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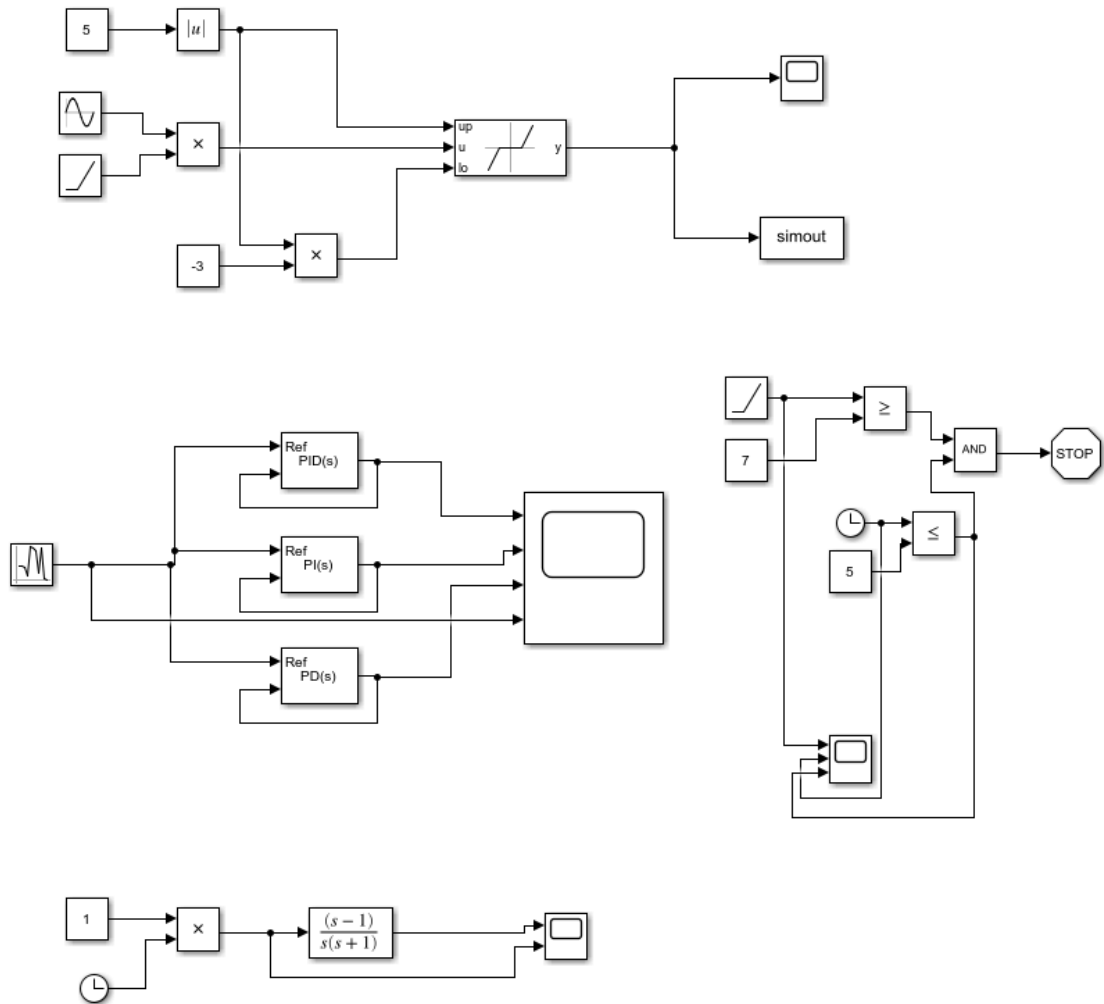
```
clear
clc
```

```
% Exercise 3
% Group 13
% Jakob Fichtl - 29450
% Michael Zappe - 29901
```

a)

```
playtime
```

```
% 1 (Deadzone)
% New blocks: Dynamic Deadzone, Absolute, Sinus, Ramp
% Comment: Dynamic Deadzone maps the input value 'u' to 0 if its
%           between 'lo' and 'up'. If 'u' exceeds the lower or upper bound it
%           gets damped by the corresponding bound.
%           Absolute: Maps any negative value to its positive value.
%           Sinus: Produces a discrete sinus signal according to the
%           simulation settings.
%           Ramp: Produces a discrete signal, that has a delay and after that
%           delay can be described by the form  $y = a * (time - delay)$ .
