**Octave Basic**

1. Basic operations

1 ~= 0 % not equal to

a && b % and operator

a || b % or operator

xor(a, b) % xor operator

PS1(‘>> ’) % new console

disp(a) % display an variable

disp(sprintf(‘2 decimals: %0.2f’, a)) % format printing

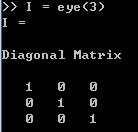
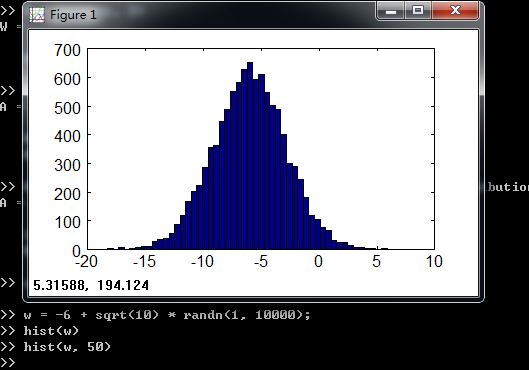
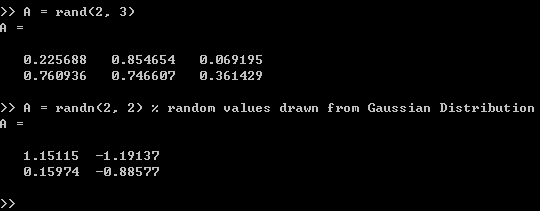
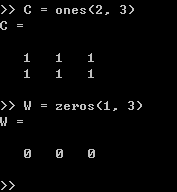
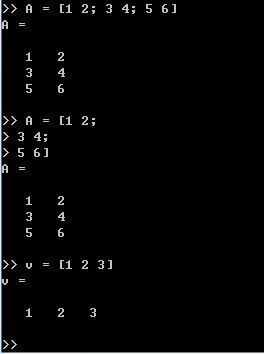
a = pi % a will be assigned 3.1416

