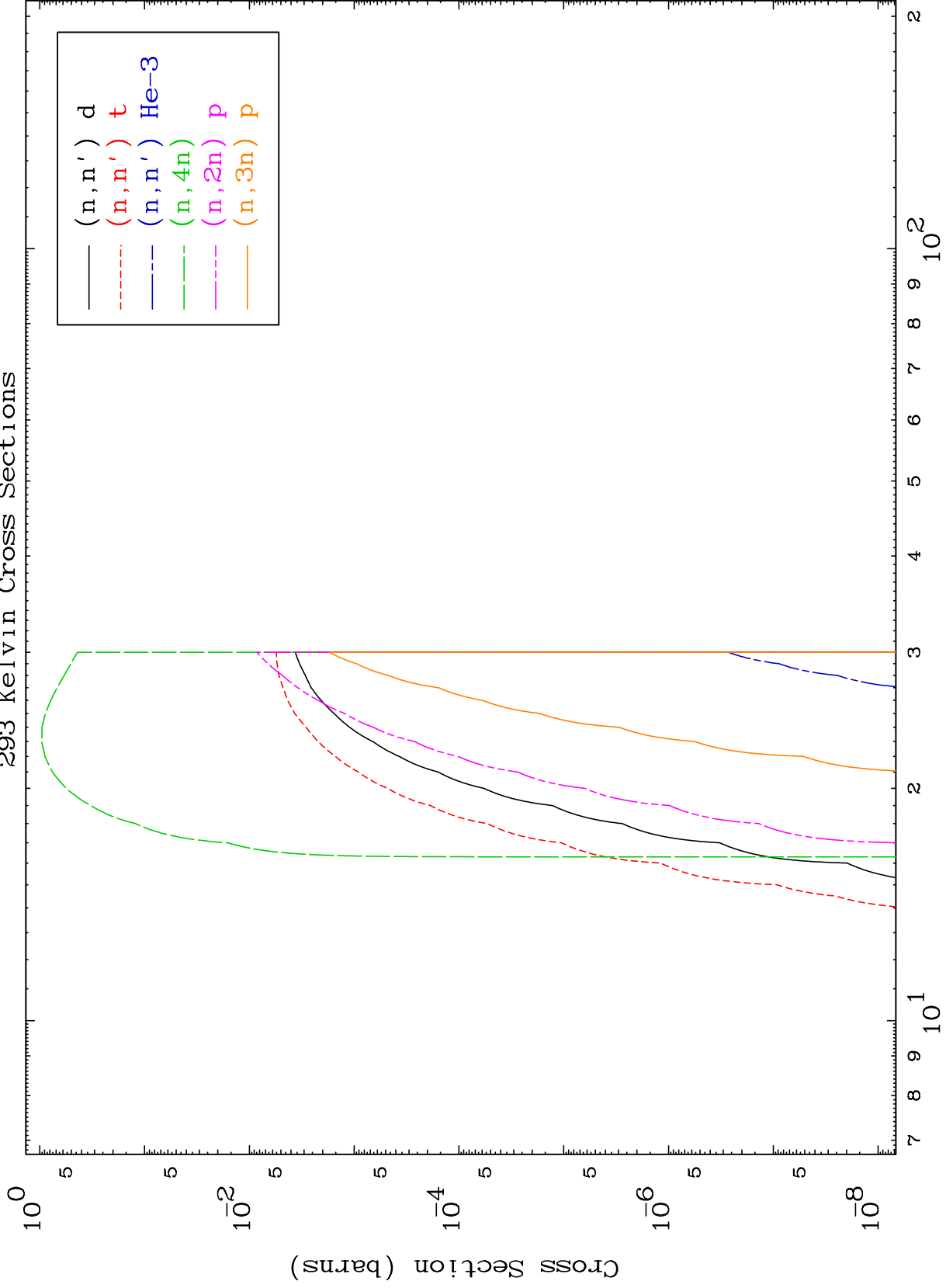


MAT 9764

Neutron Production
293 Kelvin Cross Sections

97-Bk-253

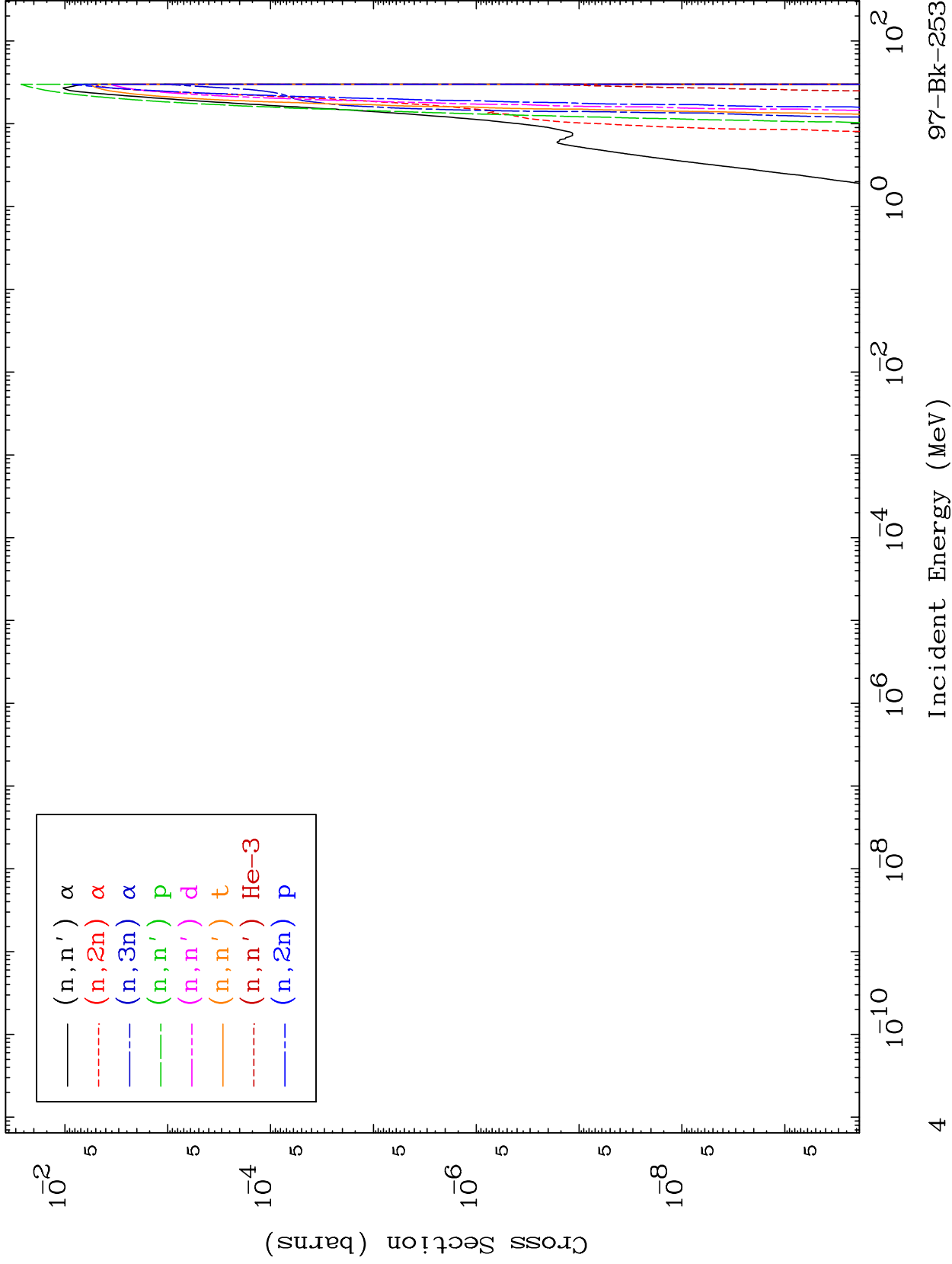




MAT 9764

Charged Particle
293 Kelvin Cross Sections

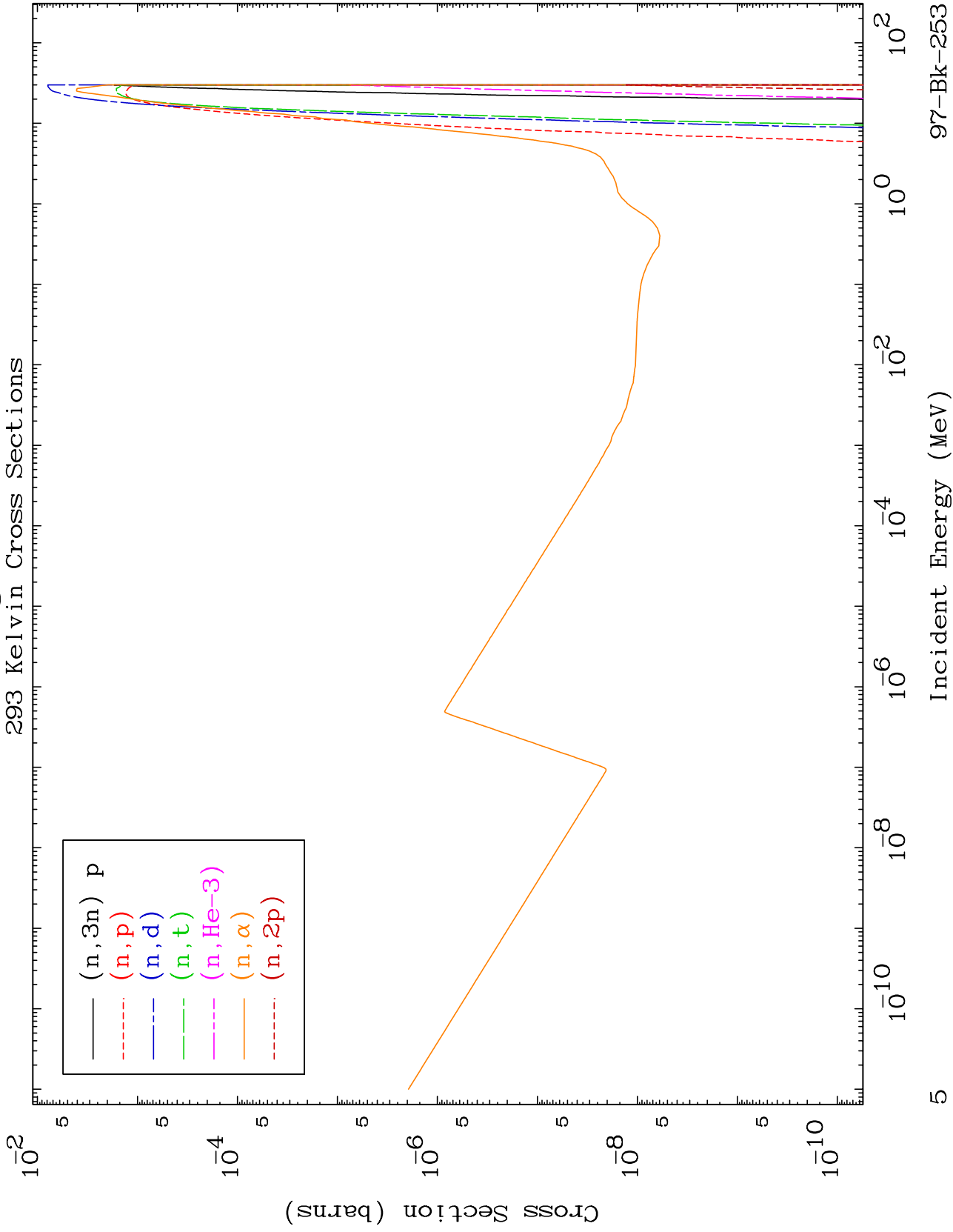
97-Bk-253



MAT 9764

Charged Particle
293 Kelvin Cross Sections

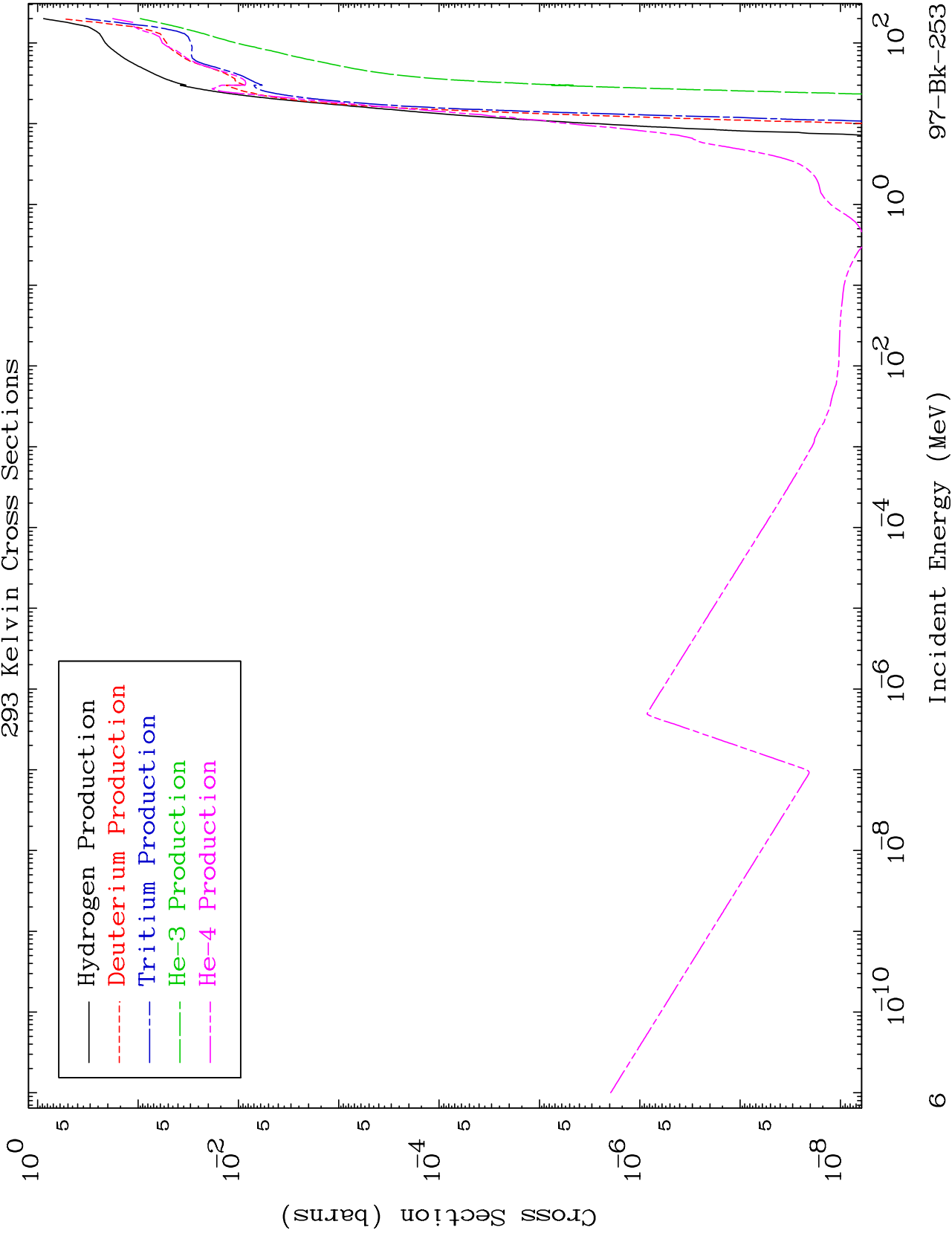
