

# MATLAB<sup>®</sup> Functions (Not Including Those Listed in the “Explore Other Interesting Features” Sections)

<b>abs</b>	absolute value
<b>all</b>	true if all elements in the input argument are true
<b>angle</b>	angle of a complex number
<b>any</b>	true if any element in the input argument is true
<b>area</b>	filled two-dimensional area plot
<b>asin</b>	arcsine in radians
<b>asind</b>	arcsine in degrees
<b>asinh</b>	inverse hyperbolic sine in radians
<b>audioplayer</b>	creates an audioplayer object
<b>audiorecorder</b>	creates an audiorecorder object
<b>axis</b>	sets limits on axes for a plot
<b>bar</b>	two-dimensional bar chart
<b>bar3</b>	three-dimensional bar chart
<b>bar3h</b>	three-dimensional horizontal bar chart
<b>barh</b>	two-dimensional horizontal bar chart
<b>blanks</b>	creates a character vector of all blank spaces
<b>cast</b>	casts a variable to a specified type
<b>categorical</b>	converts cell array to categorical array
<b>categories</b>	lists categories from a categorical array
<b>ceil</b>	rounds toward infinity
<b>cell</b>	creates a cell array
<b>celldisp</b>	displays contents of a cell array
<b>cellplot</b>	displays contents of a cell array in boxes
<b>cellstr</b>	converts from a character matrix to a cell array of character vectors
<b>char</b>	creates a character matrix
<b>checkcode</b>	displays Code Analyzer results for code files
<b>class</b>	returns the type or class of the input argument
<b>clear</b>	clears variable(s) and functions from the workspace
<b>clearvars</b>	clears variable(s) from the workspace

<b>clf</b>	clears the figure window
<b>clock</b>	stores the current date and time in a vector
<b>collect</b>	collects like terms in a symbolic math expression
<b>colorbar</b>	displays a color scale in a plot
<b>colormap</b>	returns the current colormap, or sets a matrix to be the current colormap
<b>comet</b>	animated two-dimensional plot
<b>comet3</b>	three-dimensional animated plot
<b>complex</b>	creates a complex number
<b>conj</b>	complex conjugate
<b>connector</b>	connects mobile device to MATLAB
<b>contains</b>	returns true if a substring is found in text
<b>count</b>	counts the number of occurrences of a substring in text
<b>cross</b>	cross product
<b>cummax</b>	cumulative, or running, maximum of a vector or columns of a matrix
<b>cummin</b>	cumulative, or running, minimum of a vector or columns of a matrix
<b>cumprod</b>	cumulative, or running, product of a vector or columns of a matrix
<b>cumsum</b>	cumulative, or running, sum of a vector or columns of a matrix
<b>cylinder</b>	returns three-dimensional data vectors to create a cylinder
<b>date</b>	stores the current date as a string
<b>dbcont</b>	continue executing code in debug mode
<b>dbquit</b>	quit debug mode
<b>dbstep</b>	step through code in debug mode
<b>dbstop</b>	set a breakpoint in debug mode
<b>deblank</b>	gets rid of trailing blanks in text
<b>deg2rad</b>	converts from degrees to radians
<b>demo</b>	shows MATLAB Examples in the Help Browser
<b>det</b>	finds the determinant of a matrix
<b>diag</b>	returns the diagonal of a matrix, or creates a diagonal matrix
<b>diff</b>	finds differences between consecutive elements; used to approximate derivatives
<b>disp</b>	simple display (output)
<b>doc</b>	brings up a documentation page
<b>dot</b>	dot product
<b>double</b>	converts to the type double
<b>echo</b>	toggle; displays all statements as they are executed
<b>end</b>	ends control statements and functions; refers to last element