%
% 2 (PID)
% New blocks: PID, Random Number
% Comment: PID: Has three modes PID, PI and PD. Controls the output
%           signal to match the input signal, but remove sudden jumps in the
%           signal.
%           Random Number: Generates random numbers.
%
% 3 (Zero-Pole)
% New blocks: Zero-Pole
%           Zero-Pole: Is a rational transfer function.
%
% 4 (Logic)
% New blocks: AND, Lower/Bigger or equal, STOP
%           AND: Combines two logic signals (0 = false or non 0 = true).
%           Lower/Bigger or equal: Checks a condition and either outputs 1 or
%           0.
%           STOP: Stops the complete simulation if a 1 is passed to its
%           input.
```



b)

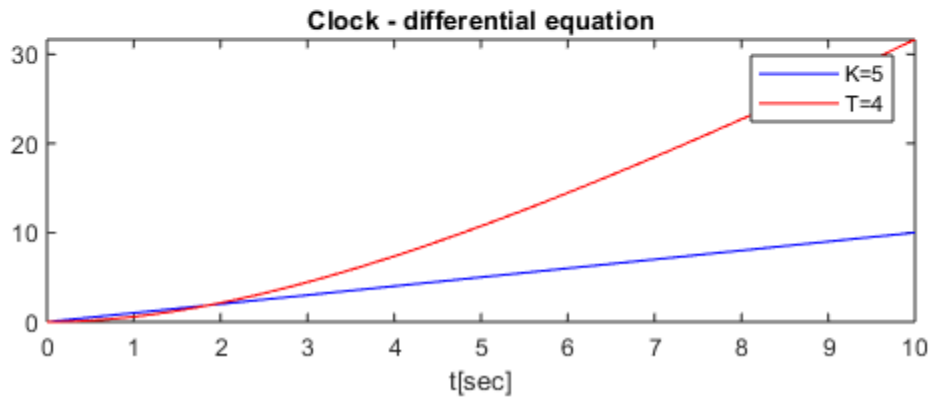
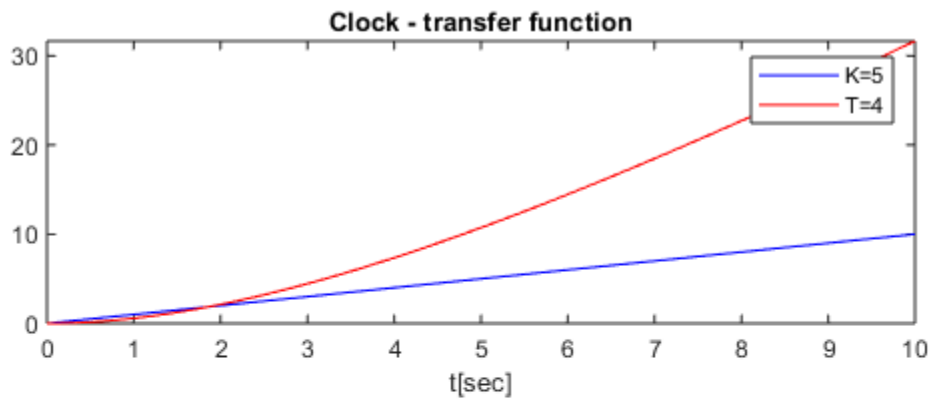
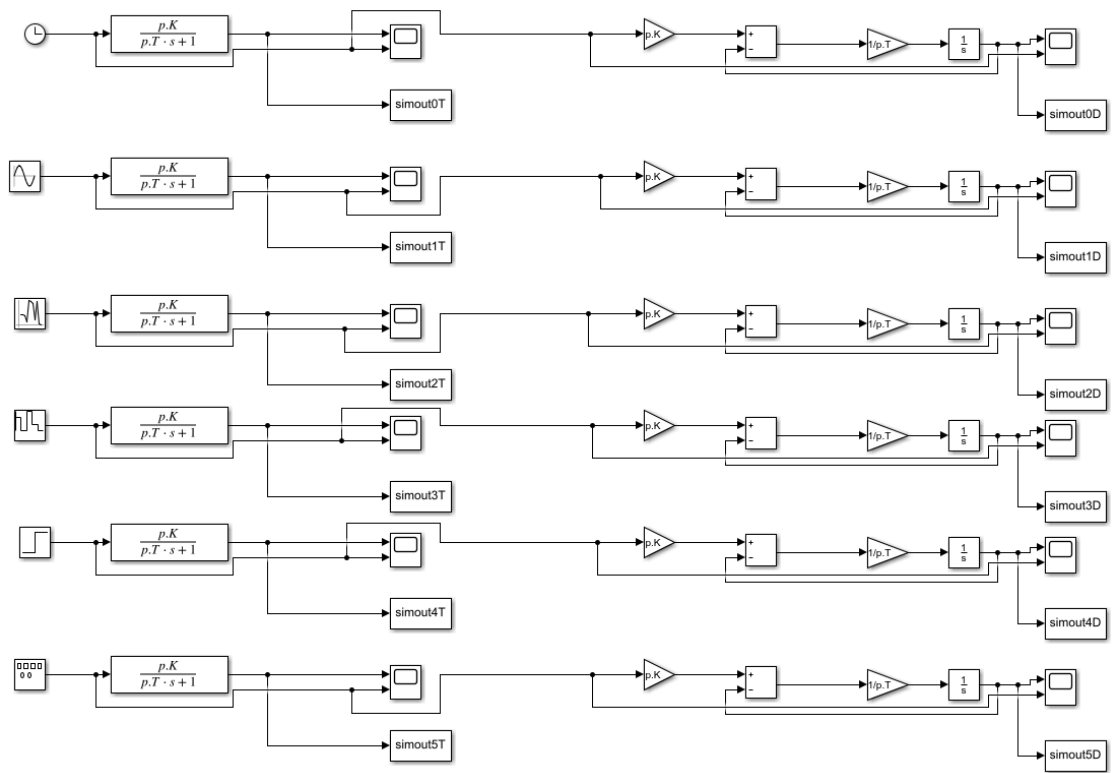
```

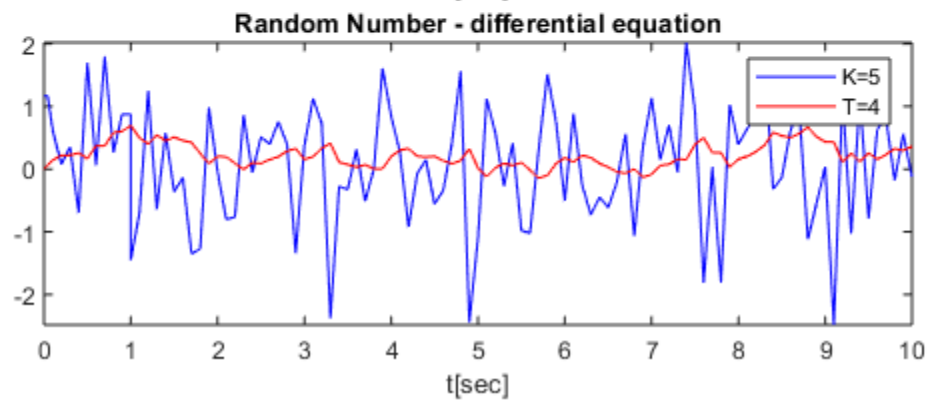
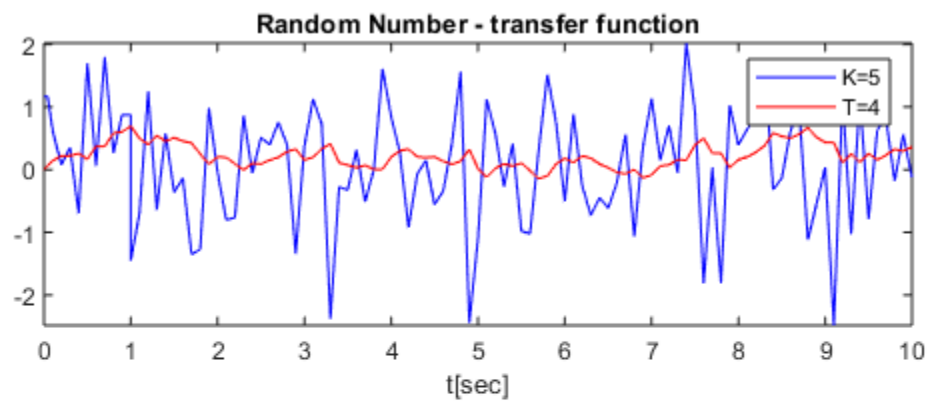
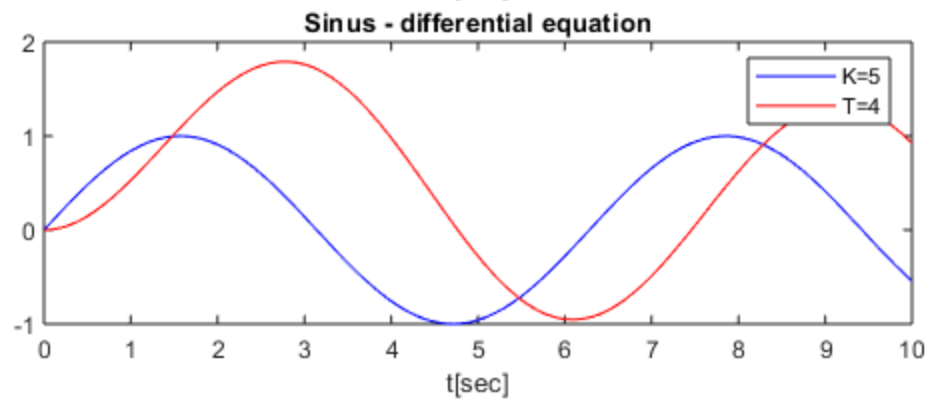
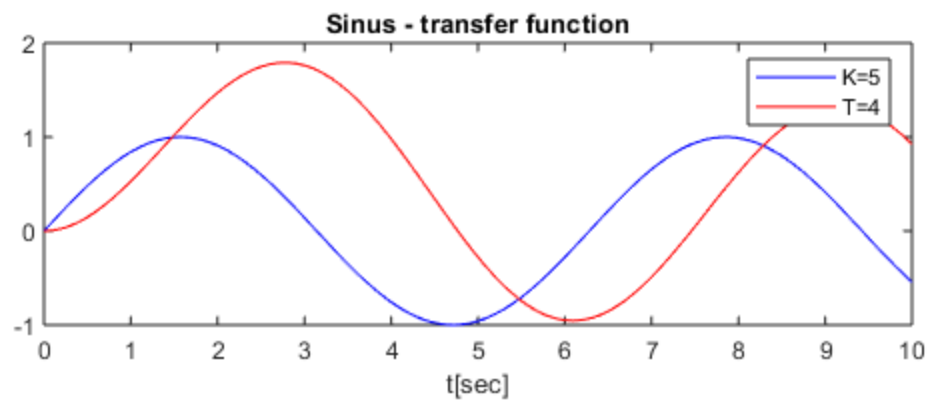
exercise_3b
clear
clc
p.TSim = 10;
p.K = 5;
p.T = 4;

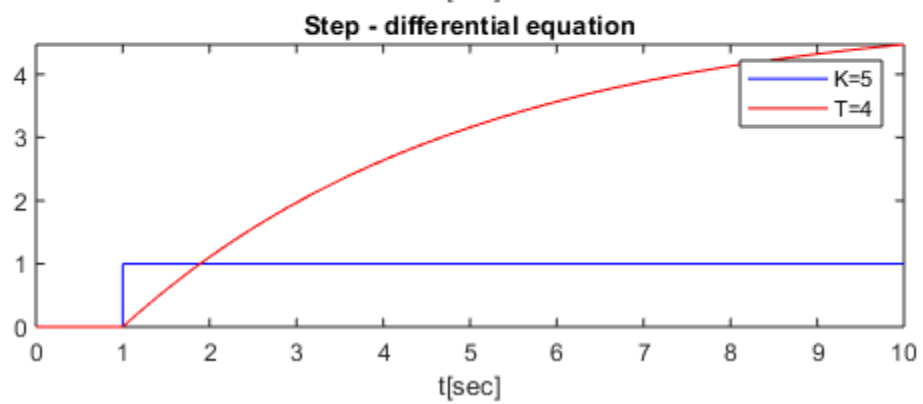
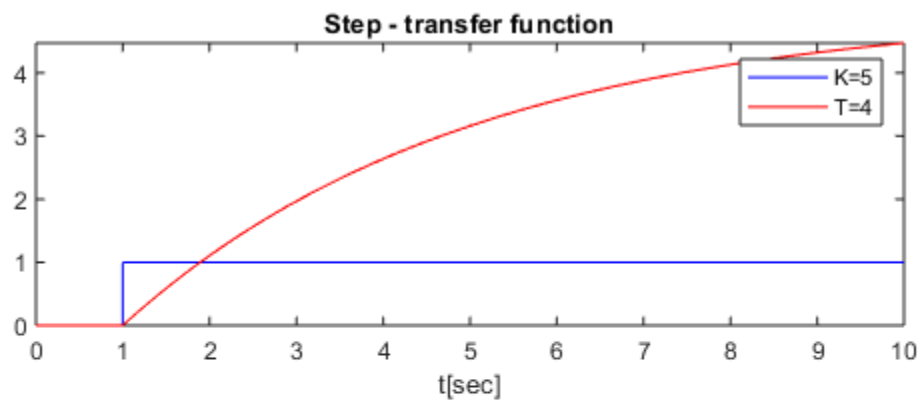
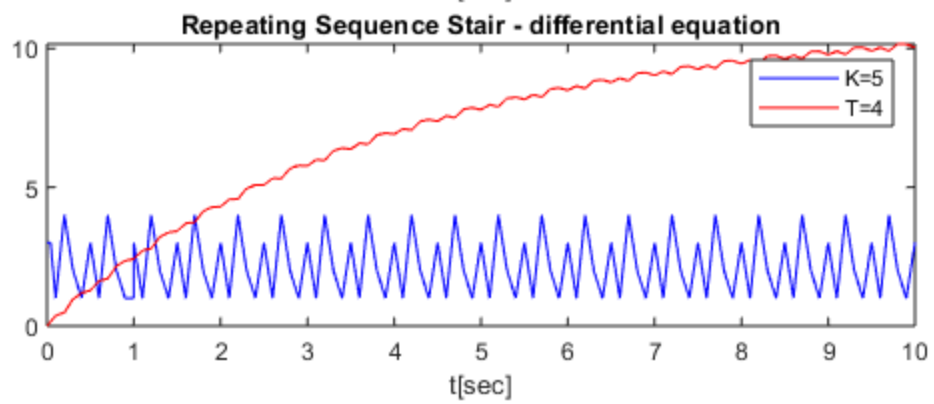
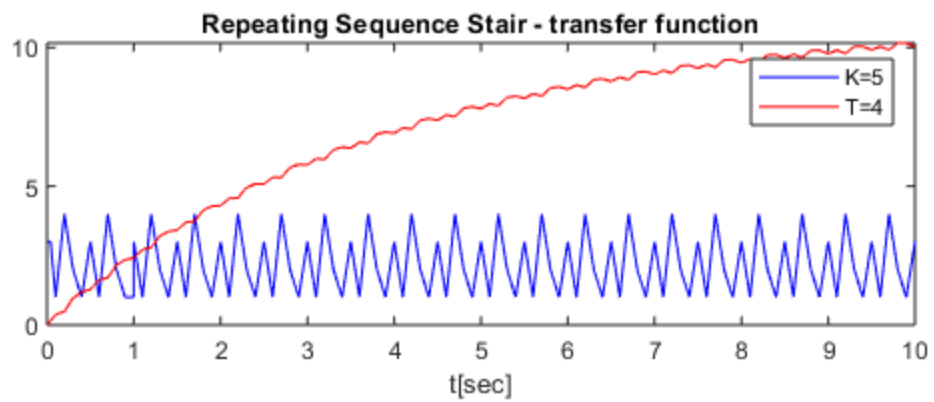
sim('exercise_3b', [0 p.TSim]);

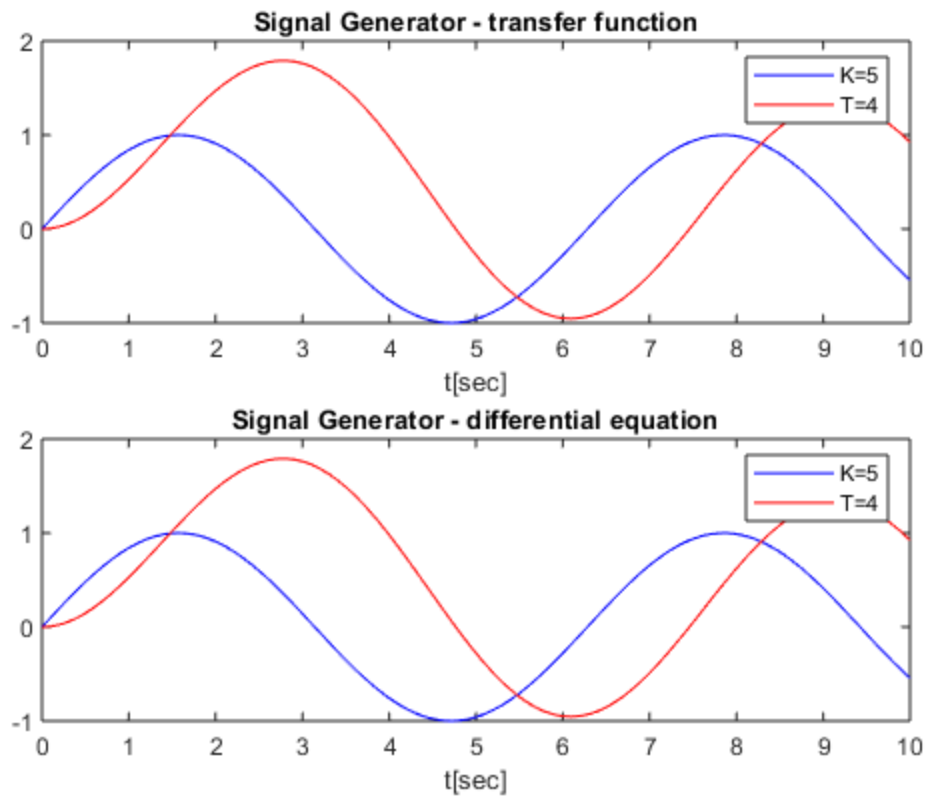