97-Bk-253



MAT 9764

Particle Production
293 Kelvin Cross Sections

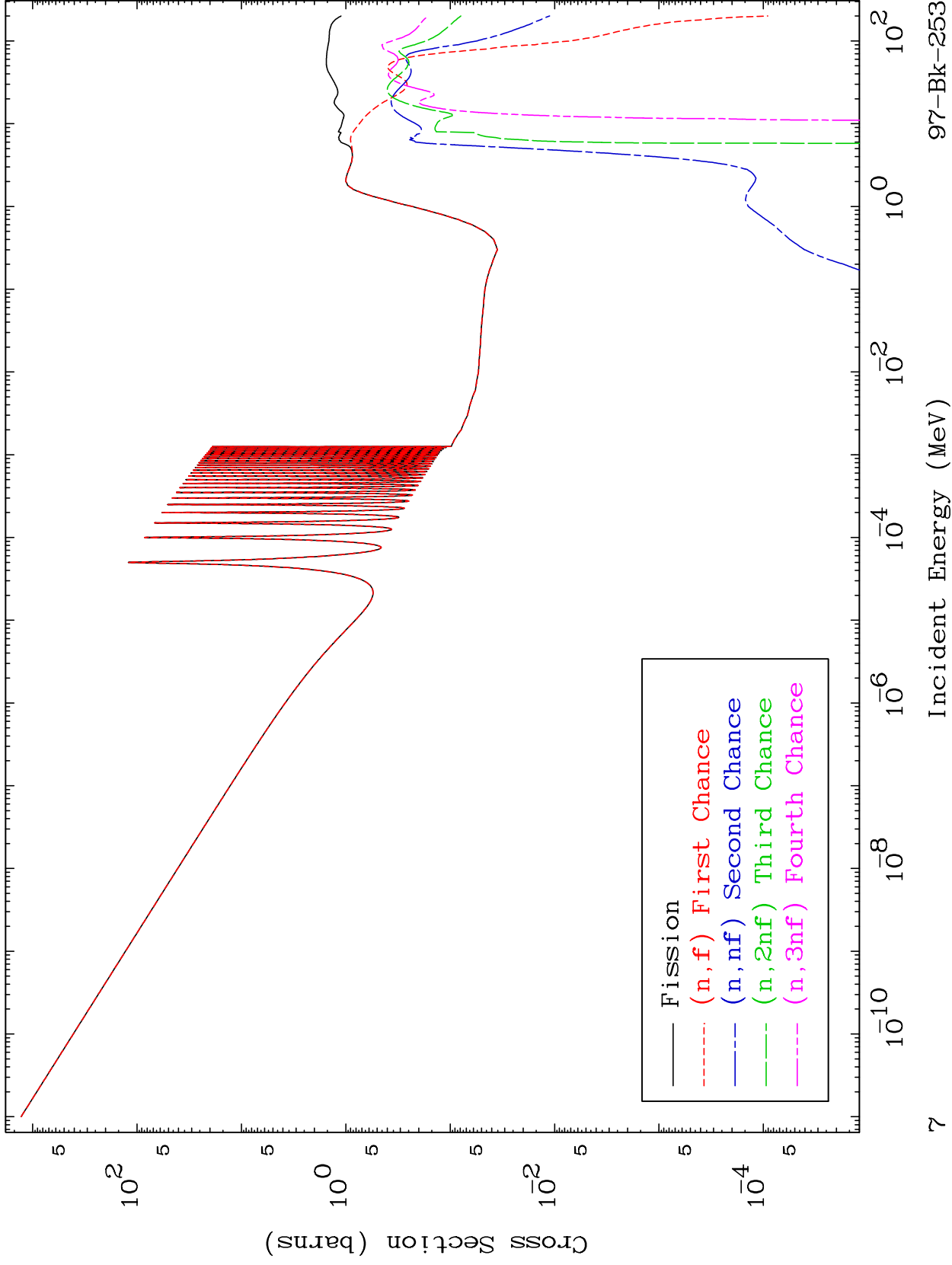
97-Bk-253



MAT 9764

Fission
293 Kelvin Cross Sections

97-Bk-253

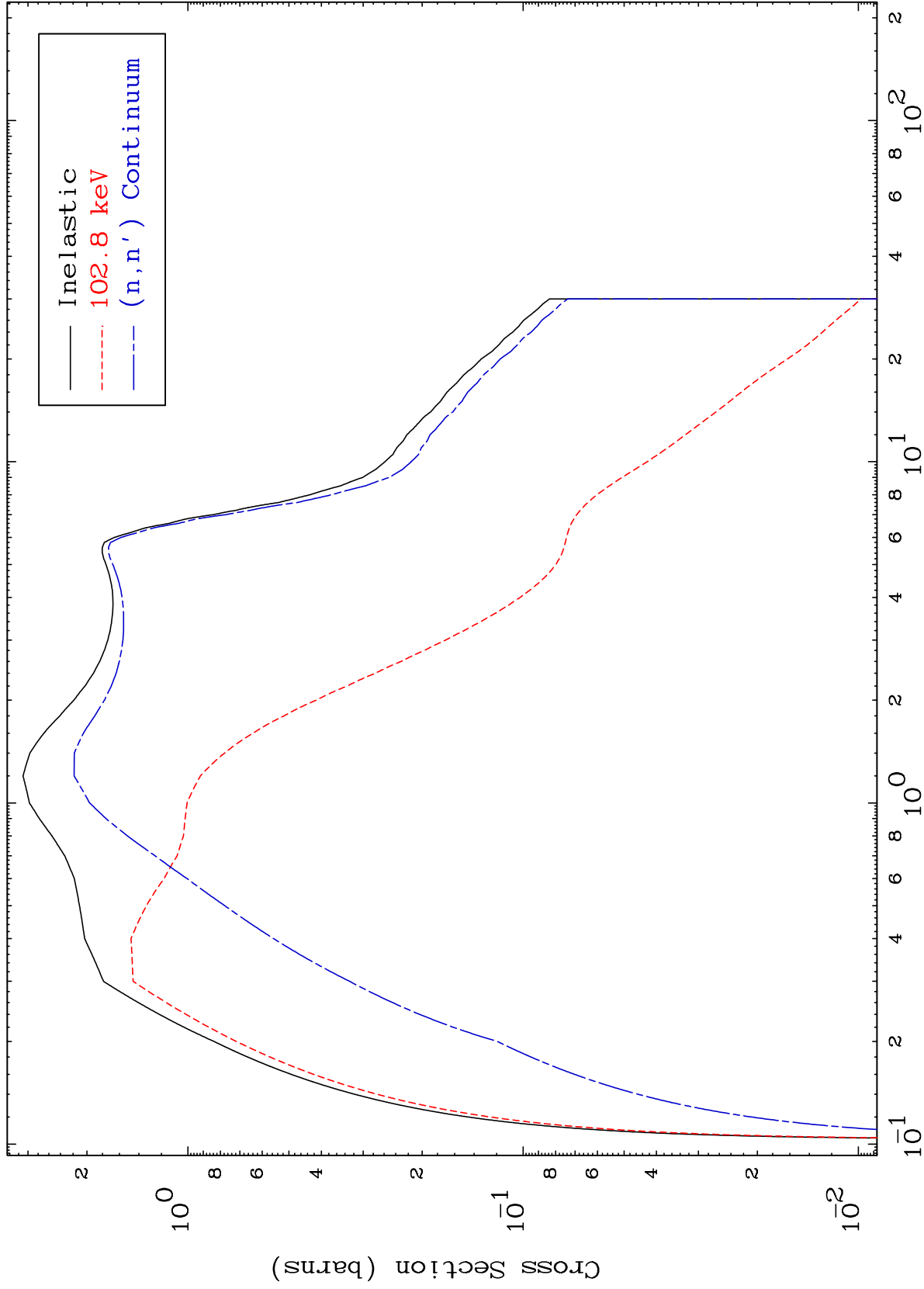


MAT 9764

(n,n') Level

97-Bk-253

293 Kelvin Cross Sections



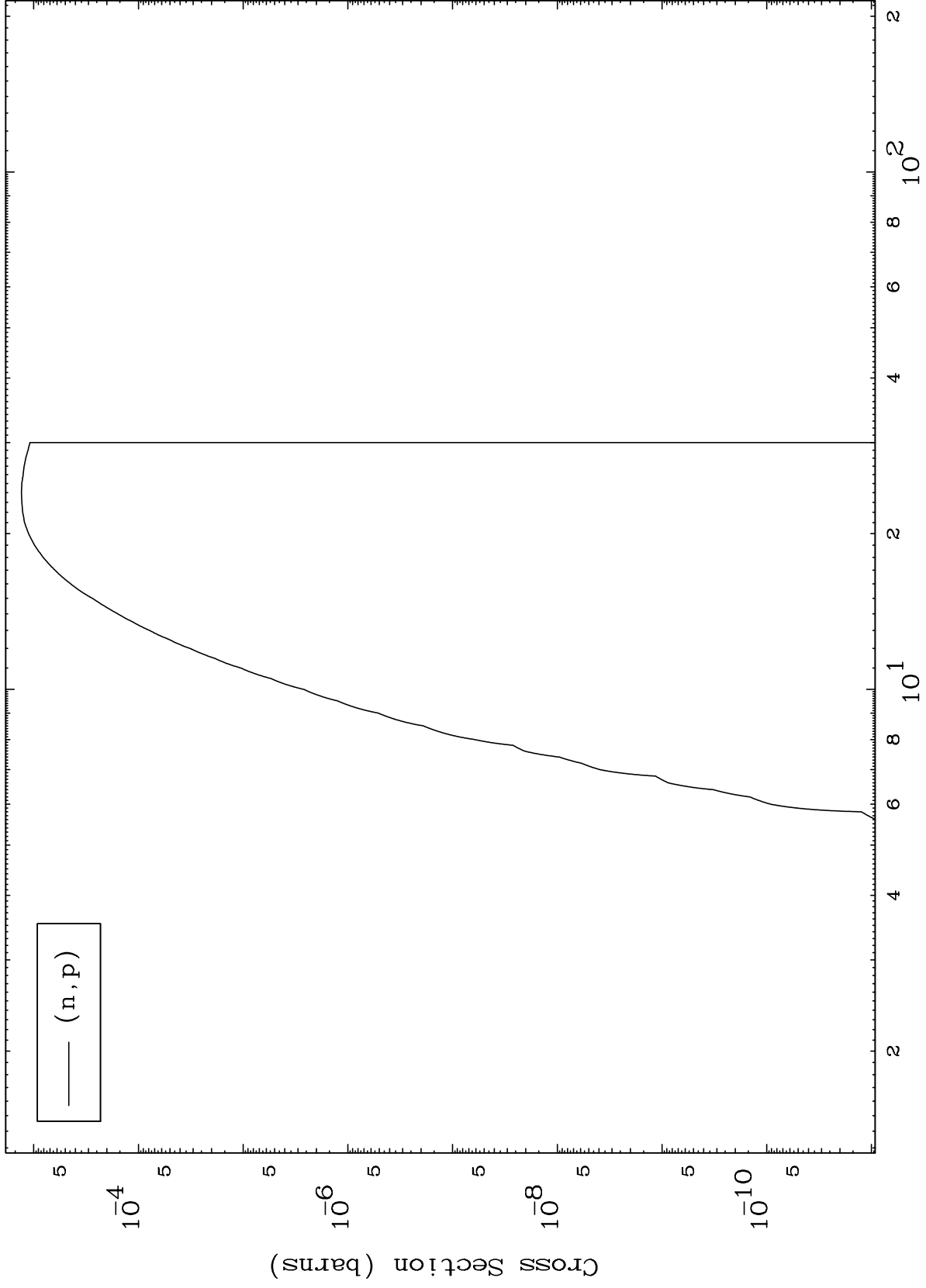
Incident Energy (MeV)

