

```
clc;           %clear command window
clear all;     %clear workspace
close all;     %close all figures and plots
```

### Complex Numbers

we can find the magnitude and angle of a complex number,  $Q$  using  $\text{abs}(Q)$  and  $\text{angle}(Q)$

```
Z = 3 + 4j;    %define complex number
Z
```

```
Z = 3.0000 + 4.0000i
```

```
real(Z)        %Real part of complex number
```

```
ans = 3
```

```
imag(Z)        %imaginary part of complex number
```

```
ans = 4
```

```
angle(Z)       %Phase angle in radian
```

```
ans = 0.9273
```

```
conj(Z)        %Element-wise complex conjugate
```

```
ans = 3.0000 - 4.0000i
```

```
MagZ = abs(Z)   % Find magnitude of Z.
```

```
MagZ = 5
```

```
ThetaZ = (180/pi)*angle(Z) % Find the angle of Z in degrees.
```

```
ThetaZ = 53.1301
```

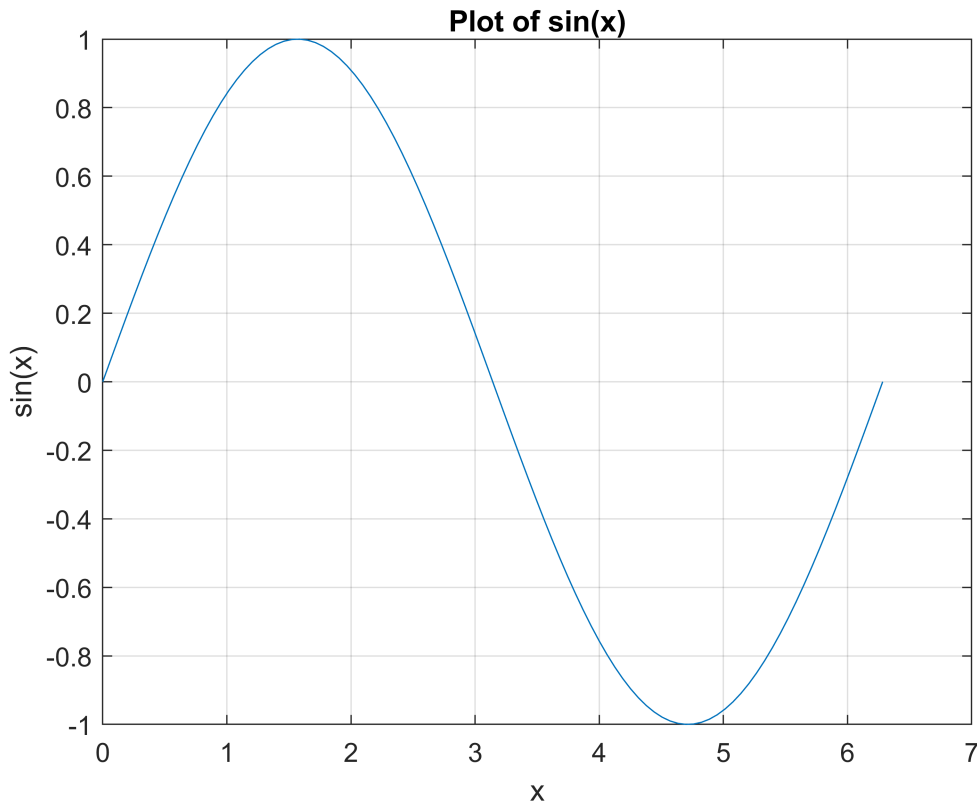
### Elementary Functions

```
x = linspace(0, 2*pi, 100);
```

```
y = sin(x) % Sine of x (in radians)
```

```
y = 1×100  
0 0.0634 0.1266 0.1893 0.2511 0.3120 0.3717 0.4298 ...
```

