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CREATING MATRICES



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EXAMPLE - MATRIX CREATION

Let's create the 3x2 matrix A :

$$A = \begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix}$$

1 of 3

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- The first way:

Directly enter the scalar values to create A . Store this matrix in the variable `A1`. Remember to use a space or comma (,) to separate elements in the same row, and a semicolon (;) to start a new row.

- The second way:

Create two column vectors, `x` and `y`, where `x` contains the integers from 1 to 3 and `y` contains the integers from 4 to 6. Then concatenate the vectors horizontally to create A . Assign this matrix to the variable `A2`.

- The third way:

First create the vector `z` containing the values 1 to 6, then use the `reshape` to reshape `z` into the matrix A . Assign this matrix to the variable `A3`.

```
1 % The first way:
2 A1 = [1,4; 2,5; 3,6]
3
4 % The second way:
5 x = [1;2;3];
6 y = [4;5;6];
7 A2 = [x,y]
8
9 % The third way:
10 z = 1:6;
11 A3 = reshape(z,3,2)
12
13
14
```

Correct

```
A1 = [1,4;2,5;3,6]
A2 = [x,y]
A3 = reshape(z,3,2)
```

A1 =

```
1  4
2  5
3  6
```

A2 =

```
1  4
2  5
3  6
```

1 4
2 5
3 6

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