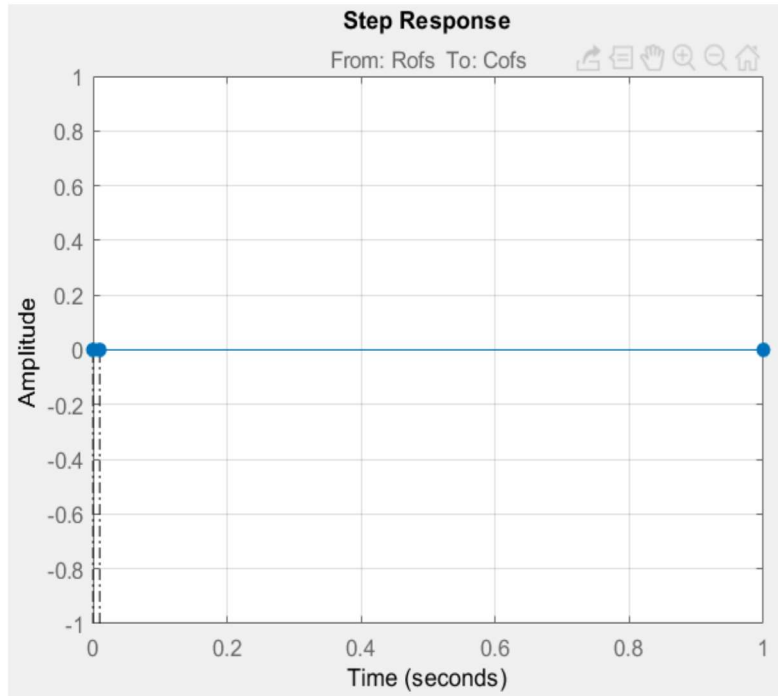


Step Response and System Parameters :

System O.1



Command Window

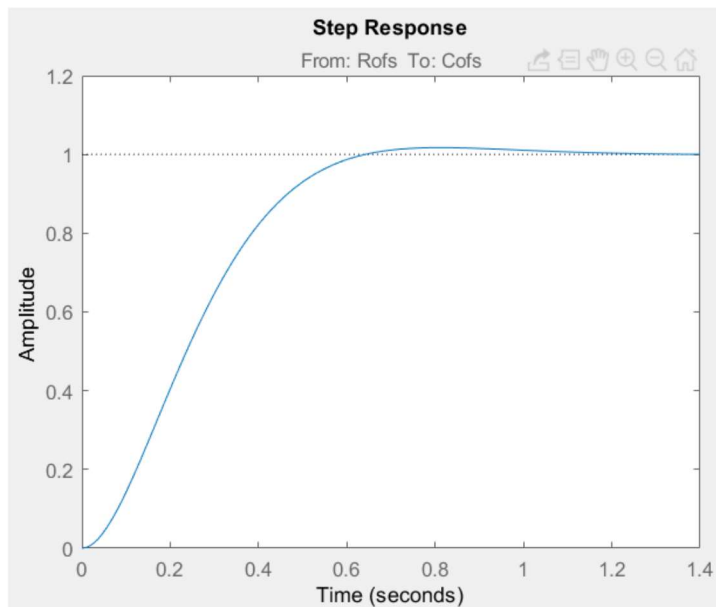
```
>> SysCharac

SysCharac =

    struct with fields:

        RiseTime: 0
        SettlingTime: 0
        SettlingMin: 0
        SettlingMax: 0
        Overshoot: Inf
        Undershoot: 0
        Peak: 0
        PeakTime: 0
```

System O.2 - Case I



Command Window

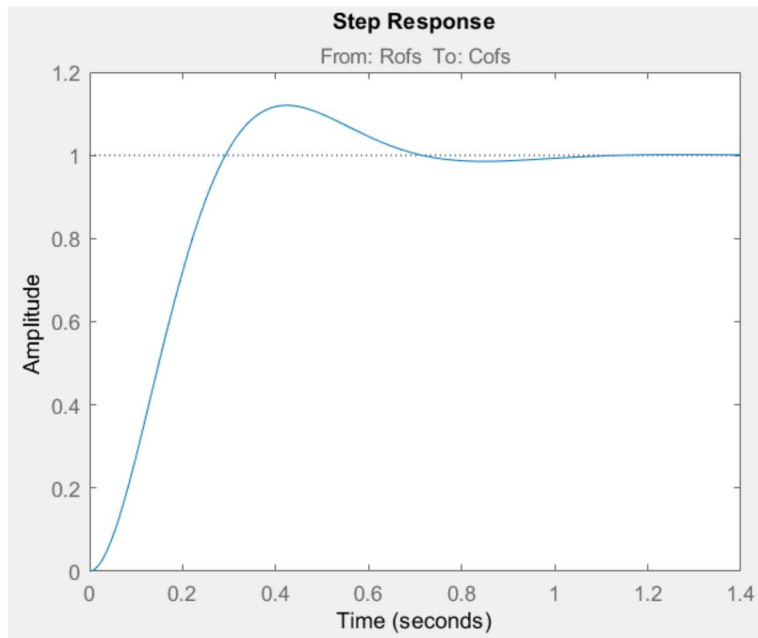
```
>> SysCharac

SysCharac =

    struct with fields:

        RiseTime: 0.3847
        SettlingTime: 0.5824
        SettlingMin: 0.9040
        SettlingMax: 1.0173
        Overshoot: 1.7322
        Undershoot: 0
        Peak: 1.0173
        PeakTime: 0.8105
```