97-Bk-253

MAT 9764

(n,p) Levels
293 Kelvin Cross Sections

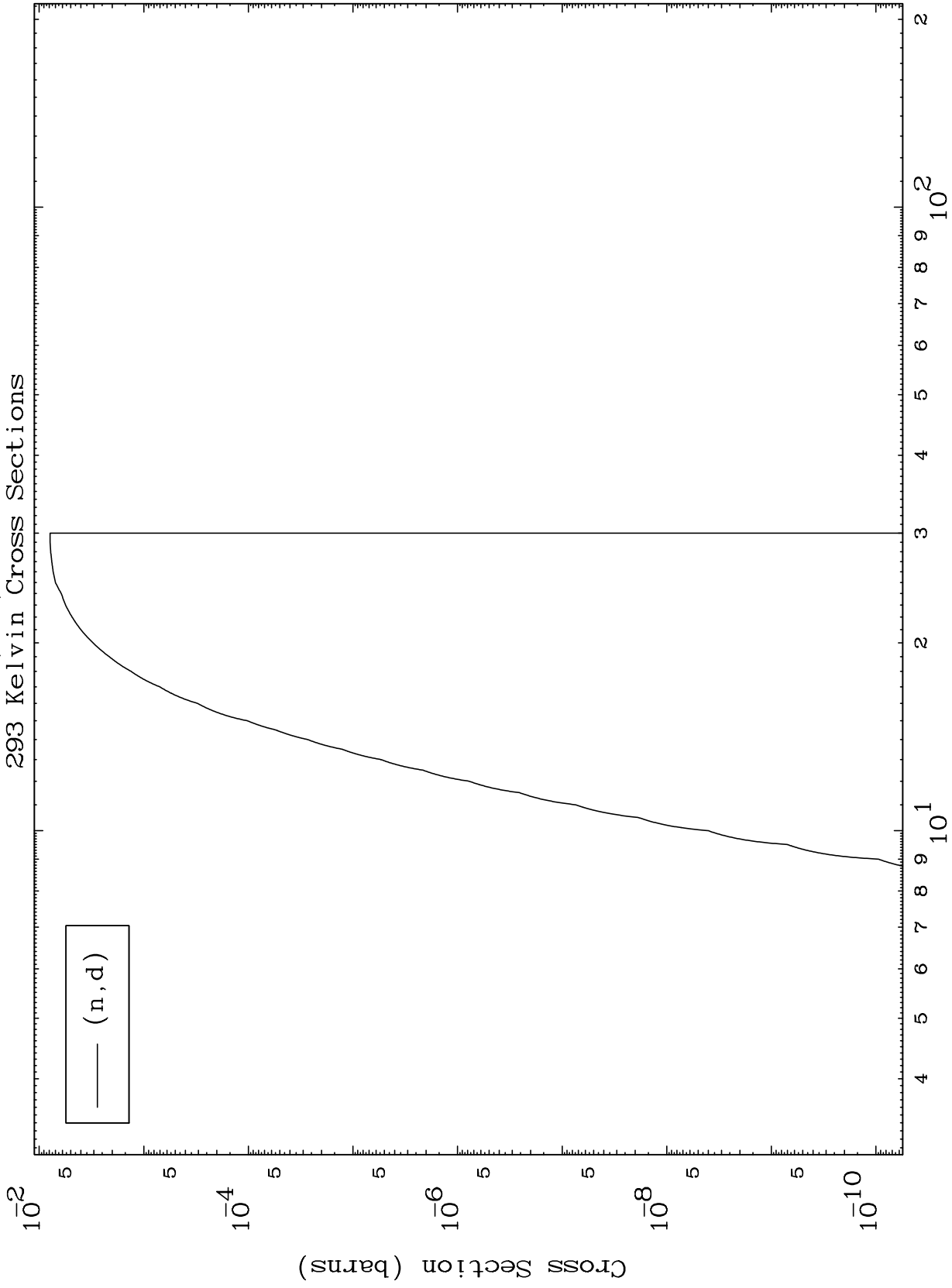
97-Bk-253



MAT 9764

(n,d) Levels
293 Kelvin Cross Sections

97-Bk-253



10

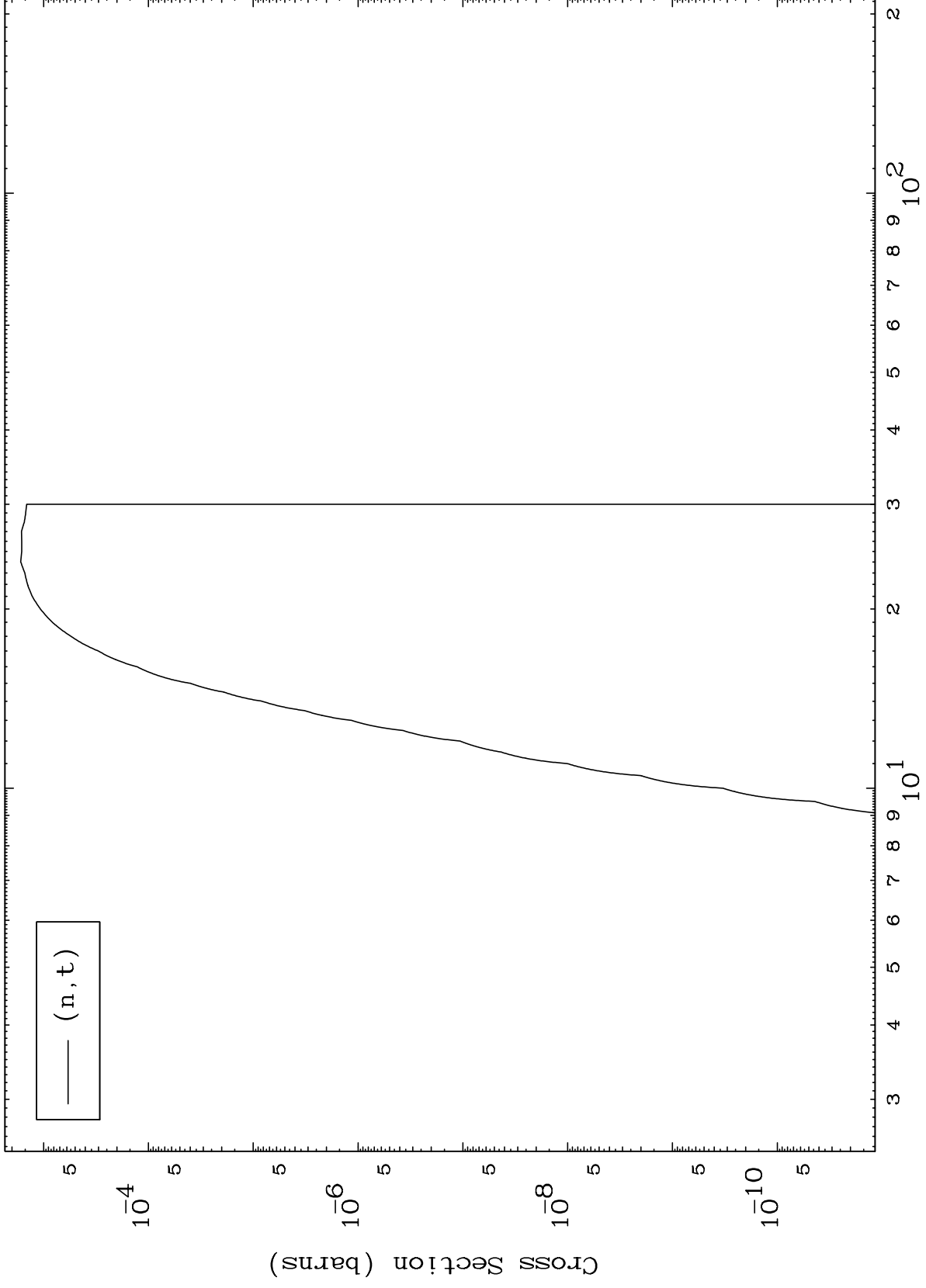
Incident Energy (MeV)

97-Bk-253

MAT 9764

(n,t) Levels
293 Kelvin Cross Sections

97-Bk-253



11

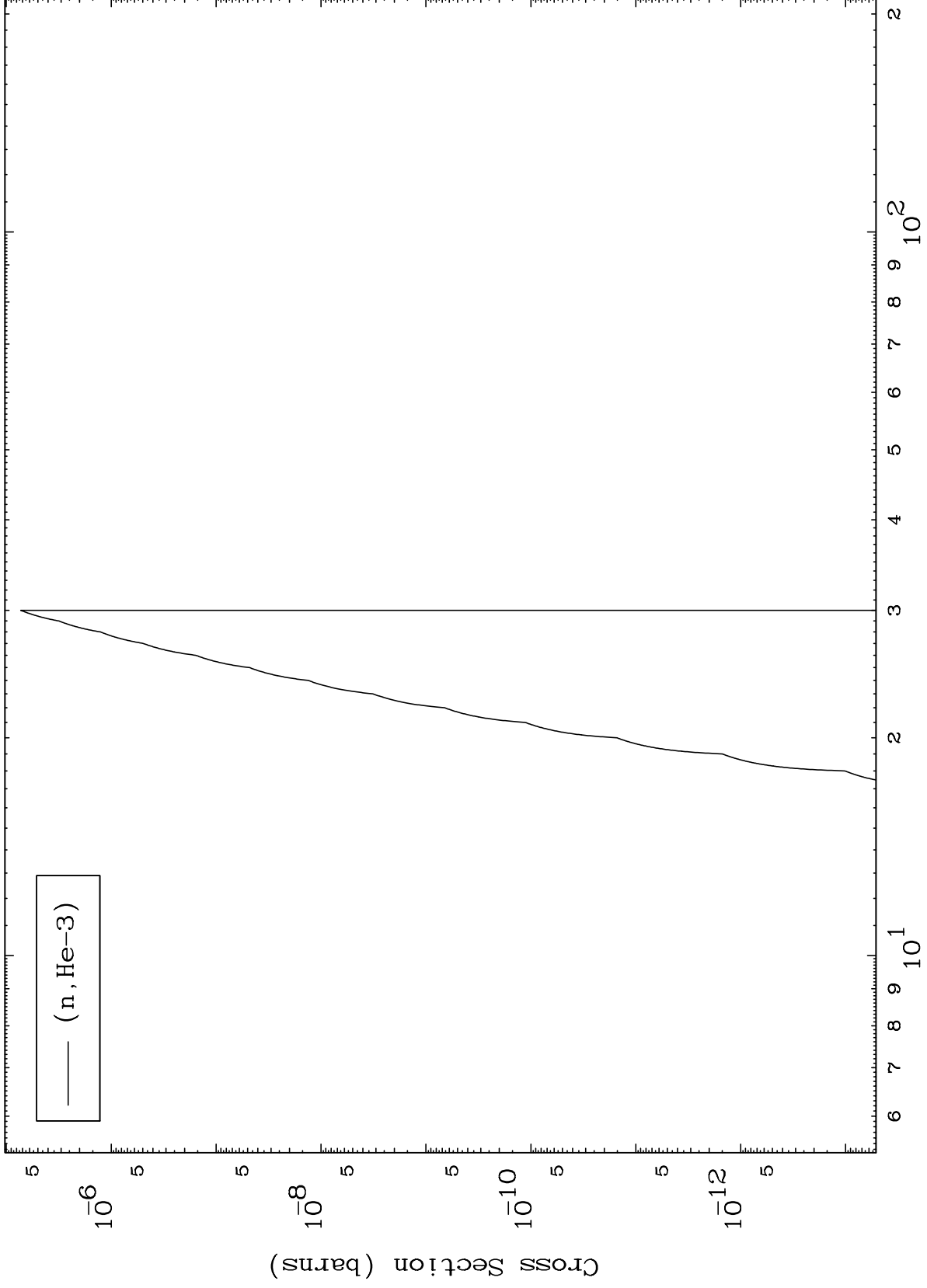
Incident Energy (MeV)

