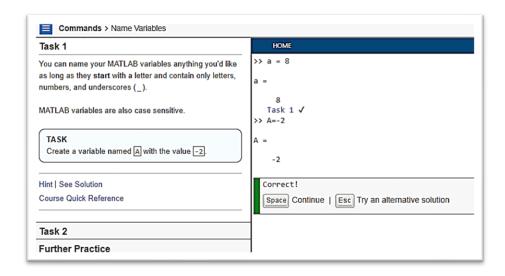
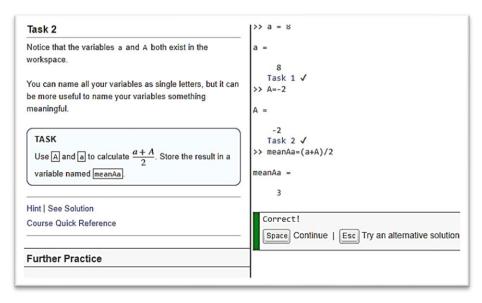
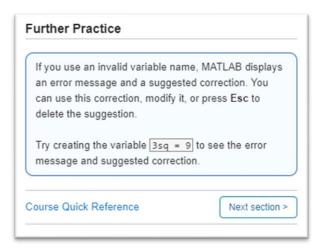
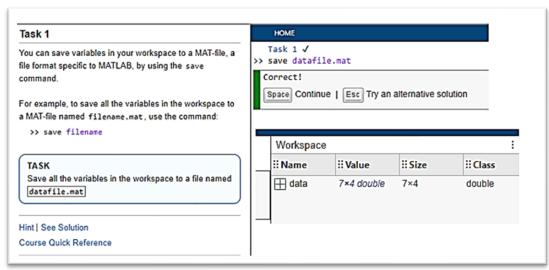


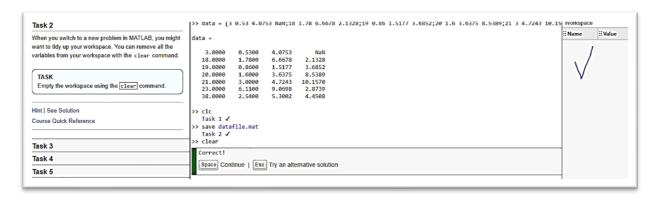
The value of y is unchanged because MATLAB does not rerun previous commands in the Command Window. To recalculate y with the modified value of m, repeat the command y = m/2. Try it out: use the Up arrow key to recall the command y = m/2, then press Enter. To see the new value of y, remember not to use a semicolon at the end of the command.

