



The image shows the MATLAB development environment. The top pane is the Editor, displaying a script named `multiplied.m` with the following code:

```
1 - x = 5;  
2 - y = 3;  
3  
4 - result = x * y;  
5  
6 - disp(['x * y = ', num2str(result)]);  
7
```

The bottom pane is the Command Window, which contains the following text:

New to MATLAB? See resources for [Getting Started](#).

```
>> multiplied  
x * y = 15  
fx >>
```

```
1 - x = 10;
2 - y = 3;
3
4 - sum = x + y;
5 - difference = x - y;
6 - product = x * y;
7 - quotient = x / y;
8
9
10 - disp(['x + y = ', num2str(sum)]);
11 - disp(['x - y = ', num2str(difference)]);
12 - disp(['x * y = ', num2str(product)]);
13 - disp(['x / y = ', num2str(quotient)]);
14
15
16
17
```

Command Window

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```
>> questiontwo
x + y = 13
x - y = 7
x * y = 30
x / y = 3.3333
fx >> |
```

questiontwo.m ✕ questionthree.m ✕ +

```
- number = input('Enter a number: ');  
-  
- if mod(number, 2) == 0  
-     fprintf('%d is an even number.\n', number);  
- else  
-     fprintf('%d is an odd number.\n', number);  
- end
```

Command Window

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```
>> questionthree  
Enter a number: 7  
7 is an odd number.  
>> |
```

```
1
2 -   number = 3;
3
4
5
6 -   for i = 1:10
7 -       multiple = number * i;
8 -       fprintf('%d x %d = %d\n', number, i, multiple);
9 -   end
10
```

Command Window

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```
3 x 3 = 9
3 x 4 = 12
3 x 5 = 15
3 x 6 = 18
3 x 7 = 21
3 x 8 = 24
3 x 9 = 27
3 x 10 = 30
fx >> |
```

```
1 - v = 1:5;  
2  
3 - fprintf('Vector v: %s\n', mat2str(v));  
4  
5 - sum_result = sum(v);  
6 - fprintf('Sum of elements in vector v: %d\n', sum_result);
```

Command Window

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```
>> questionfive  
Vector v: [1 2 3 4 5]  
Sum of elements in vector v: 15
```

 >>