97-Bk-253

MAT 9764

(n,He3) Levels
293 Kelvin Cross Sections

97-Bk-253



12

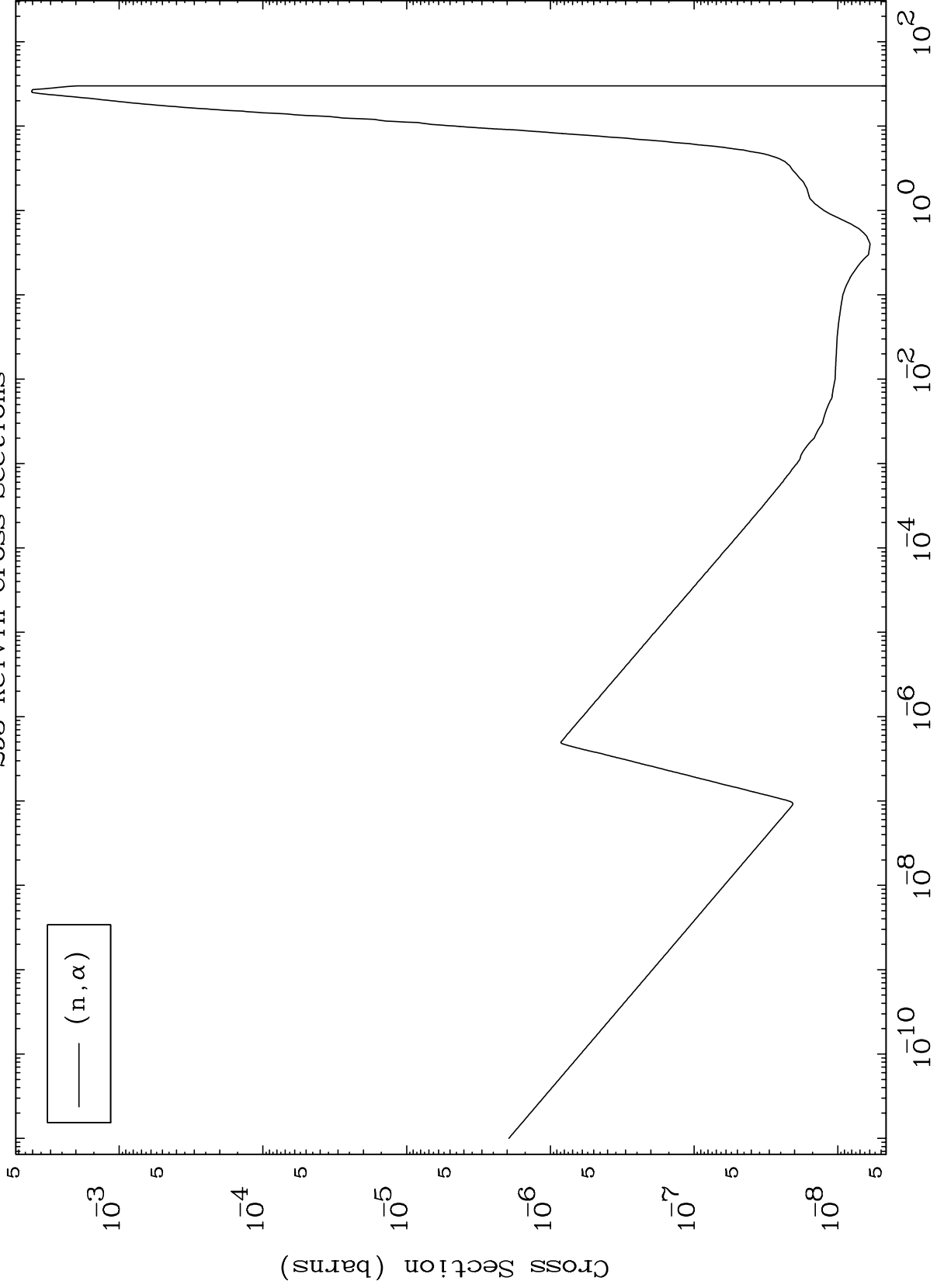
Incident Energy (MeV)