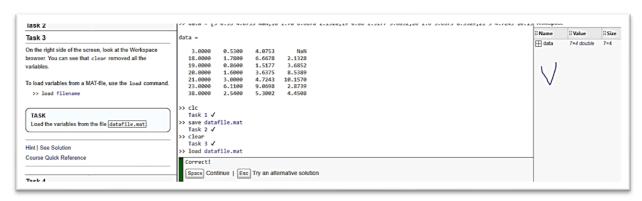


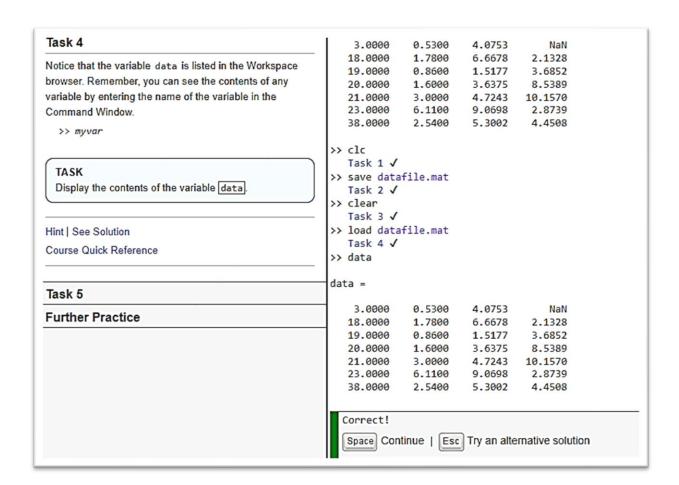


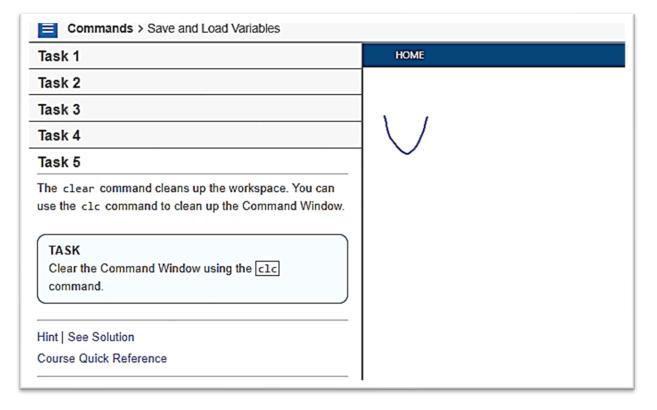












Further Practice

When you close MATLAB, it clears the workspace. Before closing MATLAB, you can use MAT-files to save your variables. You can then load the variables into the workspace when you reopen MATLAB.

To load or save only *some* of your variables, you can use additional inputs with the commands.

The provided file $\boxed{\text{myData.mat}}$ contains multiple variables. Try loading just the variable \boxed{k} .

Then try saving the variable k to a new MAT-file named justk.mat.

= 00

Commands > Use Built-in Functions and Constants

Task 1

MATLAB contains built-in constants, such as pi to represent π .

Although the Command Window output shows only four decimal places for pi, MATLAB internally represents the built-in constant with more decimal places.

TASK

Create a variable named \times with a value of $\pi/2$.

HOME

Task 1 **/** >> x = pi/2

X :

1.5708

Correct!

Space Continue | Esc Try an alternative solution

Task 1

Task 2

MATLAB contains a wide variety of built-in functions, such as abs (absolute value) and eig (eigenvalues).

Pass inputs to functions by using parentheses, similar to function notation in math.

TASK

Calculate the sine of x by using the sin function. Assign the result to a variable named y.

HOME

Task 1 ✓

>> x = pi/2

v =

1.5708 Task 2 ✓

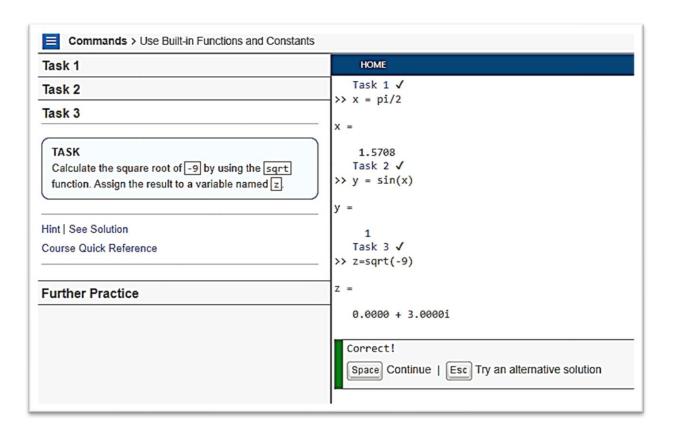
 $>> y = \sin(x)$

y =

1

Correct!

Space Continue | Esc Try an alternative solution



Further Practice

Note that the solution contains the imaginary number i, which is a built-in constant in MATLAB.

The Command Window output shows only the first four decimal places. You can control the displayed precision with the format function.

Try displaying more decimal places of the variable $\boxed{\times}$ using:

```
format long
x
```

You can switch back to the default display using:

```
format short
x
```