<b>endsWith</b>	returns true if a string ends with a substring
<b>erase</b>	removes occurrences of a substring in text
<b>error</b>	displays an error message
<b>eval</b>	evaluates a string as a function or command
<b>exit</b>	quits out of MATLAB
<b>exp</b>	exponential function
<b>expand</b>	expands a symbolic math expression
<b>eye</b>	creates an identity matrix
<b>ezplot</b>	simple plot function that plots a function without need for data vectors
<b>factor</b>	factors a symbolic math expression
<b>factorial</b>	factorial of an integer $n$ , is $1*2*3*\dots*n$
<b>false</b>	equivalent to logical(0); creates an array of false values
<b>fclose</b>	closes an open file
<b>feof</b>	true if the specified file is at the end-of-file
<b>feval</b>	evaluates a function handle on a string as a function call
<b>fgetl</b>	low-level input function reads one line from a file as a character vector
<b>fgets</b>	same as fgetl but does not remove newline characters
<b>fieldnames</b>	returns the names of fields in a structure as a cell array of character vectors
<b>figure</b>	create or refer to Figure Windows
<b>find</b>	returns indices of an array for which a logical expression is true
<b>fix</b>	rounds toward zero
<b>flip</b>	flips an array, either left to right or up to down
<b>fliplr</b>	flips columns of a matrix from left to right
<b>flipud</b>	flips rows of a matrix up to down
<b>floor</b>	rounds toward negative infinity
<b>fopen</b>	low-level file function; opens a file for a specified operation
<b>format</b>	many options for formatting displays
<b>fplot</b>	plots a function passed as a function handle
<b>fprintf</b>	formatted display (output); writes either to a file or to the screen (the default)
<b>fscanf</b>	low-level file input function; reads from a file into a matrix
<b>func2str</b>	converts from a function handle to a character vector
<b>fzero</b>	attempts to find a zero of a function, given the function handle
<b>gca</b>	handle to the current axes
<b>gcf</b>	handle to the current figure
<b>get</b>	gets properties of a plot object

<b>getaudiodata</b>	gets amplitude from an audiorecorder object
<b>getframe</b>	gets a movie frame, which is a snapshot of the current plot
<b>ginput</b>	gets graphical coordinates from a mouse click
<b>grid</b>	plot toggle; turns grid lines on or off
<b>gtext</b>	allows the user to place a string on a plot in location of a mouse click
<b>help</b>	displays help information for built-in or user-defined functions, or scripts
<b>histogram</b>	plot function: plots a histogram
<b>hold</b>	plot toggle; freezes plot in Figure Window so the next will be superimposed
<b>i</b>	constant for the square root of negative one
<b>im2double</b>	converts an image matrix to type double
<b>imag</b>	imaginary part of a complex number
<b>image</b>	displays an image matrix
<b>imread</b>	reads in an image matrix
<b>imshow</b>	displays an image
<b>imwrite</b>	writes a matrix in an image format
<b>inf</b>	constant for infinity
<b>input</b>	prompts the user and reads user's input
<b>int</b>	symbolic math integration
<b>int16</b>	converts a number to a 16-bit signed integer
<b>int2str</b>	converts from an integer to a string storing the integer
<b>int32</b>	converts a number to a 32-bit signed integer
<b>int64</b>	converts a number to a 64-bit signed integer
<b>int8</b>	converts a number to an 8-bit signed integer
<b>intersect</b>	set intersection
<b>intmax</b>	largest value possible in a specified integer type
<b>intmin</b>	smallest value possible in a specified integer type
<b>inv</b>	inverse of a matrix
<b>isa</b>	true if the input argument is the specified class
<b>isbanded</b>	true if the input matrix is banded
<b>iscellstr</b>	true if the input argument is a cell array storing only character vectors
<b>ischar</b>	true if the input argument is a string, or character vector
<b>isdiag</b>	true if the input matrix is a diagonal matrix
<b>isempty</b>	true if the input argument is an empty vector or empty string
<b>isequal</b>	true if two array arguments are equal element-by-element
<b>isfield</b>	true if a string is the name of a field within a structure
<b>iskeyword</b>	true if the string input argument is the name of a keyword
<b>isletter</b>	true if the input argument is a letter of the alphabet

