

Pre-Lab

1.

```
% Optics 211
% Lab 3
% Prepared by Ezra A-K
% 2/29/24
%
% This script is designed to fill the workspace with the matrices necessary
% to complete the in-class portion of lab 3.  When the script is run via
% the command window, it will not yield any results or answers; however,
% the workspace will be filled with matrices.  These matrices can be called
% up from the command window for further manipulation.
%
% Appendix 1 of lab 3 serves as a companion to this script and shows all
% the matrices generated here in traditional mathematical formatting.
%
% This script can be found in Appendix 2 of lab 3.

% Part 1 of 2 of lab 3

% 5x5 matrix for data manipulation
A51= reshape((1:25), [5,5])';

% 4x4 matrix for computing the inner product and finding determinant and
% inverse
A41= [[1 2 3 4];[2 4 7 11];[3 7 14 25];[4 11 25 50]] ;

% 1x4 and 4x1 matrices for evaluating the inner product and using transpose
% operator
B41= [5;10;15;20];
B42= [5 10 15 20];

% 2x2 Matrix (invertible)
A21= [2 3;5 8];

% 2x2 Matrix (non-invertible)
A22= [6 3;8 4];

% Part 2 of 2 of lab 3

% 2 equation, 2 unknown, linear system of equations with 1 solution
A23= [2 6;-5 4];
B23= [10;-3];

% 3 equation, 3 unknown, linear system with 1 solution
A31= [1 2 3;1 3 2;3 2 1];
B31= [39;34;26];

% 3 equation, 3 unknown, linear system with an infinite number of solutions
A32= [2 4 6;4 5 6;7 8 9];
B32= [0;3;6];
```

```
% 3 equation, 3 unknown, linear System with no solution
A33= reshape((1:9), [3,3])';
B33= [0;3;0];
```

```
% End of script
```

2.

```
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% 2/29/24
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A32= [2 4 6;4 5 6;7 8 9];
B32= [0;3;6];

% 3 equation, 3 unknown, linear System with no solution
A33= reshape((1:9), [3,3])';
B33= [0;3;0];

% End of script

```

3.

A51

A51 =

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

>> A41

A41 =

1	2	3	4
2	4	7	11
3	7	14	25
4	11	25	50

>> B41

B41 =

5
10
15
20

>> B42

B42 =

5 10 15 20

>> A21

A21 =

2 3
5 8

>> A22

A22 =

6 3
8 4

>> A23

A23 =

2	6
-5	4

>> B23

B23 =

10
-3

>> A31

A31 =

1	2	3
1	3	2
3	2	1

>> B31

B31 =

39
34
26

>> A32

A32 =

2	4	6
4	5	6
7	8	9

>> B32

B32 =

0
3
6

>> A33

A33 =

1	4	7
2	5	8
3	6	9

>> A33

A33 =

1	4	7
2	5	8
3	6	9

A33

A33 =

1	2	3
4	5	6
7	8	9

>> B33

B33 =

0
3
0

>>

Bonus

`checkcode('matrices.m')` maybe? That checks there aren't any programming errors though to check if matrix are the same you could use the `isequal()` command but I don't have anything to compare them to.

Part 1

Part 1b

Part 2

Post-Lab