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function [topograph, lowHighDist] = generateTopographicalMap(alt, water)

[m, n] = size(alt);

topograph = zeros(m, n, 3, 'uint8');

colors = struct(...

 'blue', [0, 0, 255], ...

 'black', [0, 0, 0], ...

 'green', [0, 255, 0], ...

 'yellow', [255, 255, 0], ...

 'orange', [255, 165, 0], ...

 'red', [255, 0, 0], ...

 'white', [255, 255, 255], ...

 'cyan', [0, 255, 255], ...

 'purple', [128, 0, 128], ...

 'magenta', [255, 0, 255] ...

);

for i = 1:m

 for j = 1:n

 if water(i, j) == 1

 topograph(i, j, :) = colors.blue;

 elseif alt(i, j) < 0

 topograph(i, j, :) = colors.black;

 elseif alt(i, j) >= 0 && alt(i, j) < 1000

 topograph(i, j, :) = colors.green;

 elseif alt(i, j) >= 1000 && alt(i, j) < 2000

 topograph(i, j, :) = colors.yellow;

 elseif alt(i, j) >= 2000 && alt(i, j) < 3000

 topograph(i, j, :) = colors.orange;

 elseif alt(i, j) >= 3000 && alt(i, j) < 4000

 topograph(i, j, :) = colors.red;

 elseif alt(i, j) >= 4000 && alt(i, j) < 4500

 topograph(i, j, :) = colors.white;

 elseif alt(i, j) >= 4500

 topograph(i, j, :) = colors.cyan;

 end

 end

end

alt(alt == min(alt(:))) = -Inf;

[lowRow, lowCol] = find(alt == min(alt(:)), 1);

[highRow, highCol] = find(alt == max(alt(:)), 1);

topograph(lowRow, lowCol, :) = colors.purple;

topograph(highRow, highCol, :) = colors.magenta;

lowHighDist = 10 * sqrt((lowRow - highRow)^2 + (lowCol - highCol)^2);

end

```
alt = readmatrix("L-alts.csv");  
water = readmatrix("L-water.csv");  
[topograph, lowHighDist] = generateTopographicalMap(alt, water);  
image(topograph)  
title("lj428")
```