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## PLOT EXAMPLES

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Uses: PLOT

This module contains two examples of how PLOT might be used to produce high level plotting facilities. The first example is a histogram primitive, and the second is a scatterplotter. The code is commented, and exploits most of the facilities in PLOT. The scatterplot example is the simpler of the two, and is suggested as a starting point.

(SCATPLOT *y x pointlabels ylabel xlabel title symbol*) [Function]

Generates of a scatterplot of y vs x which are numeric lists of equal length. If x is NIL, then y is plotted vs the integers from 1 to (LENGTH y). Pointlabels is a list of labels, one for each point plotted. Ylabel and xlabel are labels for the x and y axis respectively. Title is a title for the scatterplot. Symbol is the plotting symbol to use, must be a BITMAP; defaults to STAR.

Returns a PLOT.

(HISTPLOT *batch label shade*) [Function]

Batch is a list of numbers, or a list of pairs (number . frequency) whose histogram will be displayed. Label is an optional label for those numbers. Shade is a shade to use to fill the bars of the histogram (defaults to SHADE3). The case of all entries in batch being integers is treated specially.

Returns a PLOT.