

Prospective

- Hands-on simulations (to help you develop intuition).
- Matlab programming (light).
- Focus on applications in biology/BioE and biological datasets.
- Complementary to lectures.
- Great opportunity to gain coding/scripting experience!

Lab Session Content

- Reviewing the lab documents before class can be very helpful in understanding the content. The documents will be available on Canvas one to two days before each lab.
- The first hour of the lab will be dedicated to reviewing the lab documents together. Example code will also be displayed.
- Following the initial review, you will have one hour of independent work. Feel free to seek assistance from the teaching assistant (TA) during this time.

Class Attendance

- Although attending lab sessions is recommended, attendance at lab sessions is optional. If you are already comfortable with the material, you may opt out of attending.

Session Switching

- To switch sessions, please email me or Zacky to inquire about availability. Note that sessions A01 and A02 are currently full.

Lab Submission Guidelines

- **Deadline:** Submissions are due by 9 AM on the Friday following each lab session. Submissions made by 9 AM on the subsequent Monday will incur a 50% deduction in points. Submissions later than this will not be awarded any points.
- **Format:**
 - Submit your work as a MATLAB (*.m or *.mlx) file.
 - You can use the provided template MATLAB file to compile your scripts.
 - Execute your code in the (.mlx) format, save the output as a (.pdf) document, and submit this along with your (*.m or *.mlx) file.
 - Ensure your MATLAB script runs without errors.
 - Suppress unnecessary output to the command line by appending a semicolon (;) at the end of mid-process lines of code.
 - Quantitative (calculation) answers must be printed to the command window. (Which means don't add ';' at the result lines or use display()!)
 - Use the `disp('Your text and/or variable goes here')` function to display qualitative (written) answers in the command window.