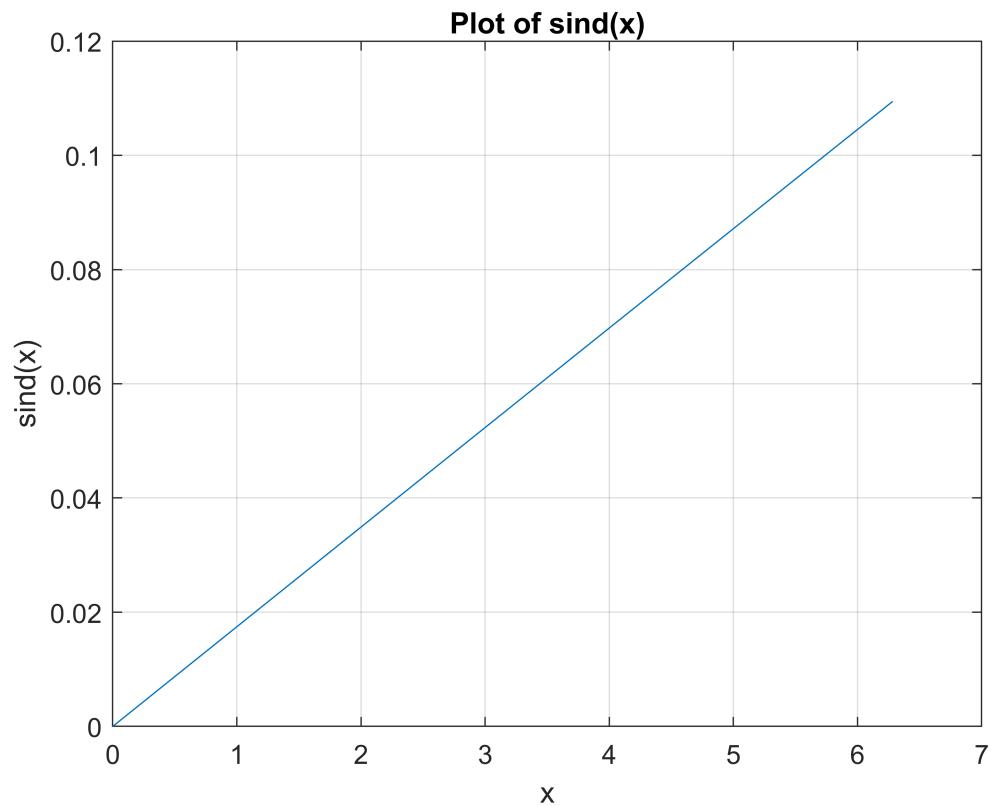
```
plot(x, y);  
xlabel('x'); % Label for x-axis  
ylabel('sin(x)'); % Label for y-axis  
title('Plot of sin(x)'); % Title of the plot  
grid on; % Turn on grid for better readability
```



```
y=sind(x)
```

```
y = 1×100  
0 0.0011 0.0022 0.0033 0.0044 0.0055 0.0066 0.0078 ...
```

```
plot(x, y);  
xlabel('x'); % Label for x-axis  
ylabel('sind(x)'); % Label for y-axis  
title('Plot of sind(x)'); % Title of the plot  
grid on;
```



`sinh(x)` %Analogous for the other trigonometric functions:cos, tan, csc, sec, and cot

```
ans = 1×100
      0      0.0635      0.1273      0.1916      0.2566      0.3227      0.3901      0.4590 ...
```

`atan2(-2,-2)`

```
ans = -2.3562
```

`exp(1)`

```
ans = 2.7183
```

## logical

`1>2`

```
ans = logical
      0
```

`1<2`

```
ans = logical
      1
```

`1==2`

```
ans = logical
      0
```

```
1<=2
```

```
ans = logical  
1
```

```
1~=2
```

```
ans = logical  
1
```

```
s=true
```

```
s = logical  
1
```

```
g=false
```

```
g = logical  
0
```

```
s&g
```

```
ans = logical  
0
```

```
s|g
```

```
ans = logical  
1
```

```
~s
```

```
ans = logical  
0
```

## Matrices and Arrays

### Matrix and Vector Creation

```
A=[1 1 0 0;0 1 0 1;1 0 0 0;1 0 0 1]
```

```
A = 4x4  
    1    1    0    0  
    0    1    0    1  
    1    0    0    0  
    1    0    0    1
```

```
A(6)
```

```
ans = 1
```

```
F=A(2:4,2:4)
```

```
F = 3x3  
    1    0    1  
    0    0    0  
    0    0    1
```

```
V = [1; 2; 3; 4]
```

```
V = 4×1
     1
     2
     3
     4
```

```
V(2)
```

```
ans = 2
```

```
length(A)
```

```
ans = 4
```

```
size(A)
```

```
ans = 1×2
      4    4
```

```
diag(A)
```

```
ans = 4×1
      1
      1
      0
      1
```

```
diag(V)
```

```
ans = 4×4
      1    0    0    0
      0    2    0    0
      0    0    3    0
      0    0    0    4
```

```
numel(A)
```

```
ans = 16
```

```
det(A)
```

```
ans = 0
```

```
rank(A)
```

```
ans = 3
```

```
trace(A)
```

```
ans = 3
```

```
zeros(3, 2)
```

```
ans = 3×2
```

```
0 0
0 0
0 0
```

```
ones(3, 3)
```

```
ans = 3×3
```

```
1 1 1
1 1 1
1 1 1
```

```
eye(3)
```

```
ans = 3×3
```

```
1 0 0
0 1 0
0 0 1
```