System Q.2 - Case II



Command Window

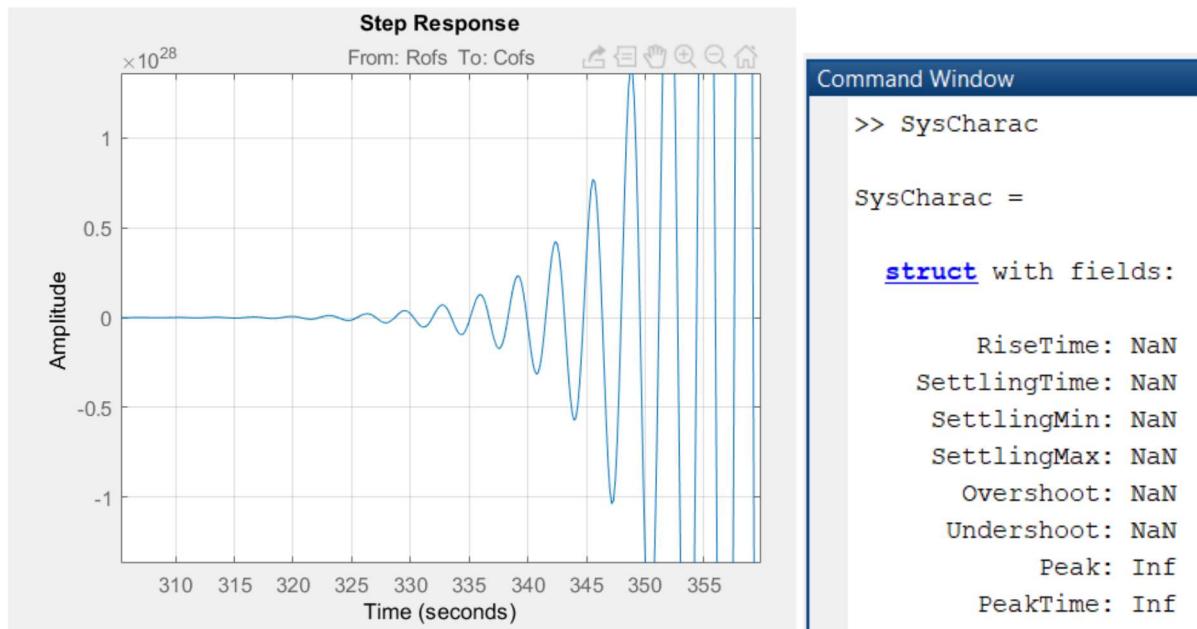
```
>> SysCharac
```

```
SysCharac =
```

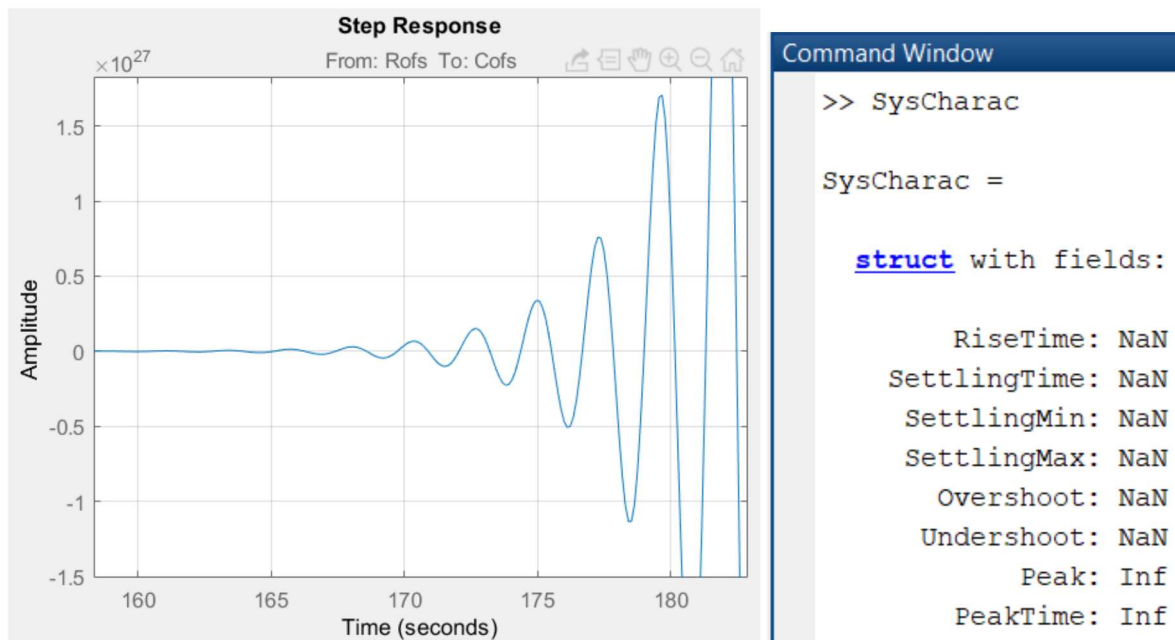
```
struct with fields:
```

```
    RiseTime: 0.1968  
    SettlingTime: 0.6544  
    SettlingMin: 0.9174  
    SettlingMax: 1.1203  
    Overshoot: 12.0265  
    Undershoot: 0  
        Peak: 1.1203  
    PeakTime: 0.4237
```