<b>ismember</b>	set function receives two sets; true for every member of first set also in second
<b>isreal</b>	true if input argument is a real number (not complex)
<b>issorted</b>	true if the input vector is sorted in ascending order
<b>issortedrows</b>	true if the rows in a matrix are sorted
<b>isspace</b>	true if the input argument is a white space character
<b>isstring</b>	true if the input argument is a string array
<b>isStringScalar</b>	true if the input argument is a string scalar
<b>isstrprop</b>	true if the string argument is a specified property
<b>isstruct</b>	true if the input argument is a structure
<b>issymmetric</b>	true if the input matrix is symmetric
<b>istril</b>	true if the input matrix is lower triangular
<b>istriu</b>	true if the input matrix is upper triangular
<b>j</b>	constant for the square root of negative one
<b>jet</b>	returns all or part of the 64 colors in the jet colormap
<b>join</b>	appends strings in string arrays together
<b>legend</b>	displays a legend on a plot
<b>length</b>	length, or number of elements, in a vector; largest dimension for a matrix
<b>limit</b>	computes limit of a symbolic math expression
<b>line</b>	graphics primitive object that creates a line
<b>linspace</b>	creates a vector of linearly spaced values
<b>load</b>	inputs a file into a matrix, or reads variables from a .mat file (the default)
<b>log</b>	natural logarithm
<b>log10</b>	base 10 logarithm
<b>log2</b>	base 2 logarithm
<b>logical</b>	converts numbers to the type logical
<b>loglog</b>	plot function that uses logarithmic scales for $x$ and $y$ axes
<b>logspace</b>	creates a vector of logarithmically spaced values
<b>lookfor</b>	looks for a string in the H1 comment line in files
<b>lower</b>	converts letters to lower-case in a string
<b>listdlg</b>	creates a dialog box that allows the user to make a choice
<b>max</b>	the maximum value in a vector, or for every column in a matrix
<b>maxk</b>	the maximum $k$ values in a vector, or for every column in a matrix
<b>mean</b>	the mean (average) of values in a vector, or every column in a matrix
<b>median</b>	the median (middle) value in a sorted vector, or for every column in a matrix

<b>menu</b>	displays a menu of push buttons and returns number of choice (not recommended)
<b>mesh</b>	three-dimensional mesh surface plot
<b>meshgrid</b>	creates $x$ and $y$ vectors to be used in images or as function arguments
<b>methods</b>	displays methods of a class
<b>min</b>	the minimum value in a vector, or for every column in a matrix
<b>mink</b>	the minimum $k$ values in a vector, or for every column in a matrix
<b>mobiledev</b>	creates an object to enable reading sensor data from a mobile device
<b>mod</b>	modulus after division
<b>mode</b>	the maximum value in a vector, or for every column in a matrix
<b>movegui</b>	moves a Figure Window within the screen
<b>movie</b>	plays a movie, or sequence of screen shots
<b>namelengthmax</b>	the maximum length of identifier names
<b>NaN</b>	mathematics constant for “Not a Number”
<b>nargin</b>	number of input arguments passed to a function
<b>nargout</b>	number of output arguments expected to be returned by a function
<b>newline</b>	returns a newline character
<b>nthroot</b>	$n$ th root of a number
<b>num2str</b>	converts a real number to a string containing the number
<b>numden</b>	symbolic math function, separates the numerator and denominator of a fraction
<b>numel</b>	total number of elements in a vector or matrix
<b>ones</b>	creates a matrix of all ones
<b>parula</b>	returns all or part of the 64 colors in the parula colormap
<b>patch</b>	graphics primitive object that creates a filled-in two-dimensional polygon
<b>pi</b>	constant for $\pi$
<b>pie</b>	creates a two-dimensional pie chart
<b>pie3</b>	creates a three-dimensional pie chart
<b>pink</b>	returns all or part of the 64 colors in the pink colormap
<b>play</b>	plays an audio signal
<b>plot</b>	simple plot function, plots 2D points; markers, color, etc. can be specified
<b>plot3</b>	simple three-dimensional plot function, plots three-dimensional points
<b>plus</b>	the functional form of the addition operator; also concatenates strings

