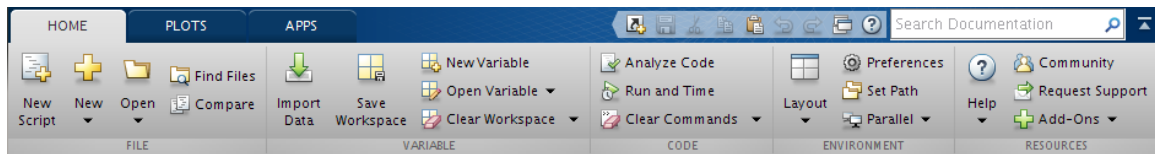




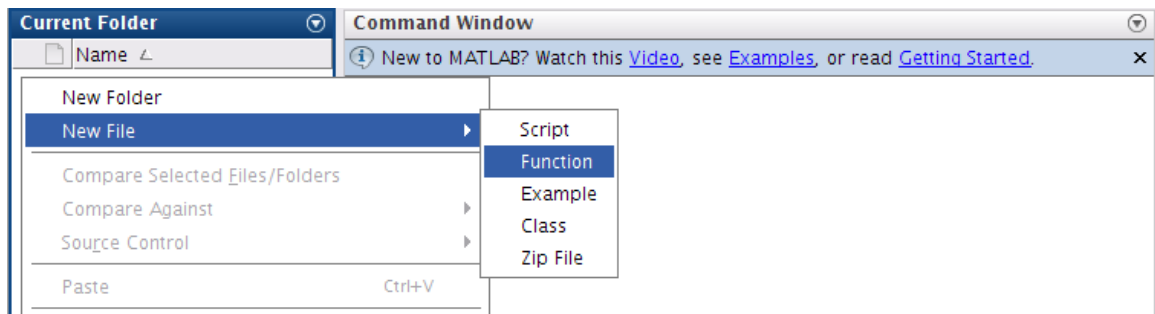
Lab 04

Getting Started

1. Start MATLAB
2. On the **HOME** tab, in the **ENVIRONMENT** section, click **Layout**, then **Default**.¹



3. Consider the **Current Folder** window, right click, **New File**, **Function**.



User Defined Functions

4. Define a function **average** in a file named **average.m** that accepts an input vector, calculates the average of the values, and returns a single result. Call the function from the command line to calculate the average of $z = [1, 2, 3, 4, \dots, 99]$.

```
function [ave] = average(X)
-----
-----
-----
-----
-----
-----
-----
-----
-----
end
>> -----
>> -----
-----
```

¹ You may like to try other **Layout** options.



Summer Training I MATLAB for Engineers



Benha University

Computer Systems Engineering
Electrical Engineering Department

Faculty of Engineering
(at Shoubra)

5. Define a function `min_max` in a file named `min_max.m` that returns the minimum and the maximum values of an input vector. Call the function from the command line to find the minimum and maximum of values = [12.7, 45.4, 98.9, 26.6, 53.1]

`function`

`end`

>> -----
>> -----

6. There are 39.37 inches in a meter, 12 inches in a foot, and 3 feet in a yard. Write a function `meter2yard` to input a length in meters (which may have a decimal part) and convert it to yards, feet, and inches. (Check: 3.51 m converts to 3 yds, 2 ft, 6.19 in.)

`function [ave.] = average(X)`

`end`

>> -----



Plot

7. Try the following code snippets:

a)

```
>> clear; clc; close;  
>> x = -pi:0.01:pi;  
>> y = cos(x);  
>> plot(x,y)
```

b)

```
>> clear; clc; close;  
>> x = 1:0.1:2*pi;  
>> y = sin(x);  
>> plot(x,y)
```

c)

```
>> clear; clc; close;  
>> x = -pi:0.01:pi;  
>> y = cos(x);  
>> plot(x,y)  
>> xlabel('x');  
>> ylabel('cos(x)');  
>> title('Graph of cosine from -\pi to \pi')
```

d)

```
>> clear; clc; close;  
>> x=-pi:pi/100:pi;  
>> y=sin(x);  
>> plot(x,y)  
>> axis([-pi pi -1 1])  
>> xlabel('x')  
>> ylabel('sin(x)')  
>> title('Graph the sine function')  
>> text(1,-1/3,' Note the odd symmetry ')
```