

MATLAB REVIEW

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Help

help	<code>help</code>	help browser	<code>doc</code>
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Housekeeping

clear window	<code>clc</code>	clear workspace	<code>clear</code>	clear graph	<code>close</code>
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Input and output

input numbers	<code>=input(')</code>	input text	<code>=input(' ','s')</code>	output	<code>disp()</code>
reading file	<code>load('name.format')</code>				

Type of value

8-bit integer	with symbol	<code>int8()</code>	translate number to array	<code>num2str()</code>
	without symbol	<code>Uint8()</code>		

Basic variables

π	<code>pi</code>	∞	<code>inf</code>	non-numerical	<code>NaN</code>
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Comparison

<code>=</code>	<code>==</code>	<code>≠</code>	<code>~=</code>	<code>></code>	<code>></code>
<code>≥</code>	<code>>=</code>	<code><</code>	<code><</code>	<code>≤</code>	<code>≤=</code>
<code>not</code>	<code>~condition1</code>	<code>and</code>	<code>(con1)&(con2)</code>	<code>or</code>	<code>(con1) (con2)</code>
<code>xor=one true one false</code>	<code>xor(con1,con2)</code>	all in array	<code>all(condition)</code>	any in array	<code>any(condition)</code>

Calculation

<code>=</code>	<code>=</code>	<code>+</code>	<code>+</code>	<code>-</code>	<code>-</code>
<code>x</code>	<code>*</code>	<code>÷</code>	<code>/</code>	<code>a^n</code>	<code>a^(n)</code>
<code>e</code>	<code>exp()</code>	<code>ln</code>	<code>log()</code>	<code>n!=1×2...×n</code>	<code>factorial(n)</code>
<code>sin</code>	<code>sin()</code>	<code>cos</code>	<code>cos()</code>	<code>tan</code>	<code>tan()</code>
random between 0 to 1	<code>rand()</code>	remainder after <code>÷N</code>	<code>mod(,N)</code>	round to nearest	<code>round()</code>
round up	<code>ceil()</code>	round down	<code>floor()</code>	delete decimals	<code>fix()</code>

Arrays and sub-arrays

<code>(1 2 3)</code>	<code>[1 2 3]</code>	$\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}$	<code>[1 ; 2 ; 3]</code>	$\begin{pmatrix} 1 & 30 \\ 2 & 20 \\ 3 & 10 \end{pmatrix}$	<code>[1 30 ; 2 20 ; 3 10]</code>
<code>(a a+1 a+2 ... b)</code>	<code>a:b</code>	<code>(a a+i a+2i ... b)</code>	<code>a:i:b</code>	<code>acegikm</code>	<code>'a':2:'m'</code>
<code>a×b all-zero matrix</code>	<code>zeros(a,b)</code>	<code>a×b all-one matrix</code>	<code>ones(a,b)</code>	<code>a×b ??? matrix</code>	<code>command(a,b)</code>

extract 3 from $A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$	<code>A(7)</code> or <code>A(1,3)</code>	extract $(1 2 3)$ from $A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$	<code>A(1 :)</code>
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extract $\begin{pmatrix} 2 & 3 \\ 5 & 6 \end{pmatrix}$ from $A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$	$A(1:2,2:3)$	extract $\begin{pmatrix} 1 & 3 \\ 7 & 9 \end{pmatrix}$ from $A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$	$A(1:2:3 ; [1,3])$
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find maximum in A	in row	$\max(A, [], 2)$	find minimum A	in row	$\min(A, [], 2)$
	in column	$\max(A, [], 1)$		in column	$\min(A, [], 1)$
sum of A	in row	$\text{sum}(A, 2)$	average of A	in row	$\text{mean}(A, [], 2)$
	in column	$\text{sum}(A, 1)$		in column	$\text{mean}(A, [], 1)$
arrange A	from min to max	$\text{sort}(A, 1 \text{ or } 2)$	arrange A according to the N th column		$\text{sortrows}(A, N, ^\top)$
	from max to min	$\text{sort}(A, 1 \text{ or } 2, \text{'descend'})$			

find elements in A that meet condition	$\text{found}=\text{find}(A \text{ condition})$	swap elements with other value in A	$A(\text{found})=\text{value}$
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Array calculation

