**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 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 for 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.