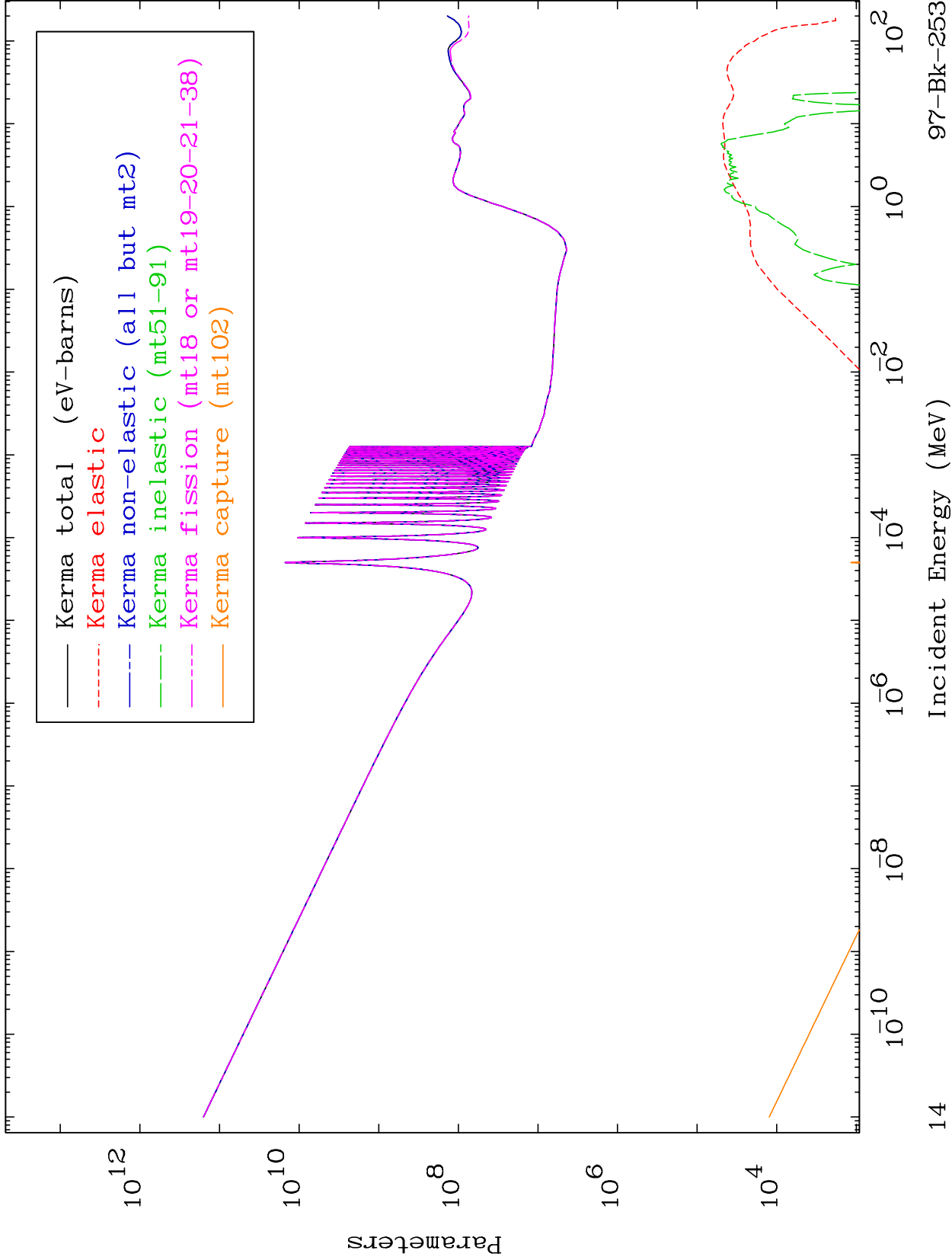
97-Bk-253

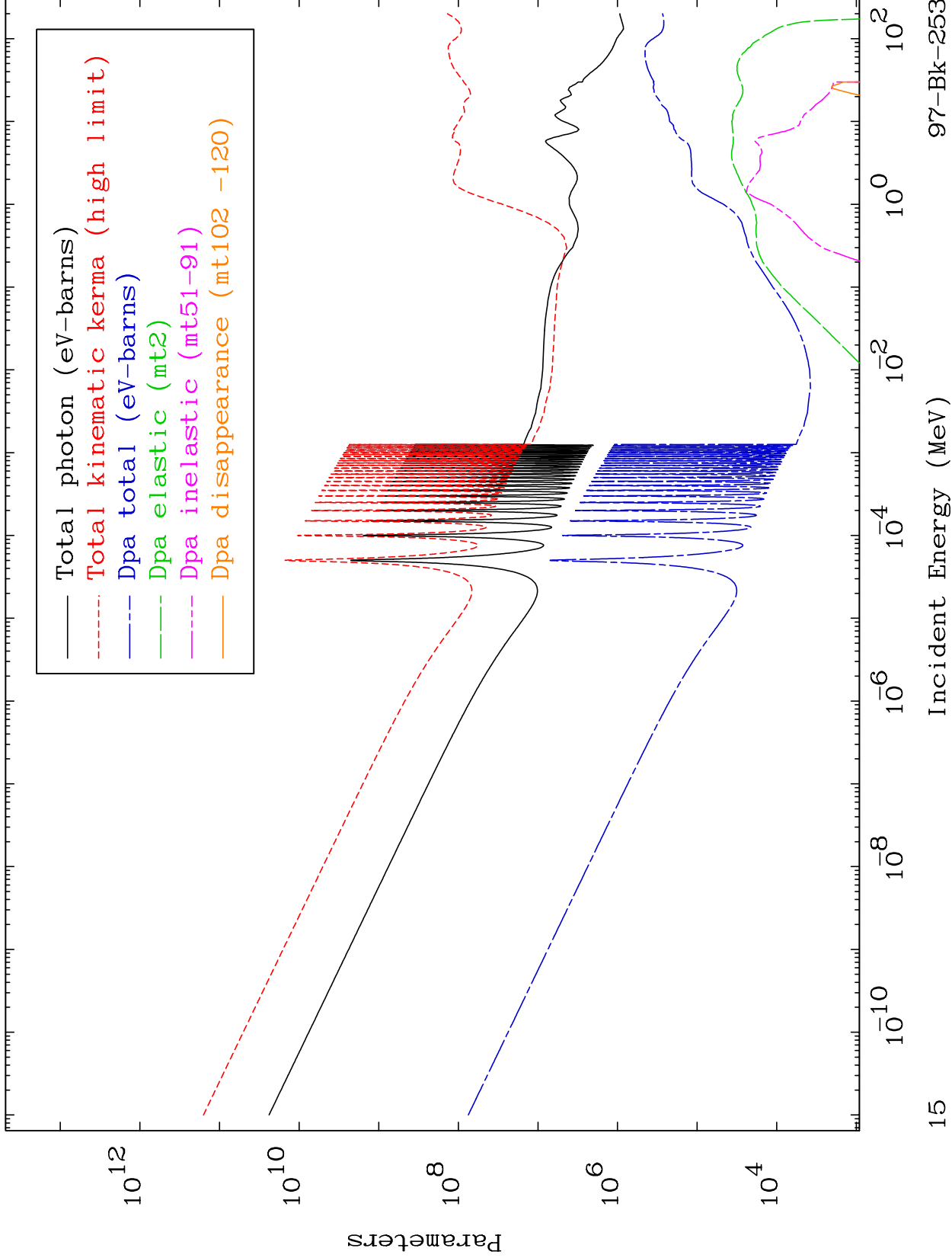
MAT 9764

(n, α) Levels
293 Kelvin Cross Sections

97-Bk-253



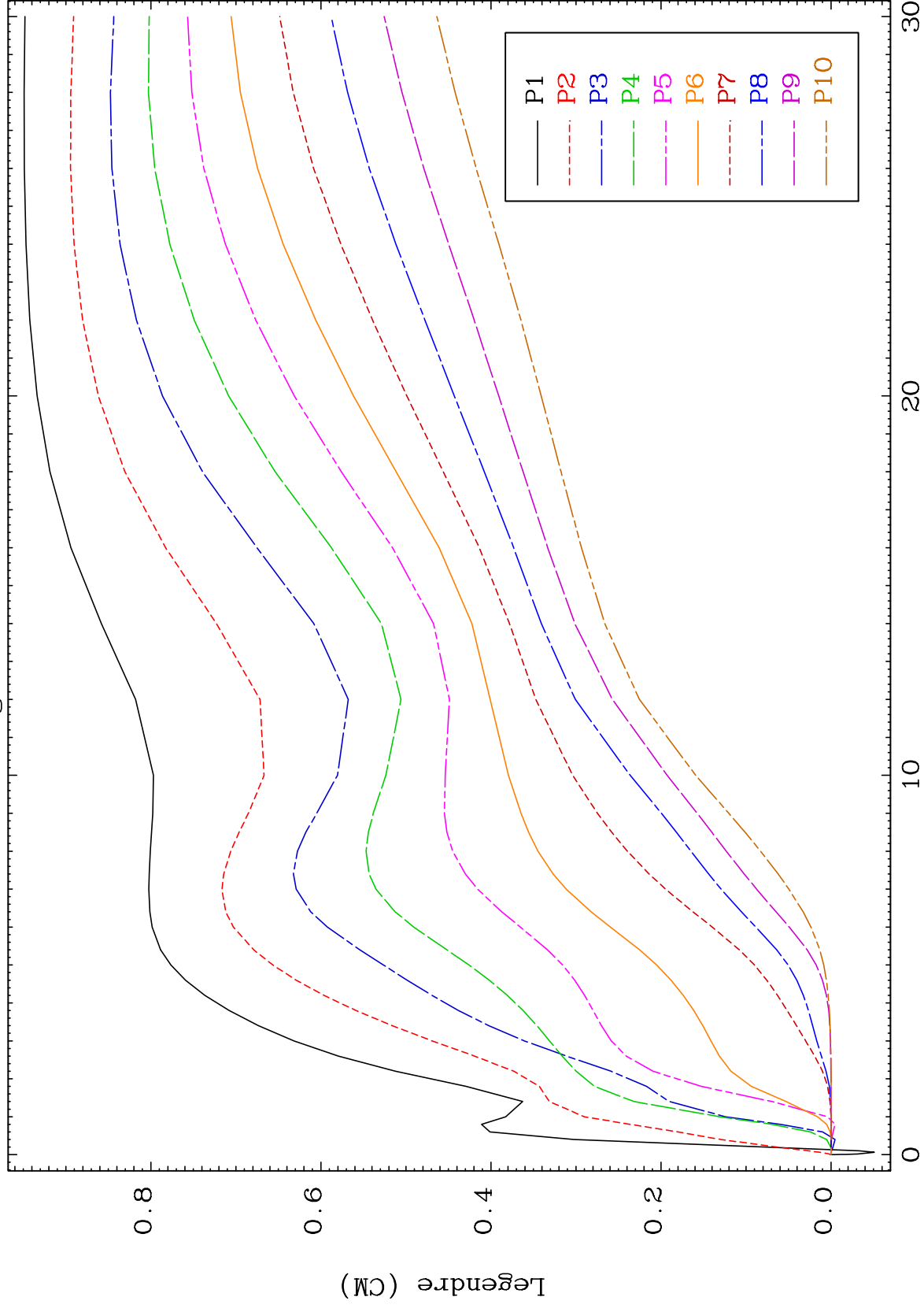




MAT 9764

Elastic Legendre Coefficients

