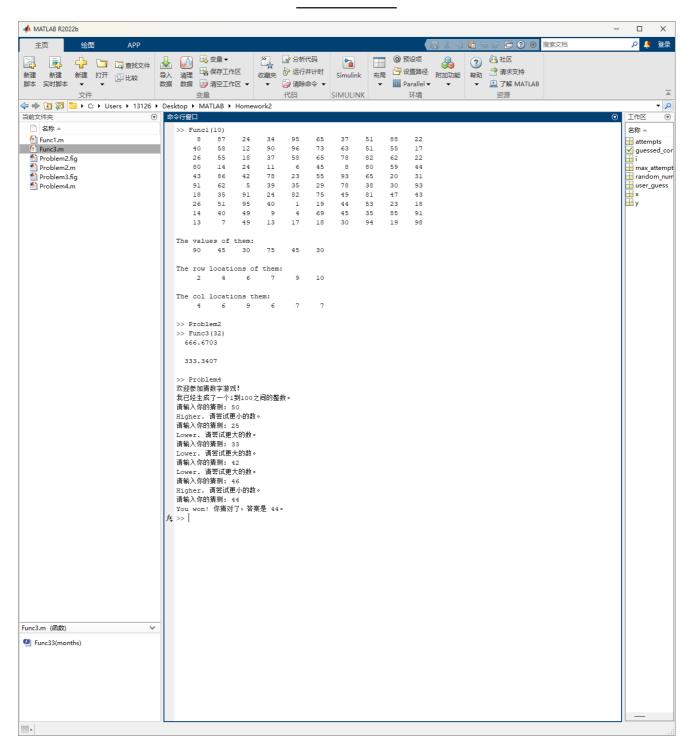
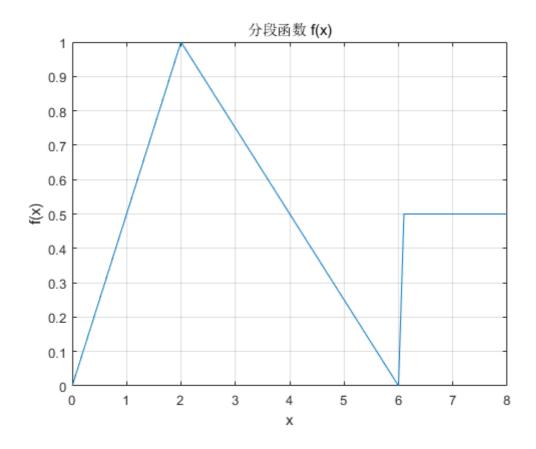
MATLAB 作业2

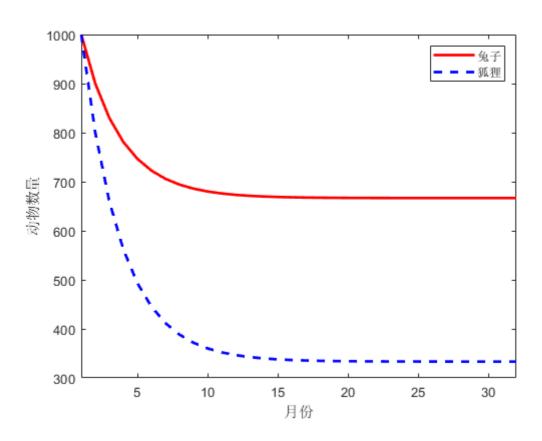
所有代码运行结果截图



Problem2 函数图像



Problem3 趋势图像



Problem 1

```
function Func1(matrix_order)
   % 生成随机矩阵
   matrix = randi([0, 100], matrix_order, matrix_order);
   % 初始化存储结果的数组
   values = [];
   row_indices = [];
   col_indices = [];
   % 遍历矩阵元素,查找15的倍数(除0以外)
   for i = 1:matrix_order
       for j = 1:matrix_order
           if mod(matrix(i, j), 15) == 0 && matrix(i, j) ~= 0
               values = [values, matrix(i, j)];
               row_indices = [row_indices, i];
               col_indices = [col_indices, j];
           end
       end
   end
   % 输出所有相关信息
   disp(matrix);
   disp('The values of them:');
   disp(values);
   disp('The row locations of them:');
   disp(row_indices);
   disp('The col locations them:');
   disp(col_indices);
end
```

Problem 2

```
x = 0:0.1:8;
y = zeros(size(x));
for i = 1:length(x)
    if x(i) <= 2
        y(i) = 0.5 * x(i);
    elseif x(i) > 2 \&\& x(i) <= 6
        y(i) = 1.5 - 0.25 * x(i);
    else
        y(i) = 0.5;
    end
end
plot(x, y);
title('分段函数 f(x)');
xlabel('x');
ylabel('f(x)');
grid on;
```

Problem 3

```
function Func33(months)
   R = zeros(1, months+1);
   F = zeros(1, months+1);
   R(1) = 1000;
   F(1) = 1000;
   for i = 1:months
       R(i+1) = 1.1 * R(i) - 0.2 * F(i);
       F(i+1) = 0.2 * R(i) + 0.6 * F(i);
   end
   disp(R(months+1));
   disp(F(months+1));
   % 绘制两个图线, 自变量使用默认值
   plot(R, 'r-', 'LineWidth', 2);
   hold on;
   plot(F, 'b--', 'LineWidth', 2);
   xlabel('月份');
   ylabel('动物数量');
   %添加图例
   legend('兔子', '狐狸');
   % 设置x轴范围从1开始
   xlim([1, months]);
   % 停止保持图表
   hold off;
end
```

Problem 4

```
% 生成1到100之间的随机整数
random_number = randi([1, 100]);
% 初始化游戏参数
attempts = 0;
max_attempts = 7;
guessed_correctly = false;
fprintf('欢迎参加猜数字游戏! \n');
fprintf('我已生成一个1到100之间的整数。\n');
while attempts < max_attempts</pre>
   % 获取用户的猜测
   user_guess = input('请输入你的猜测: ');
   % 检查用户的猜测
   if user_guess == random_number
       fprintf('You won! 你猜对了,答案是 %d。\n', random_number);
       guessed_correctly = true;
       break;
```