

CHAPTER OVERVIEW

11: 3D Schrödinger Equation

Up till now we have been studying (very) artificial systems, where space is one dimensional. Of course the real world is three dimensional, and even the Schrödinger equation will have to take this into account. So how do we go about doing this?

[11.1: The momentum operator as a vector](#)

[11.2: Spherical Coordinates](#)

[11.3: Solutions independent of angular variables](#)

[11.4: The hydrogen atom](#)

[11.5: Now where does the probability peak?](#)

[11.6: Spherical Harmonics](#)

[11.7: General solutions](#)

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