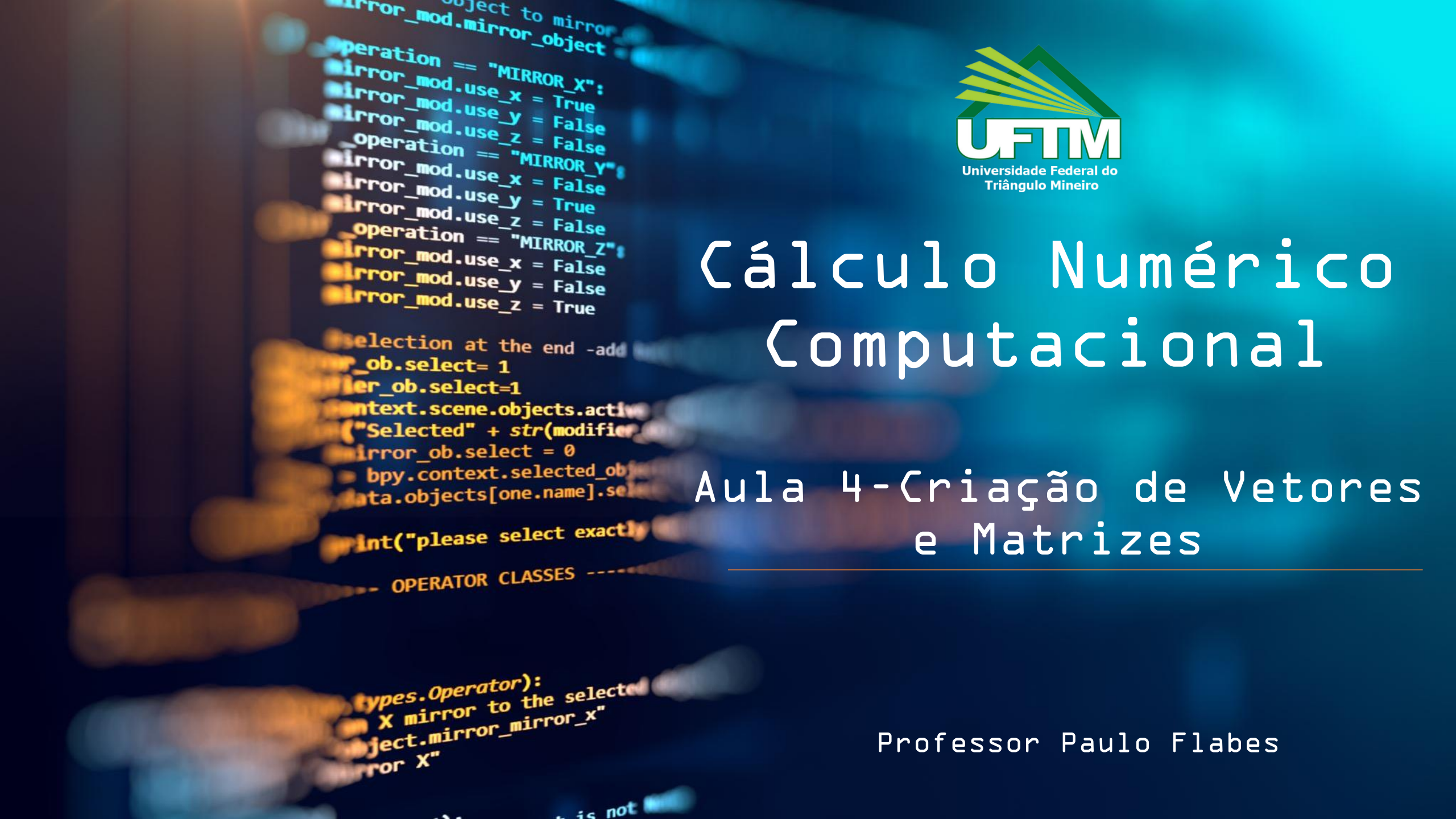


Universidade Federal do Triângulo Mineiro

Cálculo Numérico Computacional

Aula 4-Criação de Vetores e Matrizes

Professor Paulo Flabes

CRIAÇÃO DE VETORES

escalar : 3

vetor : 2 8 5 0 ← vetor linha

*1) Vetor = [2, 8, 5, 0]

colchete

*2) Vetor = [2 8 5 0]

espaço

[2 8 5 0] → \n

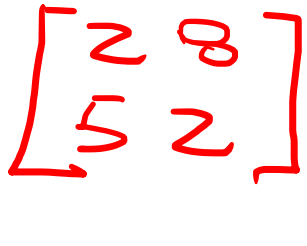
2
8
5
0

* 3) Vetor = valor_inicial : incremento : valor_final

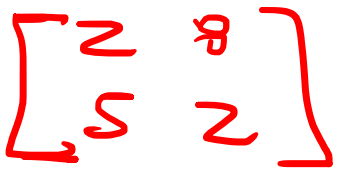
*X = 2 : 2 : 100

X = X' → transposta

1) mat = [2, 8; 5, 2]



2) mat = [2 8; 5 2]



3) mat = [vetor1, vetor2, vetor3]

CRIAÇÃO DE MATRIZES