97-Bk-253



16

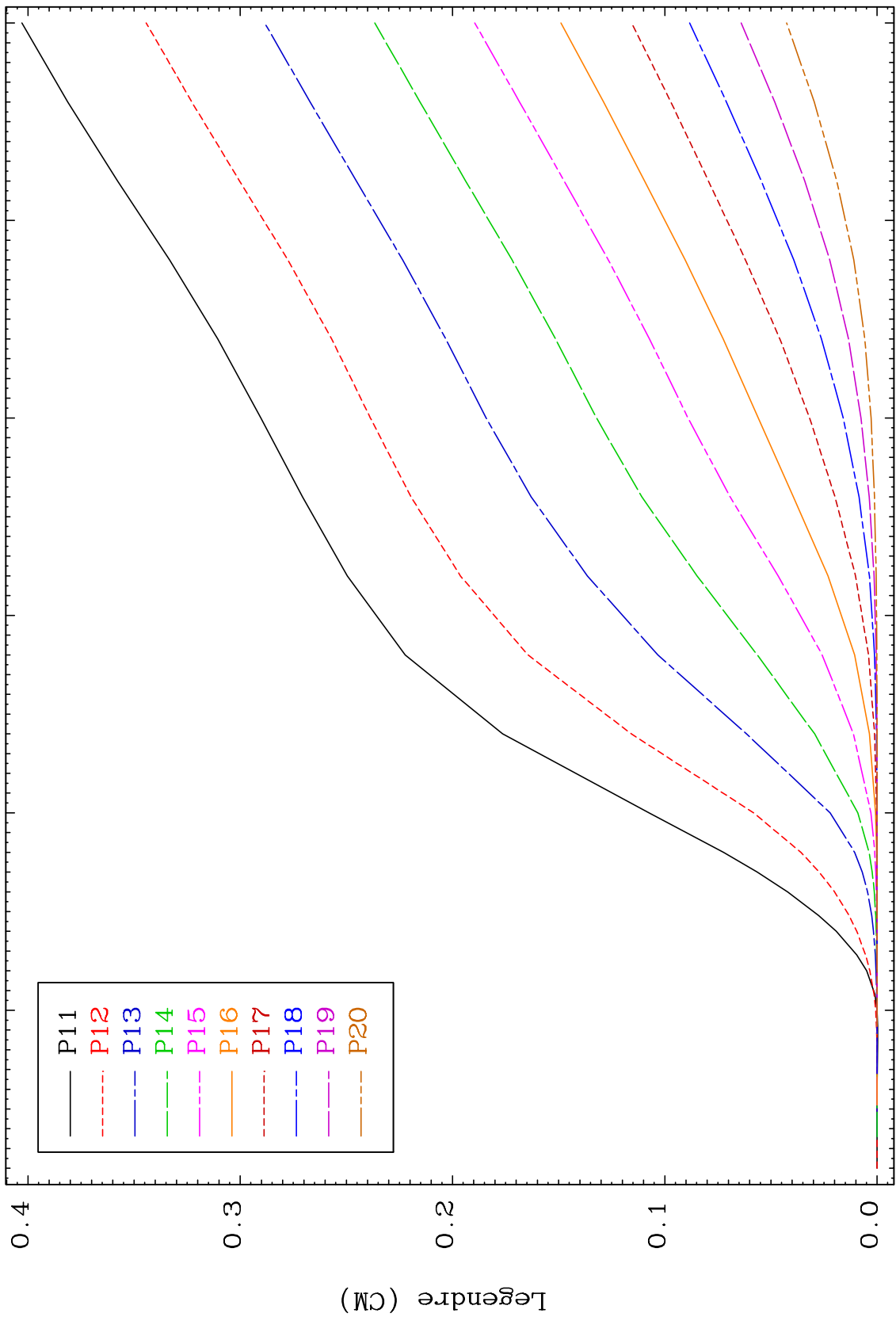
Incident Energy (MeV)

97-Bk-253

MAT 9764

Elastic Legendre Coefficients

97-Bk-253



17

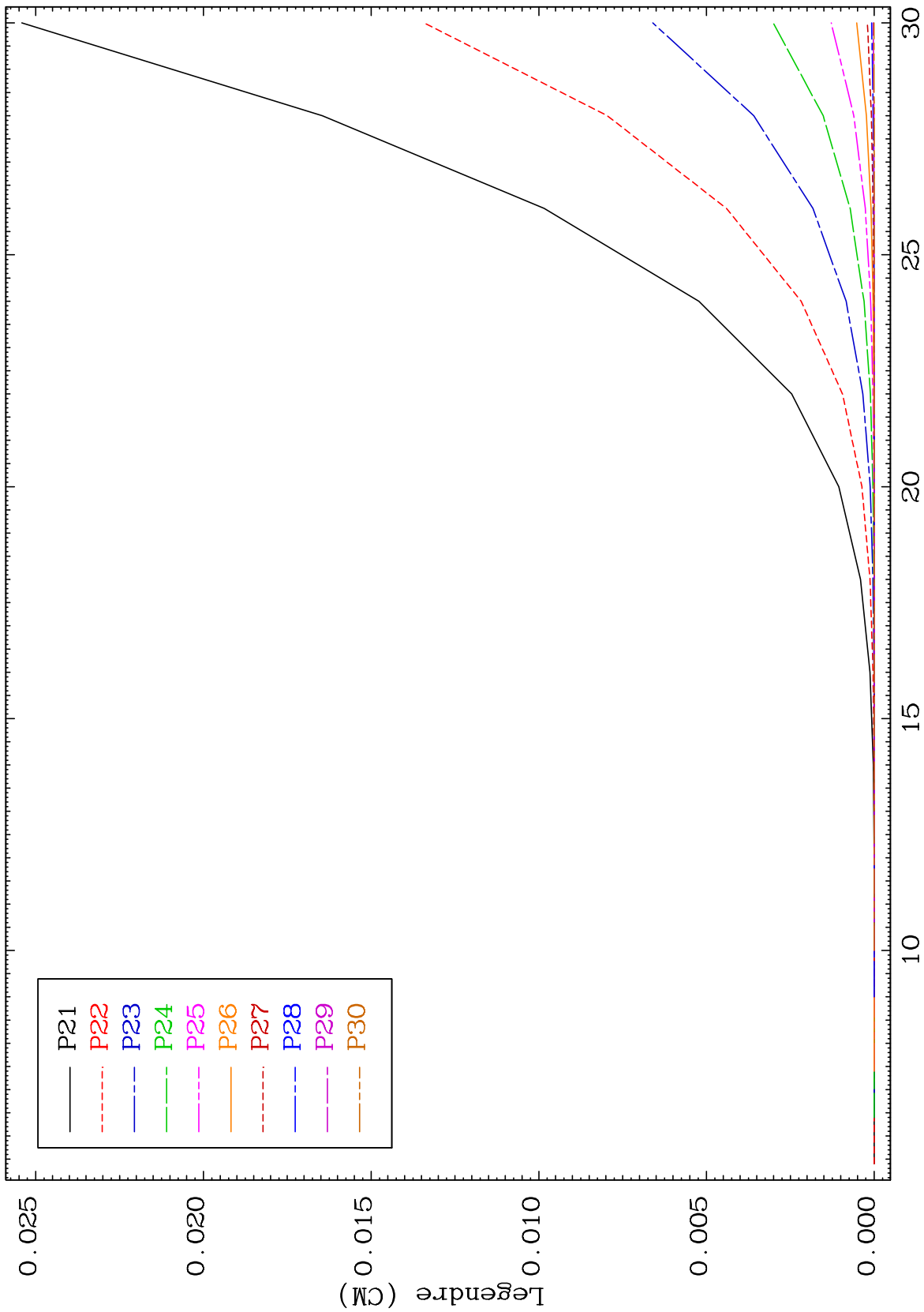
Incident Energy (MeV)