showPlot(scope0T, scope0D, "Clock", 1);
showPlot(scope1T, scope1D, "Sinus", 2);
showPlot(scope2T, scope2D, "Random Number", 3);
showPlot(scope3T, scope3D, "Repeating Sequence Stair", 4);
showPlot(scope4T, scope4D, "Step", 5);
showPlot(scope5T, scope5D, "Signal Generator", 6);

```









c)

```
exercise_3c
clear
clc

p.TSim = 10;
p.F = 10;           % [N] initial force
p.m = 10;           % [kg] mass
p.D = 3;            % [N sec/m]damping
p.C = 100;          % [N/m] spring constant
runThis(p, 7)

p.F = 40;           % [N] initial force
runThis(p, 8)

p.F = 10;           % [N] initial force
p.m = 20;           % [kg] mass
runThis(p, 9)

p.m = 10;           % [kg] mass
p.D = 0.1;          % [N sec/m]damping
runThis(p, 10)
```

```

p.D = 3;           % [N sec/m]damping
p.C = 1337;        % [N/m] spring constant
runThis(p, 11)

p.F = 1;           % [N] initial force
p.m = 10;          % [kg] mass
p.D = -3;          % [N sec/m]damping
p.C = 100;         % [N/m] spring constant
runThis(p, 12)

p.F = 10;          % [N] initial force
p.m = 5;           % [kg] mass
p.D = 5;           % [N sec/m]damping
p.C = -2;          % [N/m] spring constant
runThis(p, 13)

function runThis(p, plotNr)
    sim('exercise_3c', [0 p.TSim]);

    figure(plotNr)
    y1 = scope;
    plot(y1.time, y1.signals(1).values,'r', ...
         y1.time, y1.signals(2).values,'g', ...
         y1.time, y1.signals(3).values,'b', ...
         y1.time, y1.signals(4).values,'black', ...
         y1.time, y1.signals(5).values,'m');

    title("Moving mass model");
    legend("Initial force", "Current
force", "Acceleration", "Velocity", "Distance");
    str = "F = " + p.F + "; m = " + p.m + "; p.D = " + p.D + "; p.C =
" + p.C;
    xlabel({'t[sec]';str});
end

function showPlot(scopeT, scopeD, name, plotNr)
    figure(plotNr);

    y1 = scopeT;
    subplot(2,1,1)
    plot(y1.time, y1.signals(2).values,'b', ...