<b>polarplot</b>	plot function for complex numbers, plots the magnitude and angle
<b>poly2sym</b>	converts a vector of coefficients of a polynomial to a symbolic expression
<b>polyder</b>	derivative of a polynomial
<b>polyfit</b>	fits a polynomial curve of a specified degree to data points
<b>polyint</b>	integral of a polynomial
<b>polyval</b>	evaluates a polynomial at specified value(s)
<b>pretty</b>	displays a symbolic expression using exponents
<b>print</b>	prints or saves a figure or image
<b>prod</b>	the product of all values in a vector, or of every column in a matrix
<b>profile</b>	toggle; the Profiler generates reports on execution time of code
<b>properties</b>	displays properties of a class
<b>quad</b>	integration using Simpson's method
<b>quit</b>	quits MATLAB
<b>rad2deg</b>	converts from radians to degrees
<b>rand</b>	generates uniformly distributed random real number(s) in the open interval (0,1)
<b>randi</b>	generates random integer(s) in the specified range
<b>randn</b>	generates normally distributed random real numbers
<b>real</b>	real part of a complex number
<b>recordblocking</b>	records audio from a microphone
<b>rectangle</b>	graphics primitive to create a rectangle; curvature can vary
<b>rem</b>	remainder after division
<b>repelem</b>	replicates elements in a matrix; creates $m \times n$ copies of each
<b>repmat</b>	replicates a matrix; creates $m \times n$ copies of the matrix
<b>reshape</b>	changes dimensions of a matrix to any matrix with the same number of elements
<b>rgb2gray</b>	converts an RGB image matrix to grayscale
<b>rmfield</b>	remove a field from a structure
<b>rng</b>	random number generator, sets the seed for random functions and gets the state
<b>roots</b>	roots of a polynomial equation
<b>rot90</b>	rotates a matrix 90 degrees counter-clockwise
<b>round</b>	rounds a real number toward the nearest integer
<b>rref</b>	puts an augmented matrix in reduced row echelon form
<b>save</b>	writes a matrix to a file or saves variables to a .mat file
<b>semilogx</b>	plot function, uses a scale for logarithmic $x$ and a linear scale for $y$

<b>semilogy</b>	plot function, uses a linear scale for $x$ and a logarithmic scale for $y$
<b>set</b>	sets properties of a plot object
<b>setdiff</b>	set function, returns elements that are in one vector, but not in another
<b>setxor</b>	set exclusive or, returns the elements that are not in the intersection of two sets
<b>sign</b>	signum, returns $-1$ , $0$ , or $1$
<b>simplify</b>	simplifies a symbolic math expression
<b>sin</b>	sine in radians
<b>sind</b>	sine in degrees
<b>single</b>	converts a number to the type single
<b>sinh</b>	hyperbolic sine in radians
<b>size</b>	returns the dimensions of a matrix
<b>solve</b>	symbolic math function to solve an equation or simultaneous equations
<b>sort</b>	sorts the elements of a vector (default is ascending order)
<b>sortrows</b>	sorts the rows of a matrix; for strings results in an alphabetical sort
<b>sound</b>	sends a sound signal (vector of amplitudes) to an output device
<b>sphere</b>	returns three-dimensional data vectors to create a sphere
<b>spiral</b>	creates a square matrix of integers spiraling from 1 in the middle
<b>sprintf</b>	creates a formatted string
<b>sqrt</b>	square root
<b>startsWith</b>	true if input string starts with a substring
<b>std</b>	standard deviation
<b>stem</b>	two-dimensional stem plot
<b>stem3</b>	three-dimensional stem plot
<b>str2double</b>	converts from a string containing a number to a double number
<b>str2func</b>	converts a string to a function handle
<b>str2num</b>	converts from a string containing number(s) to a number array
<b>strcat</b>	horizontal string concatenation
<b>strcmp</b>	string compare, used instead of equality operator for strings
<b>strcmpi</b>	string compare, ignoring case
<b>strfind</b>	find a substring within a longer string
<b>string</b>	creates a string
<b>strings</b>	preallocates a string array