97-Bk-253

MAT 9764

Elastic Legendre Coefficients

97-Bk-253



18

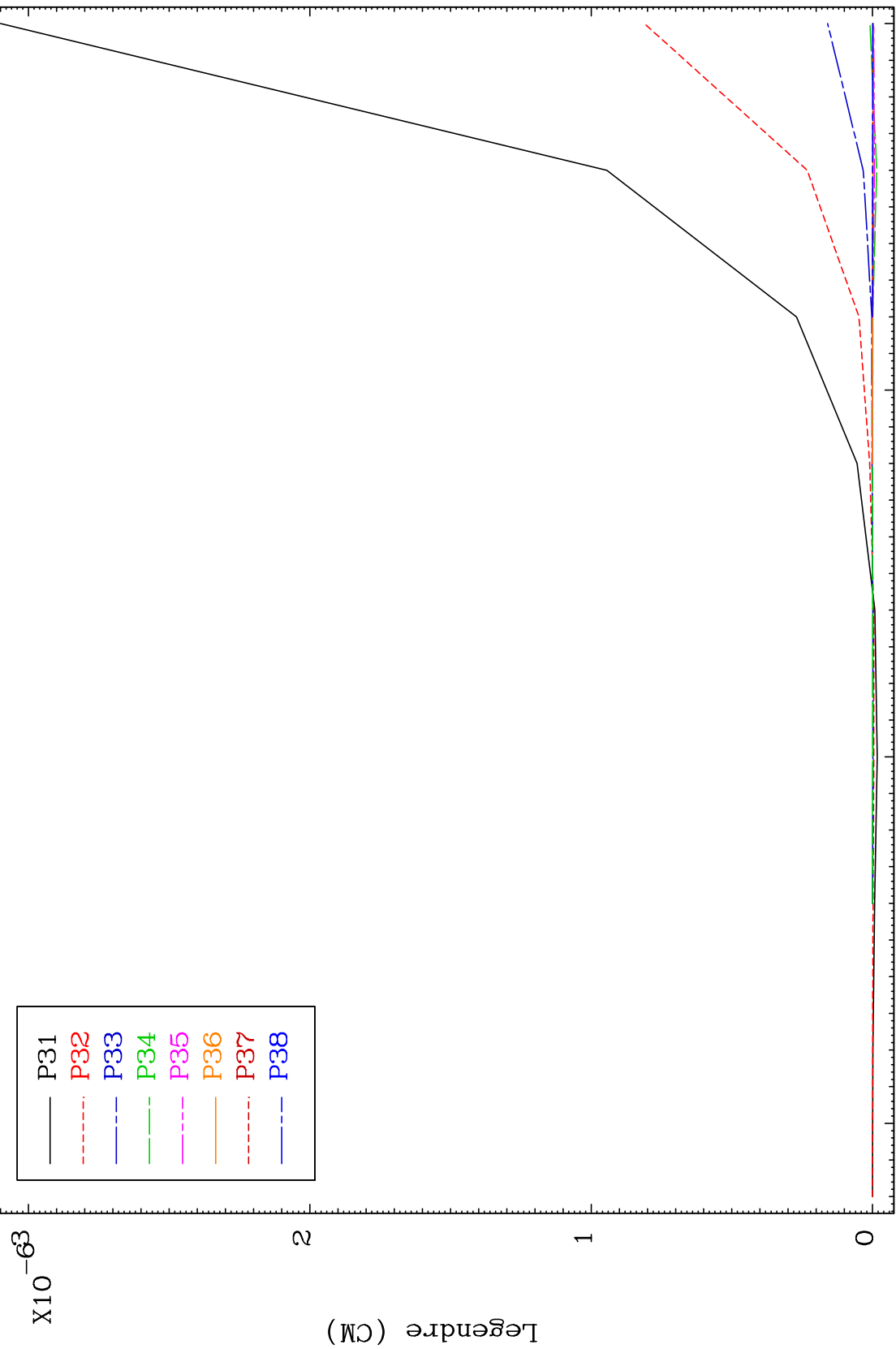
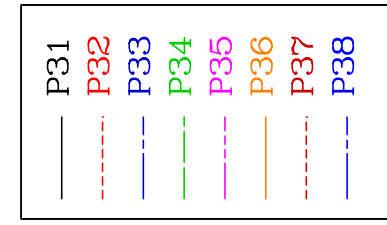
Incident Energy (MeV)

