

Lesson 2 Wrap-up

TOTAL POINTS 10

1. The value of `a` after this command: `a = [0, 0, 1]' * (1 2 3; 4 5 6; 7 8 9)`

1 point

- ☒ [7, 8, 9]
- ☐ [3, 6, 9]
- ☐ [7; 8; 9]
- ☐ [3; 6; 9]

2. What will be the value of `s` after this command: `A = [1:4; -2:5; 3 1 0 -1]; s = A(end-1,end-1);`

1 point

- ☐ We get an error message.
- ☐ -1
- ☐ 0
- ☒ 2

3. Which of the following is a valid variable name?

1 point

- ☐ All of the options above are invalid.
- ☐ MATLAB_Rulez!
- ☐ 5x2x3s
- ☒ I_Have_This_Quiz_So_Much

4. After this command: `v = (1:1:-1)/3`, how many elements will `v` have?

1 point

- ☐ 10
- ☐ 1
- ☐ 0
- ☒ 11

5. In MATLAB, operators work on:

1 point

- ☐ arguments
- ☒ operands
- ☐ a tight schedule
- ☐ allocations

6. Matrix multiplication works if its two operands:

1 point

- ☐ are vectors; specifically, the first one is a column vector and the second one is a row vector of any length.
- ☐ are scalars.
- ☐ are square matrices of the same size.
- ☒ All of the above options are correct.

7. The variable `t` after these commands: `v = 1:0.05:1`; `t = numel(v)` will be:

1 point

- ☐ 33
- ☐ 32
- ☒ 31
- ☐ None of the above.

8. The variable `t` after these commands: `t = (14-0:1)^(1/2)` will be:

1 point

- ☒ a 4-element vector
- ☐ a 4x4 matrix
- ☐ a scalar
- ☐ None of the above. MATLAB will print an error message.

9. The value of `p` after this command: `A = [1:4; 5:8; 9:12]; p = size(A);`

1 point

- ☐ will be 12
- ☐ will be a 3-by-4 matrix
- ☒ will be a 3-element vector
- ☐ 4

10. Array multiplication works if the two operands:

1 point

- ☐ have the same outer dimension.
- ☒ are square matrices of the same size.
- ☐ are vectors.
- ☐ have the same inner dimensions.