         y1.time, y1.signals(1).values,'r');

    title(name + " - transfer function");
    legend('K=5', 'T=4');
    xlabel("t[sec]");

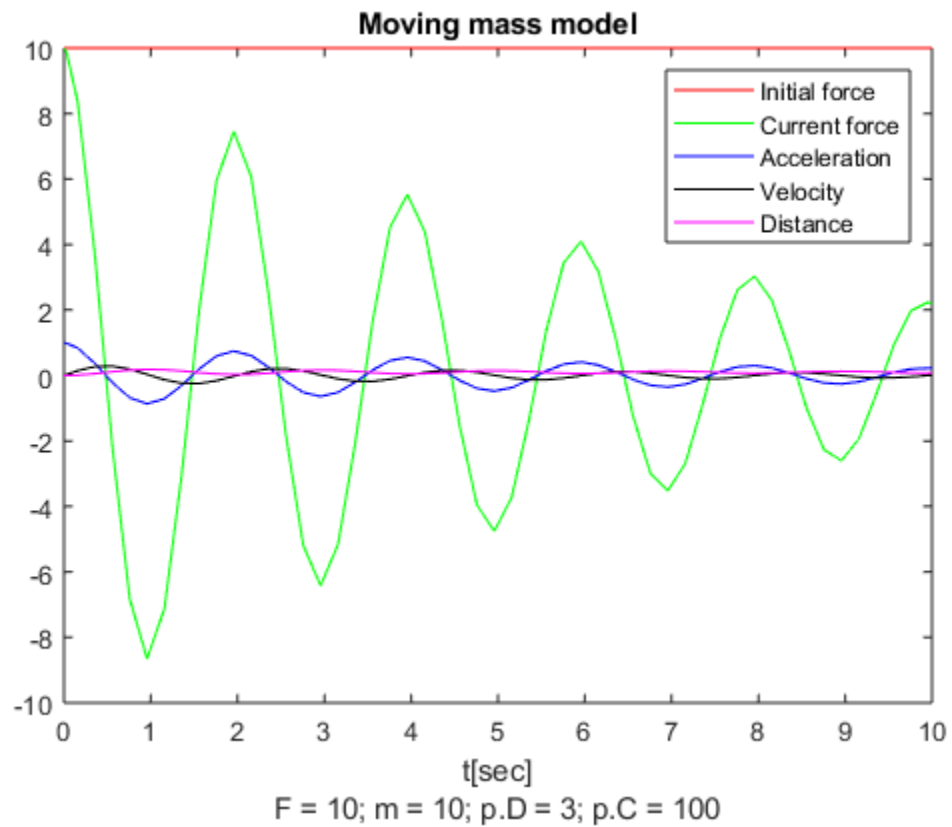
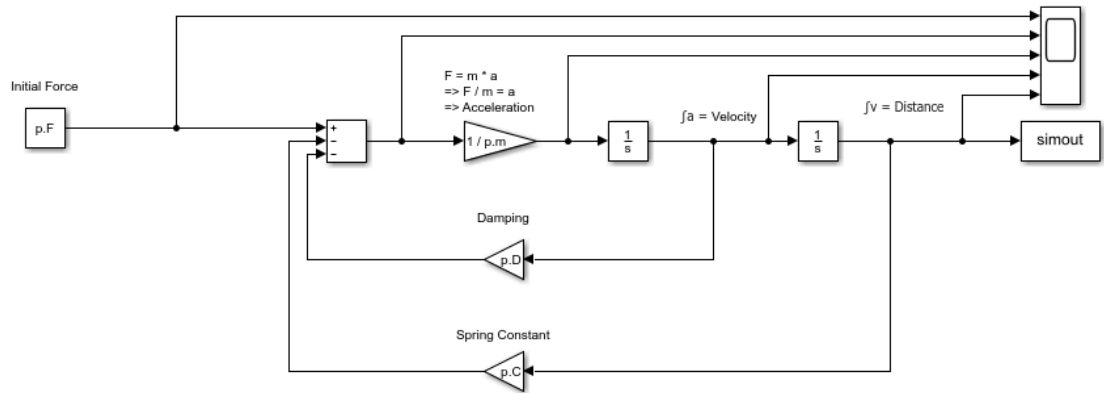
    y2 = scopeD;
    subplot(2,1,2)
    plot(y2.time, y2.signals(2).values,'b', ...