format long

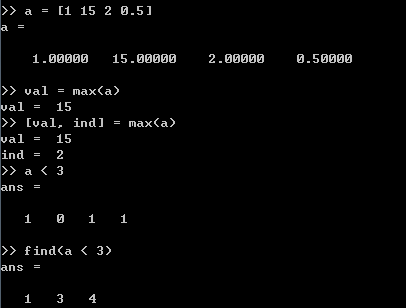
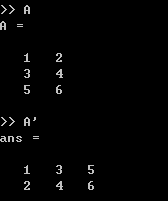
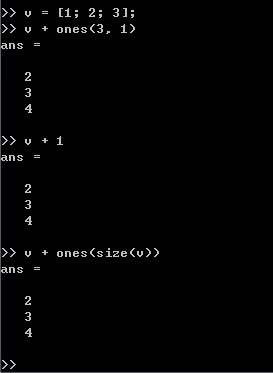
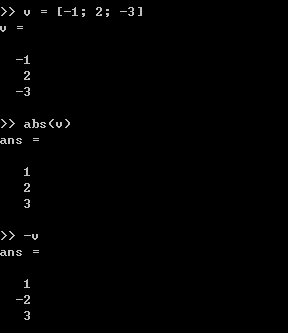
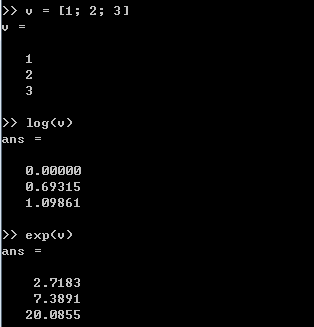
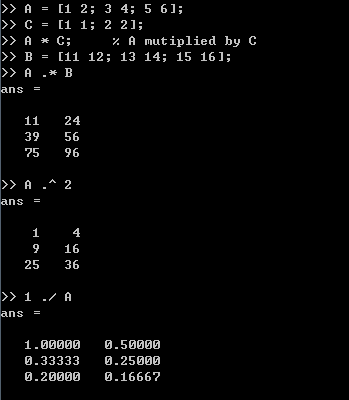
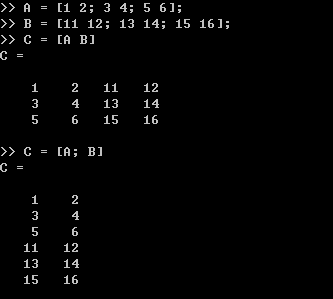
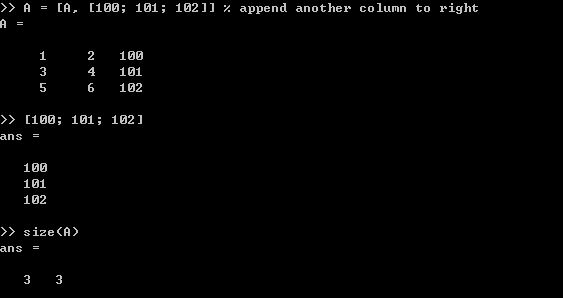
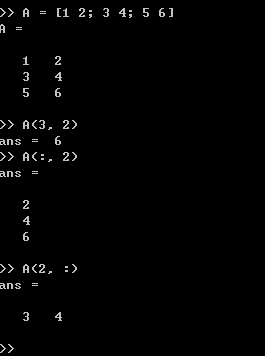
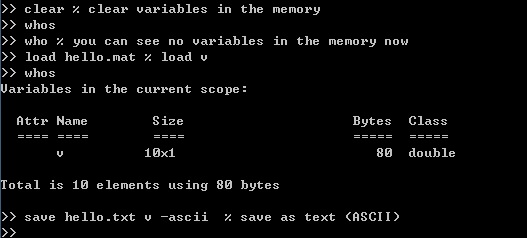
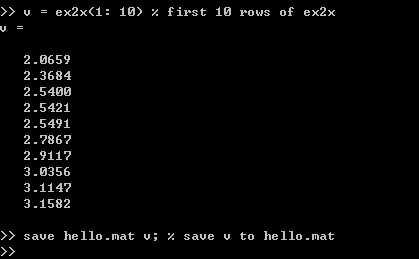
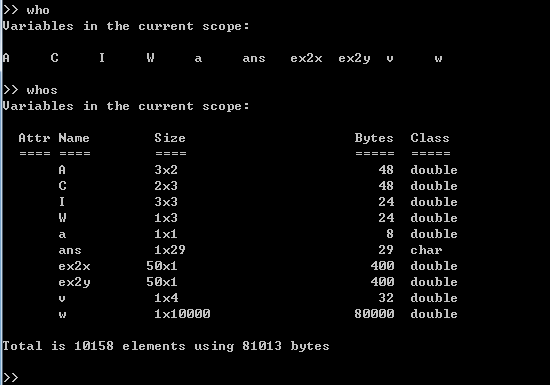
a = 3.14159265358979