<b>strip</b>	removes leading and trailing whitespace characters from text
<b>strjoin</b>	concatenates strings in a cell array into a long string
<b>strlen</b>	determines the length of a string
<b>strncmp</b>	string compare the first $n$ characters of strings
<b>strncmpi</b>	string compare the first $n$ characters, ignoring case
<b>strrep</b>	replace all occurrences of one substring with another within a longer string
<b>strsplit</b>	splits a string into elements in a cell array
<b>strtok</b>	breaks one longer string into two shorter strings, with all characters retained
<b>strtrim</b>	deletes both leading and trailing blanks from a string
<b>struct</b>	create a structure by passing pairs of field names and values
<b>subplot</b>	creates a matrix of plots in the Figure Window
<b>subs</b>	substitutes a value into a symbolic math expression
<b>sum</b>	the sum of the values in a vector or of every column in a matrix
<b>summary</b>	shows variables and statistics for a table
<b>surf</b>	three-dimensional surface plot
<b>sym</b>	creates a symbolic variable or expression
<b>sym2poly</b>	converts a symbolic expression to a vector of coefficients for a polynomial
<b>syms</b>	creates multiple symbolic variables
<b>table</b>	creates a table data structure
<b>text</b>	graphics primitive object to put a string on a plot
<b>textscan</b>	file input function, reads from a file into a cell array of column vectors
<b>tic / toc</b>	used to time code
<b>timeit</b>	times a function execution
<b>title</b>	writes a string as a title on a plot
<b>trace</b>	the trace (sum of values on the diagonal) of a matrix
<b>trapz</b>	trapezoidal rule to approximate the area under a curve
<b>tril</b>	converts a matrix to a lower triangular matrix
<b>triu</b>	converts a matrix to an upper triangular matrix
<b>true</b>	equivalent to <code>logical(1)</code> , creates a matrix of all true values
<b>type</b>	display the contents of a file in the Command Window
<b>uibbuttongroup</b>	groups together button objects
<b>uicontrol</b>	basic function to create graphical user interface objects of different styles
<b>uint16</b>	converts a number to a 16-bit unsigned integer
<b>uint32</b>	converts a number to a 32-bit unsigned integer

<b>uint64</b>	converts a number to a 64-bit unsigned integer
<b>uint8</b>	converts a number to an 8-bit unsigned integer
<b>uipanel</b>	groups together graphical user interface objects
<b>union</b>	set function, the union of two sets
<b>unique</b>	returns all of the unique values within a set (vector)
<b>upper</b>	converts all letters to upper-case
<b>var</b>	variance
<b>varargin</b>	built-in cell array to store input arguments
<b>varargout</b>	built-in cell array to store output arguments
<b>who</b>	displays variables in the base workspace
<b>whos</b>	displays more information on the variables in the base workspace
<b>xlabel</b>	puts text as a label on the $x$ axis of a plot
<b>xlsread</b>	reads from a spreadsheet with filename.xls
<b>xlswrite</b>	writes to a spreadsheet with filename.xls
<b>xticklabels</b>	specifies labels for the tick marks on the $x$ axis of a plot
<b>xor</b>	exclusive or, true if only one argument is true
<b>ylabel</b>	puts text as a label on the $y$ axis of a plot
<b>zeros</b>	creates a matrix of all zero values
<b>zlabel</b>	puts text as a label on the $z$ axis of a three-dimensional plot