## Matrix Operations

```
C = A + A
```

```
C = 4×4
```

```
2 2 0 0
0 2 0 2
2 0 0 0
2 0 0 2
```

```
D = A * V
```

```
D = 4×1
```

```
3
6
1
5
```

```
AT = A'
```

```
AT = 4×4
```

```
1 0 1 1
1 1 0 0
0 0 0 0
0 1 0 1
```

```
A_inv = inv(A) %computes the inverse of matrix
```

Warning: Matrix is singular to working precision.

```
A_inv = 4x4
    Inf    Inf    Inf    Inf
    Inf    Inf    Inf    Inf
    Inf    Inf    Inf    Inf
    Inf    Inf    Inf    Inf
```

```
d = det(A) %Computes the determinant of matrix
```

```
d = 0
```

```
b=[2;3;4;5]
```

```
b = 4x1
     2
     3
     4
     5
```

```
x = A\b % Solves Ax = b for x
```

Warning: Matrix is singular to working precision.

```
x = 4x1
    NaN
    NaN
    Inf
     3
```

```
C = A .* b
```

```
C = 4x4
     2     2     0     0
     0     3     0     3
     4     0     0     0
     5     0     0     5
```

```
b=[2 3 4 5;3 4 5 6;4 5 6 7;5 6 7 8]
```

```
b = 4x4
     2     3     4     5
     3     4     5     6
     4     5     6     7
     5     6     7     8
```

```
C=A*b
```

```
C = 4x4
     5     7     9    11
     8    10    12    14
     2     3     4     5
     7     9    11    13
```

```
C = A .* b
```

```
C = 4x4
     2     3     0     0
     0     4     0     6
```

```

4    0    0    0
5    0    0    8

```

```
C = A ./ b
```

```

C = 4x4
0.5000    0.3333    0    0
0    0.2500    0    0.1667
0.2500    0    0    0
0.2000    0    0    0.1250

```

```
C = A.^2
```

```

C = 4x4
1    1    0    0
0    1    0    1
1    0    0    0
1    0    0    1

```

```

syms x y z
A = [x y; y z]

```

```

A =
( x  y )
( y  z )

```

## Vector Operations

```

v1 = [1 2 3];
v2 = [4 5 6];
dp = dot(v1, v2)           %dot product

```

```
dp = 32
```

```
cp = cross(v1, v2)         %cross product
```

```

cp = 1x3
-3    6   -3

```

```
n = norm(v1)               % Euclidean norm (2-norm)
```

```
n = 3.7417
```

```
n1 = norm(v1, 1)           % 1-norm (sum of absolute values)
```

```
n1 = 6
```

```
nInf = norm(v1, Inf)        % Infinity norm (max value)
```

```
nInf = 3
```

```
J=[7 9 5; 6 1 9; 4 3 2]
```

```

J = 3x3
7    9    5
6    1    9

```



4      3      2

```
K=[1 2 3; 4 5 6; 7 8 9]
```

```
K = 3×3
```

```
1      2      3
4      5      6
7      8      9
```

```
L=[9 8 7; 6 5 4; 3 2 1]
```

```
L = 3×3
```

```
9      8      7
6      5      4
3      2      1
```

```
cat(3,J,K,L)
```

```
ans =
```

```
ans(:, :, 1) =
```

```
7      9      5
6      1      9
4      3      2
```

```
ans(:, :, 2) =
```

```
1      2      3
4      5      6
7      8      9
```

```
ans(:, :, 3) =
```

```
9      8      7
6      5      4
3      2      1
```

```
ch=poly(cp)
```

```
ch = 1×4
```

```
1      0     -27    -54
```

```
roots(ch)
```

```
ans = 3×1
```

```
6.0000
-3.0000
-3.0000
```

## loops

```
%%if
G=0;
if G>0
    f=1
elseif G==0
    f=0
else
```

```
f=-1  
end
```

```
f = 0
```

```
%%for  
x1=0;  
for i=1:10  
    x1=x1+1/i^2;  
    i=i+1;  
end  
x1
```

```
x1 = 1.5498
```

```
%%while  
G=0;  
f=10;  
i=1;  
while i<=f  
    G=G+i;  
    if i==5  
        break;  
    end  
    i=i+1;  
end  
G
```

```
G = 15
```

**good luck**