format short

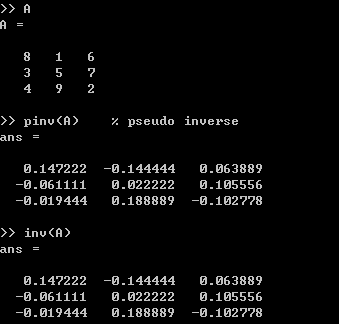
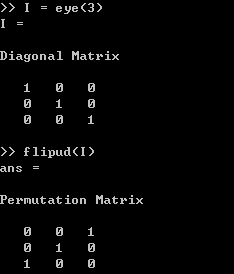
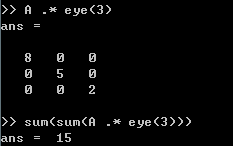
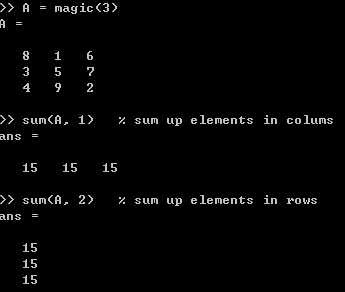
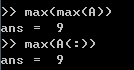
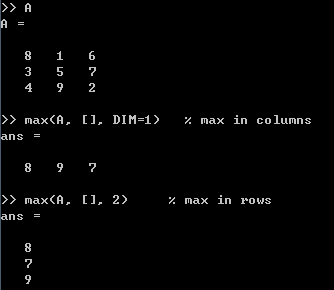
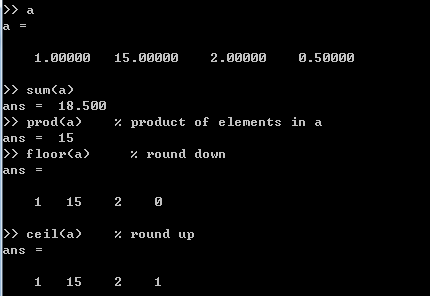
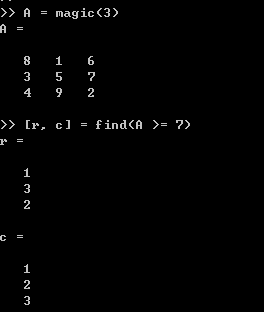
a = 3.1416



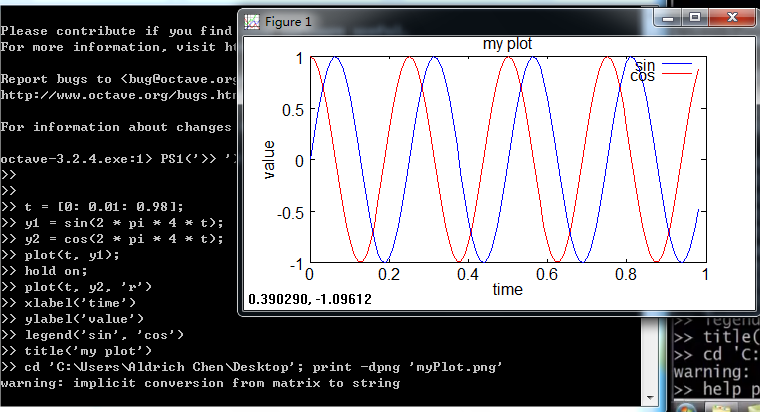
1. Moving Data Around



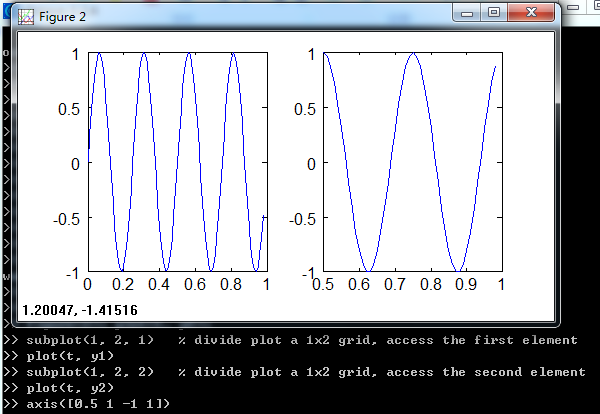
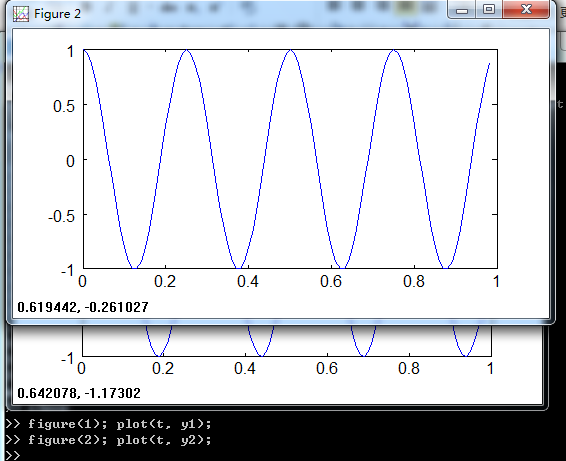
find