97-Bk-253

MAT 9764

Elastic Legendre Coefficients

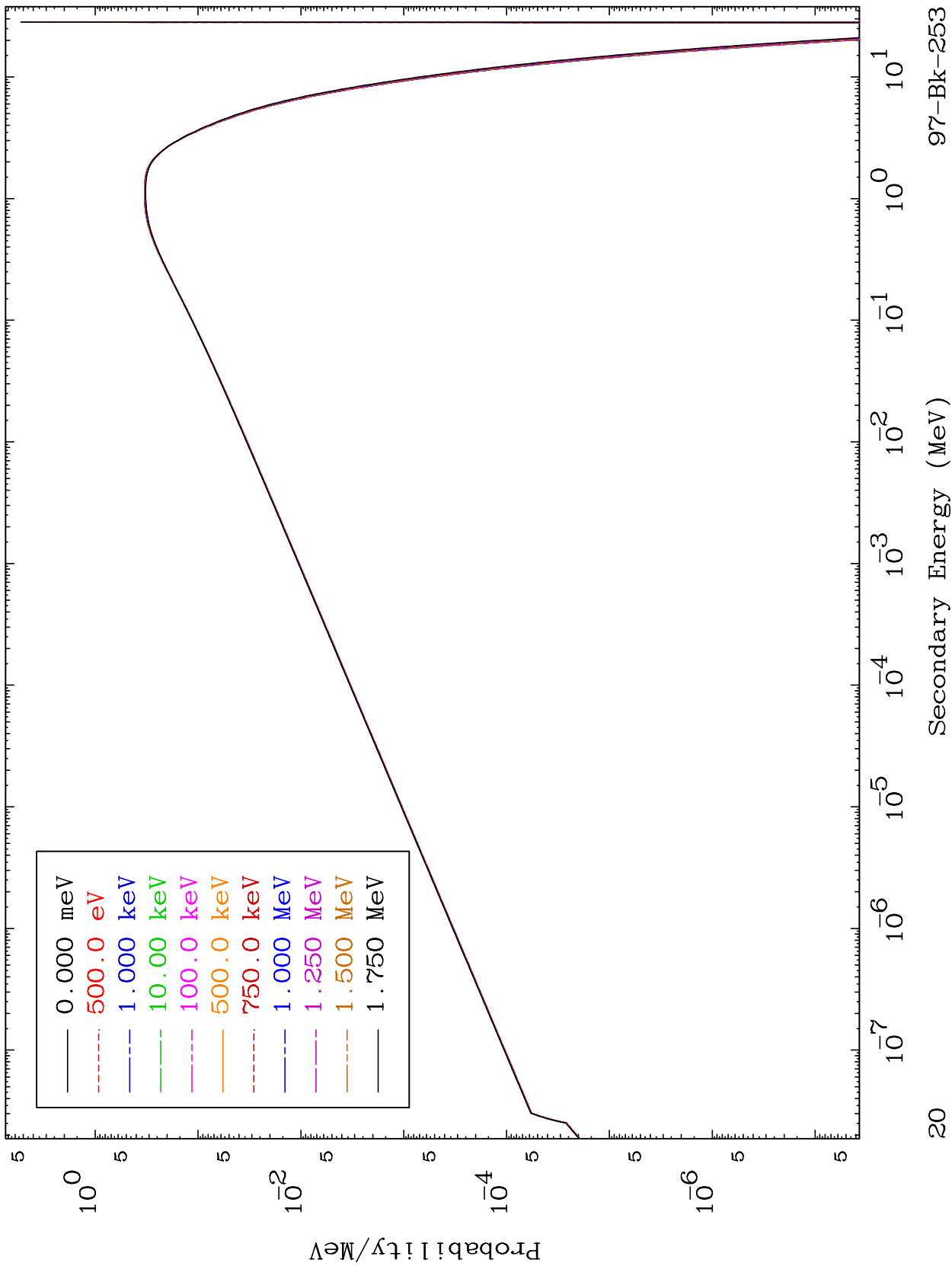
97-Bk-253

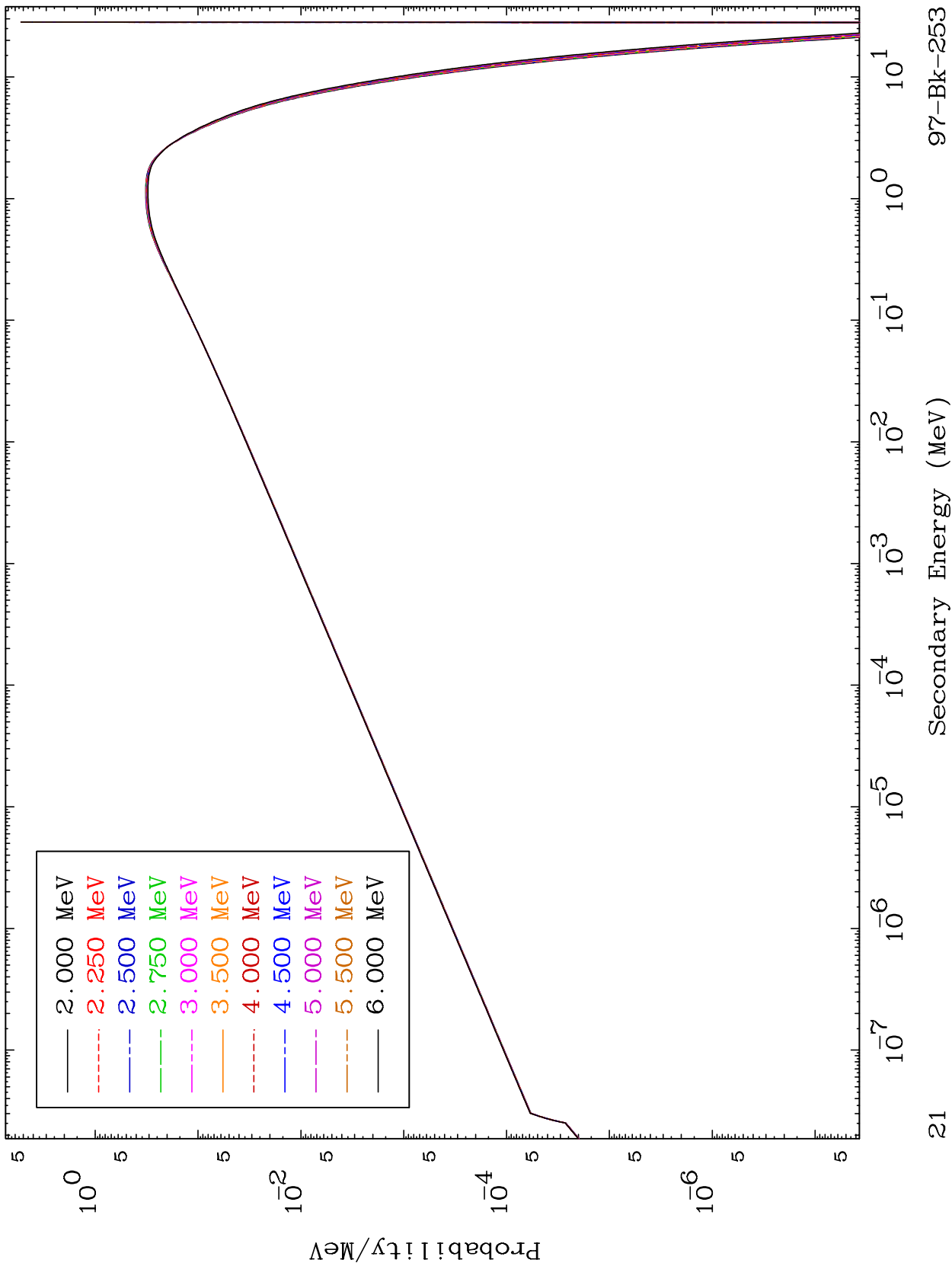


19

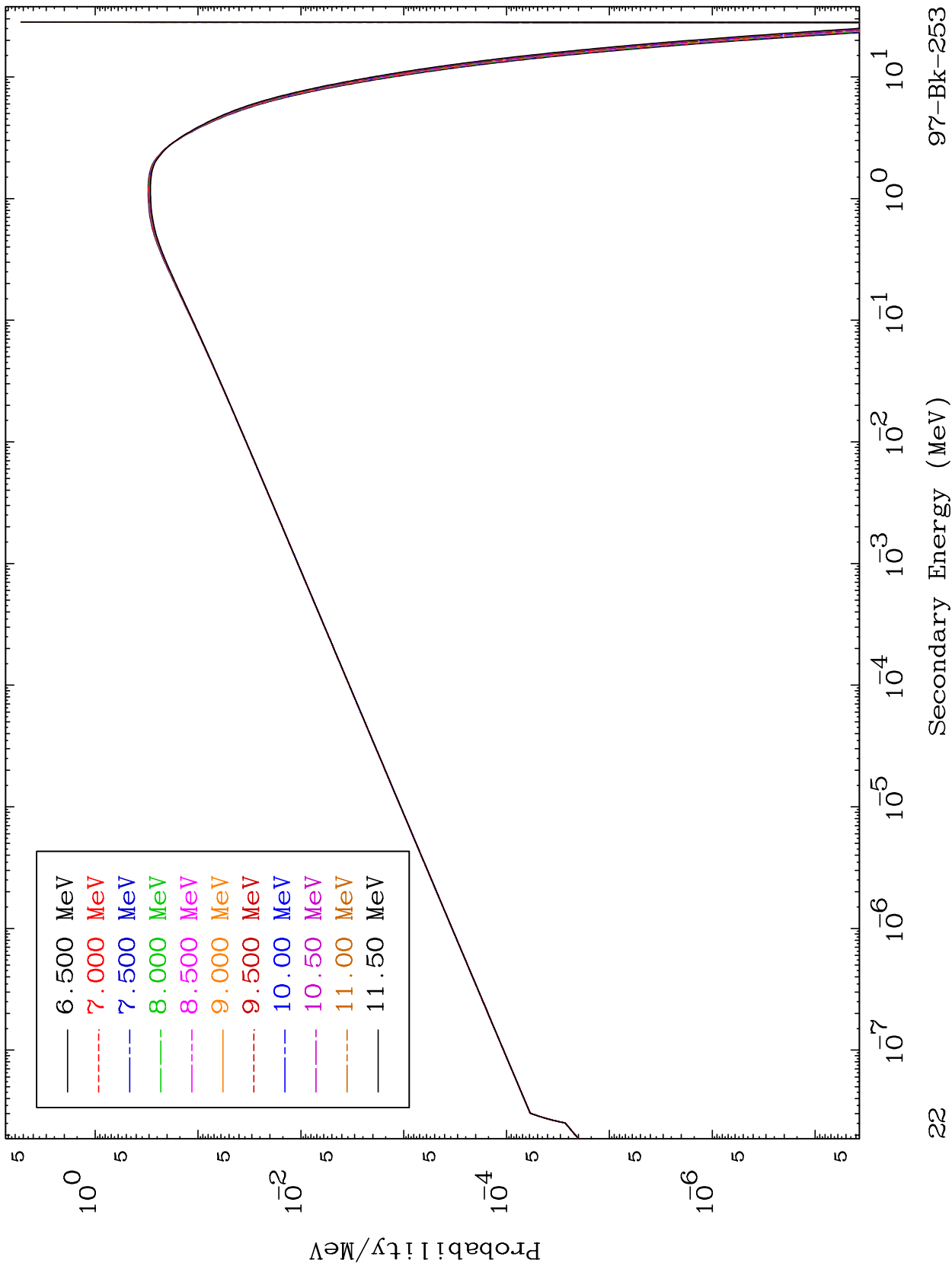
Incident Energy (MeV)

97-Bk-253

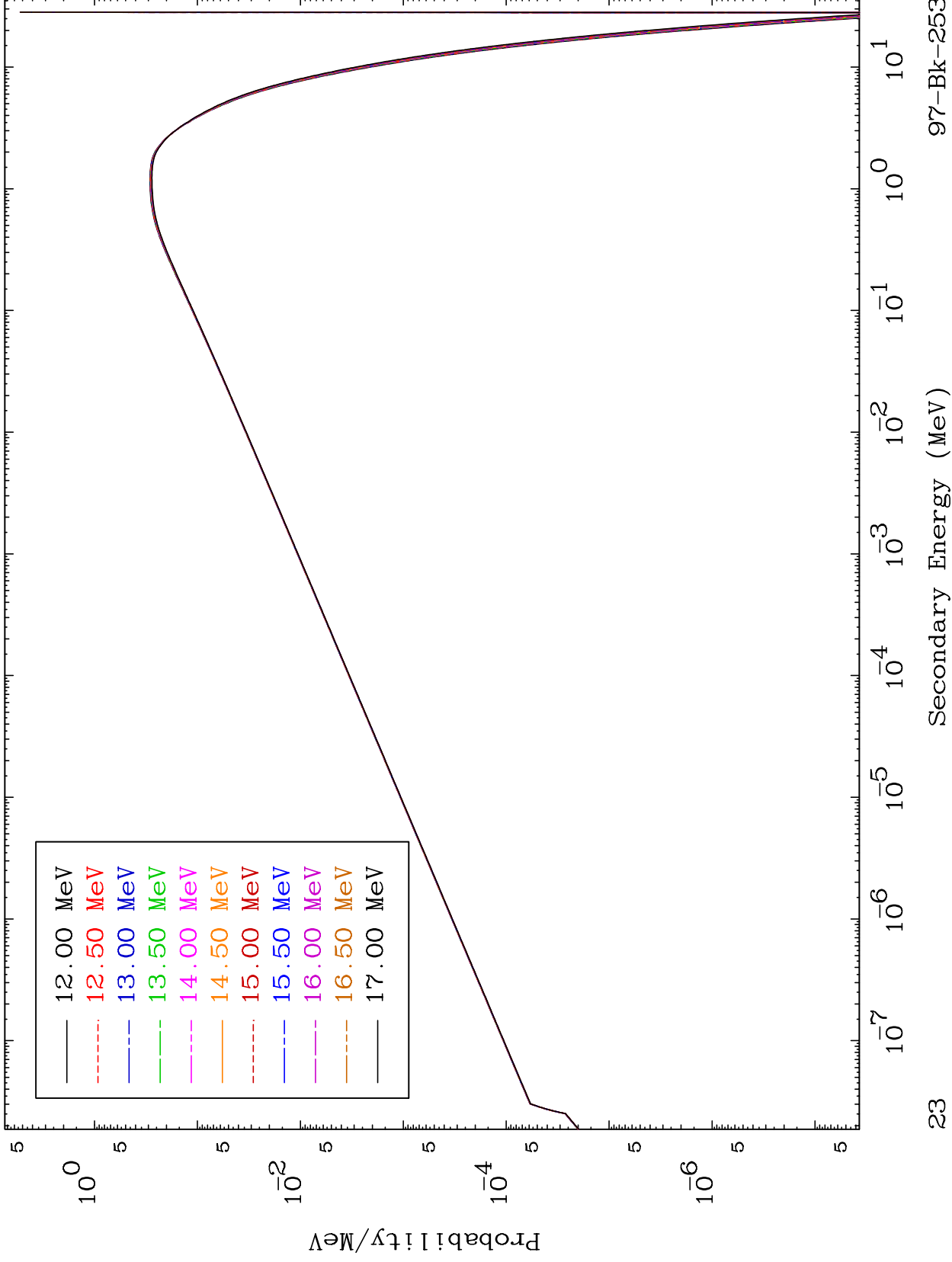




Fission Energy Distribution



Fission
Energy Distribution



Fission
Energy Distribution