=	=	A+b or A+B	+	A-b or A-B	-
$A \times B$	*	A/B	/	A^b	\wedge
\times	.*	\div	./	A^N	$A.^N$
if $Y \times X = 1$	$Y=inv(X)=X^{-1}$	swap row & column	$A.^t$ or transpose(A)	/ and \	$A/B=A*inv(B)$ $A\backslash B=inv(A)*B$
sum of array	sum()	max length	length()	size of array	size(column, row)
C=A*B $A = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \\ A_{31} & A_{32} \end{pmatrix}$ $B = \begin{pmatrix} B_{11} & B_{12} & B_{13} \\ B_{21} & B_{22} & B_{23} \end{pmatrix}$		$C = \begin{pmatrix} (A_{11} \times B_{11}) + (A_{12} \times B_{21}) & (A_{11} \times B_{12}) + (A_{12} \times B_{22}) & (A_{11} \times B_{13}) + (A_{12} \times B_{23}) \\ (A_{21} \times B_{11}) + (A_{22} \times B_{21}) & (A_{21} \times B_{12}) + (A_{22} \times B_{22}) & (A_{21} \times B_{13}) + (A_{22} \times B_{23}) \\ (A_{31} \times B_{11}) + (A_{32} \times B_{21}) & (A_{31} \times B_{12}) + (A_{32} \times B_{22}) & (A_{31} \times B_{13}) + (A_{32} \times B_{23}) \end{pmatrix}$			

Solve linear equations

$3x+2y-z=5$ $5y+2z=2$ $2x+3y-8z=9$	$Ax=B$ $x=A^{-1}B$	$A=[3 \ 2 \ -1 ; 0 \ 5 \ 2 ; 2 \ 3 \ -8]$ $B=[5 \ 2 \ 9]'$	$x=inv(A)*B$ or $A\backslash B$
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Statement, loops and functions

if statement	switch statement	for loop	while loop	function
<code>if (condition1) ...code... elseif (condition2) ...code... elseif (condition3) ...code... else ...code... end</code>	<code>switch expression case (value1) ...code... case (value2) ...code... otherwise ...code... end</code>	<code>for start:i:end ...code... end</code>	<code>while condition ...code... end</code>	<code>function [out1,out2]=functionName(input1, input2) ...code... End</code>
				<code>call function</code>
				<code>variable=functionName(input1, input2)</code>

jump out the loop	<code>break</code>	directly into next loop	<code>continue</code>	back before loop	<code>return</code>
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Plotting

Label line	<code>legend()</code>	add title	<code>title()</code>	adjust axis	<code>axis square or equal or tight</code>
label axis	<code>x/y/zlabel('')</code>				
multiple curve	<code>...plot...</code> <code>hold on</code> <code>...plot...</code> <code>hold off</code>	multiple graph for <code>m×n</code> array at position <code>p</code>	<code>subplot(m,n,p)</code> <code>...plot...</code>	set graph	<code>set(h, name, value)</code>

2D plots	<code>plot(x,y,'symbols, linestyles, colours')</code>	3D plots	<code>ezsurf('')</code>
	<code>ezplot('')</code>		<code>ezmesh('')</code>

Complex number

<code>a+bi</code>	<code>=a+bi</code> <code>=complex(a,b)</code>	real parts	<code>=real()</code>	imaginary parts	<code>imag()</code>
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Structures and cell arrays

structure	record						<code>record(1).name='John'</code> <code>record(1).age=15</code> <code>record(1).grade=[100 30;25 60]</code> <code>record(2).name='James'</code> <code>...</code> <code>record</code>	
	record(1)		record(2)		record(3)			
	.name	John	.name	James	.name	Jack		
	.age	15	.age	20	.age	18		
	.grade	($\begin{smallmatrix} 100 & 30 \\ 25 & 60 \end{smallmatrix}$)	.grade	($\begin{smallmatrix} 90 & 85 \\ 75 & 65 \end{smallmatrix}$)	.grade	($\begin{smallmatrix} 20 & 30 \\ 23 & 15 \end{smallmatrix}$)		

cell	1	'text'		<code>variable={1,'text';[100 30;25 60],{ 2;'text';[100 30;25 60],2+3i}</code> <code>OR</code> <code>variable(1,1)=1</code> <code>variable(1,2)='text'</code> <code>...</code>
	($\begin{smallmatrix} 100 & 30 \\ 25 & 60 \end{smallmatrix}$)	2	'text'	