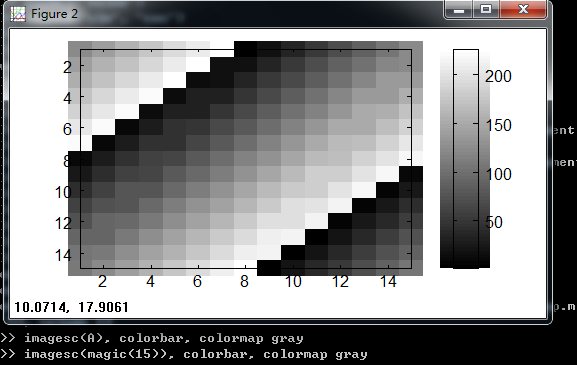
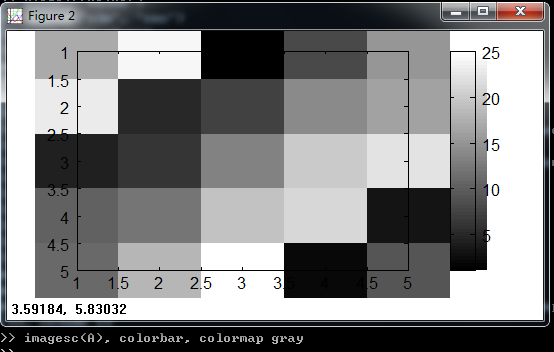
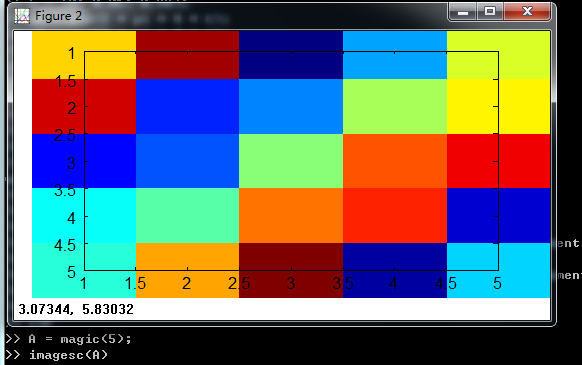
1. Plotting data



Use ‘close’ to close the plot and dump the data in the plot.

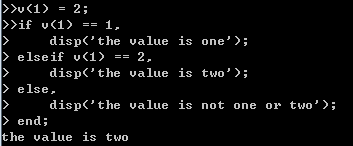
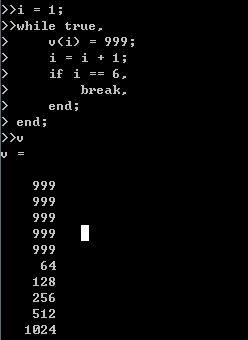
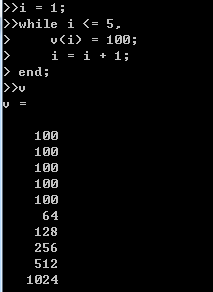
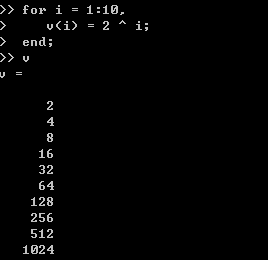


Use ‘clf’ to clear the panel of the figure.

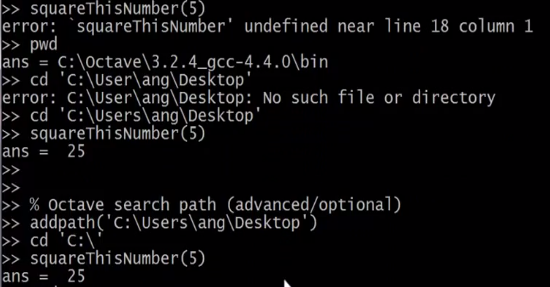


1. Control statements

loop



Add search path to the Octave:



1. Vectorization

Do not use unvectorization methods to solve the problems. Give all the internal computations to Octave to do.