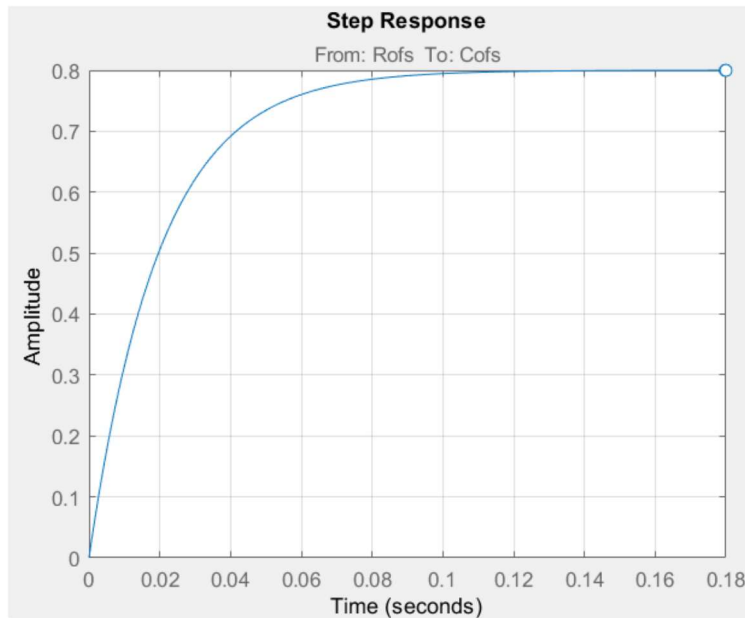
System Q.3 - Case I



System Q.3 - Case II



System Q.4 - Case I



Command Window

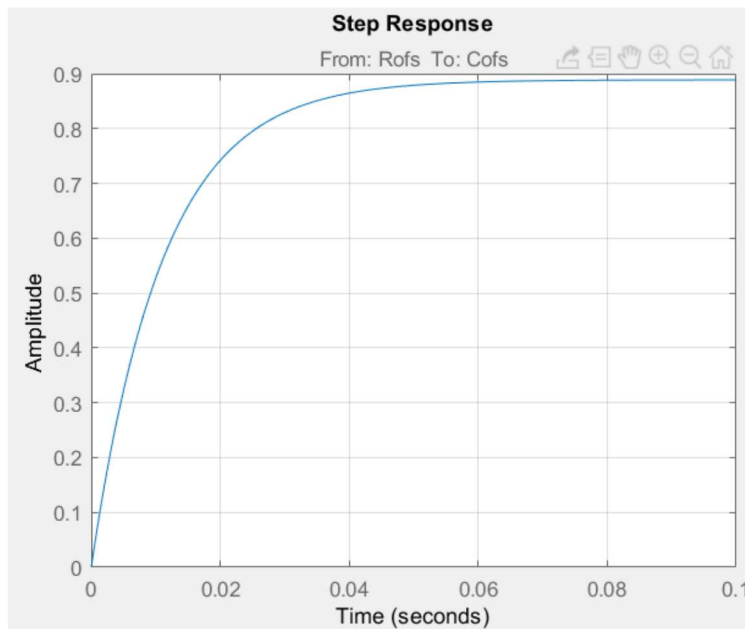
```
>> SysCharac
```

```
SysCharac =
```

```
struct with fields:
```

```
    RiseTime: 0.0439  
    SettlingTime: 0.0782  
    SettlingMin: 0.7200  
    SettlingMax: 0.8000  
    Overshoot: 0  
    Undershoot: 0  
        Peak: 0.8000  
    PeakTime: 0.6162
```

System Q.4 - Case II



Command Window

```
>> SysCharac
```

```
SysCharac =
```

```
struct with fields:
```

```
    RiseTime: 0.0244  
    SettlingTime: 0.0435  
    SettlingMin: 0.8000  
    SettlingMax: 0.8889  
    Overshoot: 0  
    Undershoot: 0  
        Peak: 0.8889  
    PeakTime: 0.3423
```