1. 波形图

import matplotlib.pyplot as plt

import numpy as np

x=np.linspace(0,2*np.pi,100) #100 个点组成的 2*np.pi 线

y1=np.sin(x) #y1 线

y2=np.cos(x) #y2 线

plt.title("sin&cos title") #标题

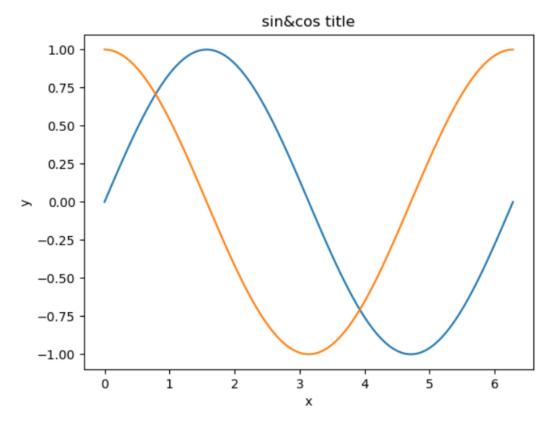
plt.xlabel("x") #x 轴的名称

plt.ylabel("y") #y 轴的名称

plt.plot(x,y1) #画 y1 线

plt.plot(x,y2) #画 y2 线

plt.show() #显示

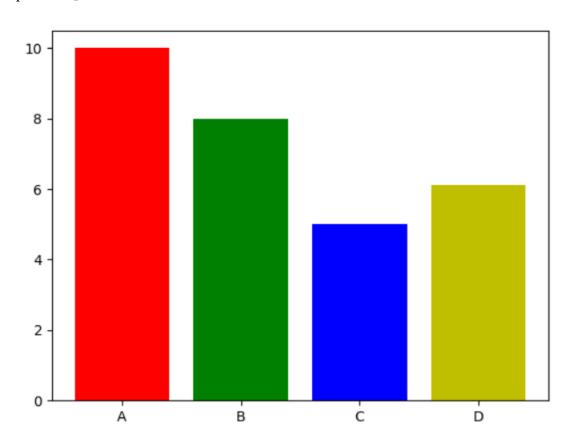


2. 柱状图

import matplotlib.pyplot as plt

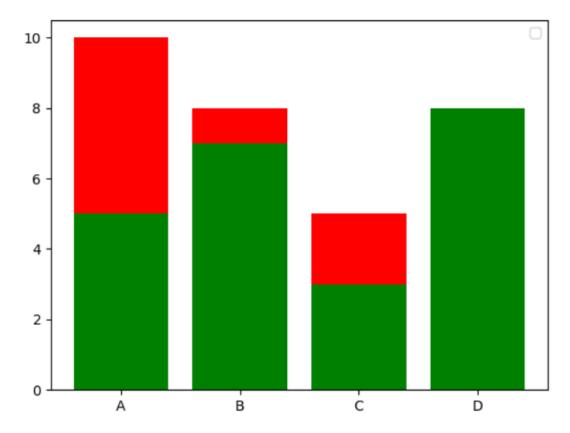
name_list = ["A","B","C","D"] #x 轴柱状图的名字

num_list=[10,8,5,6.1] #y 轴的值(如 A=10, B=8, 以此类推)
plt.bar(range(0,len(name_list)),num_list,color = "rgby",tick_label = name_list) #画图 range(0,len(name_list))代表 4 个柱状图,color = "rgby"会循环这个规律的颜色 plt.show() #显示



3. 堆叠柱状图

import matplotlib.pyplot as plt
name_list = ["A","B","C","D"]
num_list=[10,8,5,6.1]
num_list1=[5,7,3,8]
plt.bar(range(0,len(name_list)),num_list,color = "r",tick_label = name_list)
plt.bar(range(0,len(name_list)),num_list1,color = "g",tick_label = name_list)
plt.legend()
plt.show()



4. 饼状图

import matplotlib.pyplot as plt

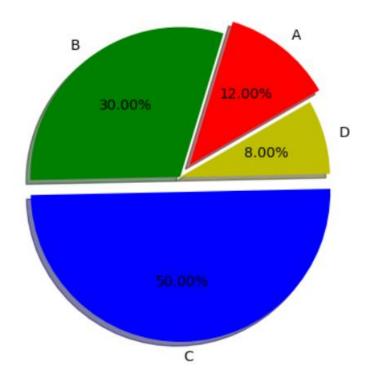
label = ["A", "B", "C", "D"]

num = [12,30,50,8]

ex=[0.1,0,0.1,0] #比重,重点的会分出来,例如A,C

plt.axis(aspet=1) #1 等分

plt.pie(x=num,autopct='%.2f%%',explode=ex,labels=label,colors="rgby",shadow=Tru e,startangle=30) #startangle 倾斜角度,shadow 表示立体感(阴影)plt.show()

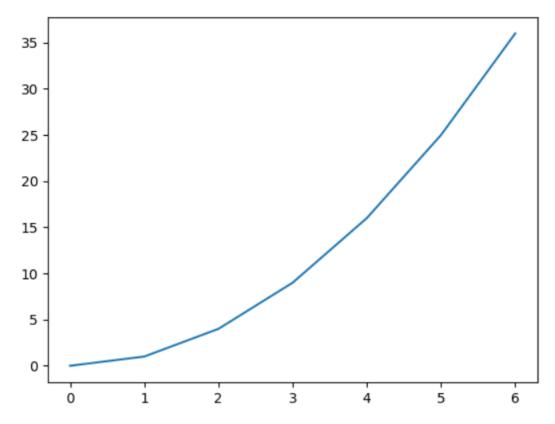


5. 实时画图

plt.ioff()

```
import matplotlib.pyplot as plt
ax=[] #定义空列表
ay=[]
plt.ion() #打开实时画图窗口
for i in range(100): #画的次数
 ax.append(i)
 ay.append(i**2)
 plt.clf()
           #清除上一次的图
 plt.plot(ax,ay) #画图
 plt.pause(0.1) #时间间隔(类似 sleep)
```

#关闭实时画图



6. 三维画点

import matplotlib.pyplot as plt

from mpl_toolkits.mplot3d import Axes3D

import numpy as np

import random

x=np.random.normal(0,1,100) #生成 0-1 之间的 100 个 x 坐标

y=np.random.normal(0,1,100)

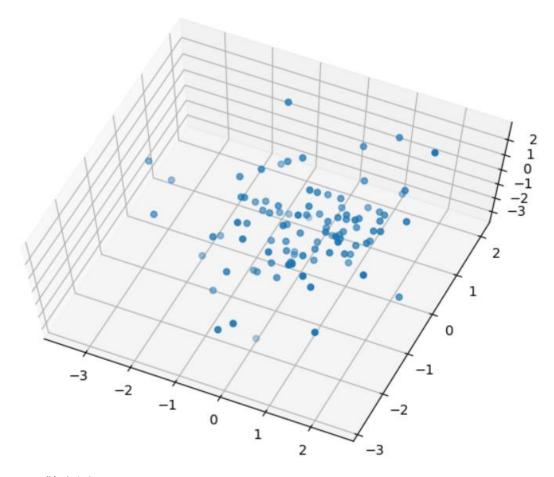
z=np.random.normal(0,1,100)

fig = plt.figure()

ax = Axes3D(fig) #打开 3d 窗口

ax.scatter(x,y,z) #画 3d 图

plt.show()



7. erwe 散点图

import matplotlib.pyplot as plt

import numpy as np

import random

n=1000 #1000 个点

x=np.random.randn(n) #生成 1000 个 x 轴坐标

y=np.random.randn(n)

plt.show()