         y2.time, y2.signals(1).values,'r');

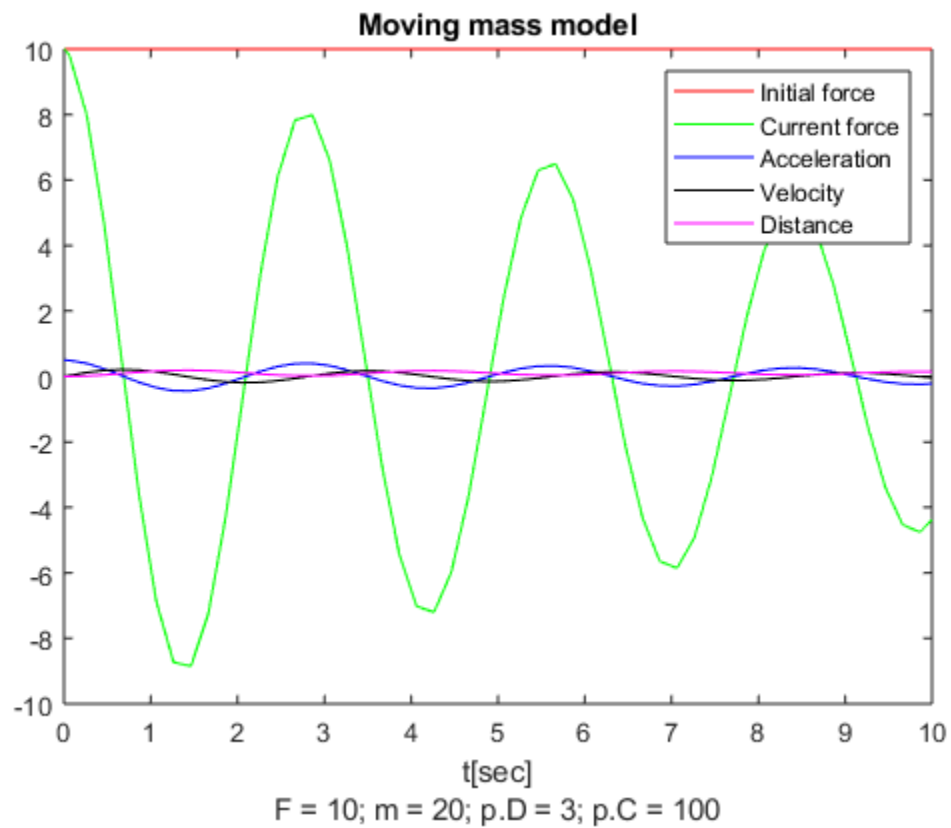
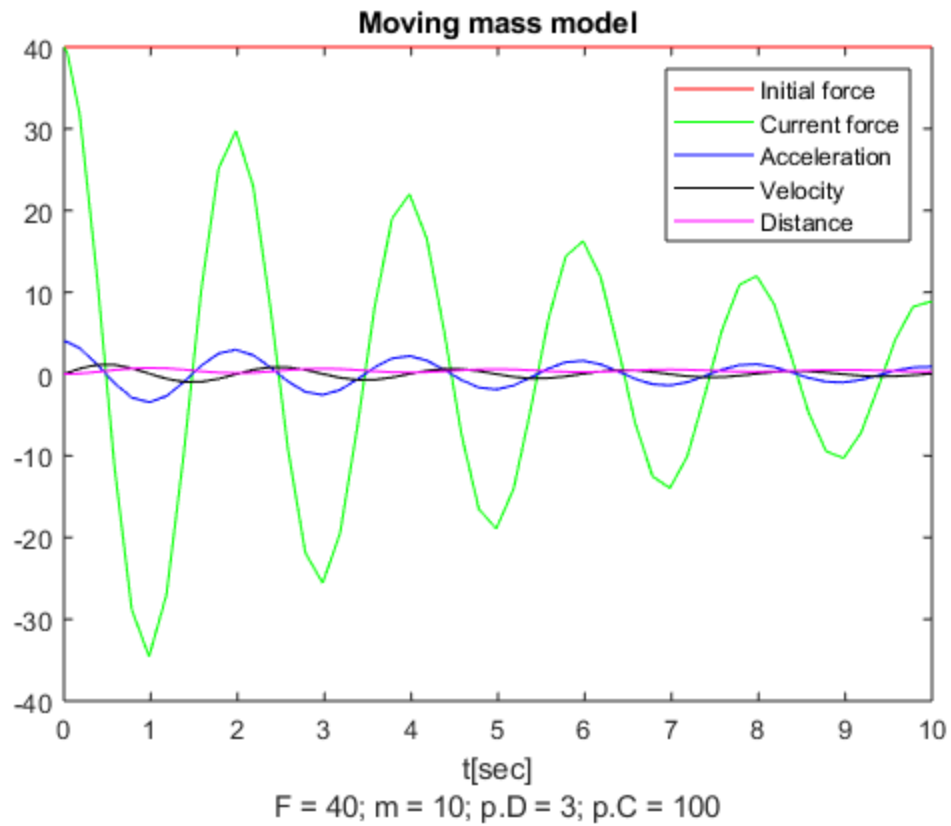
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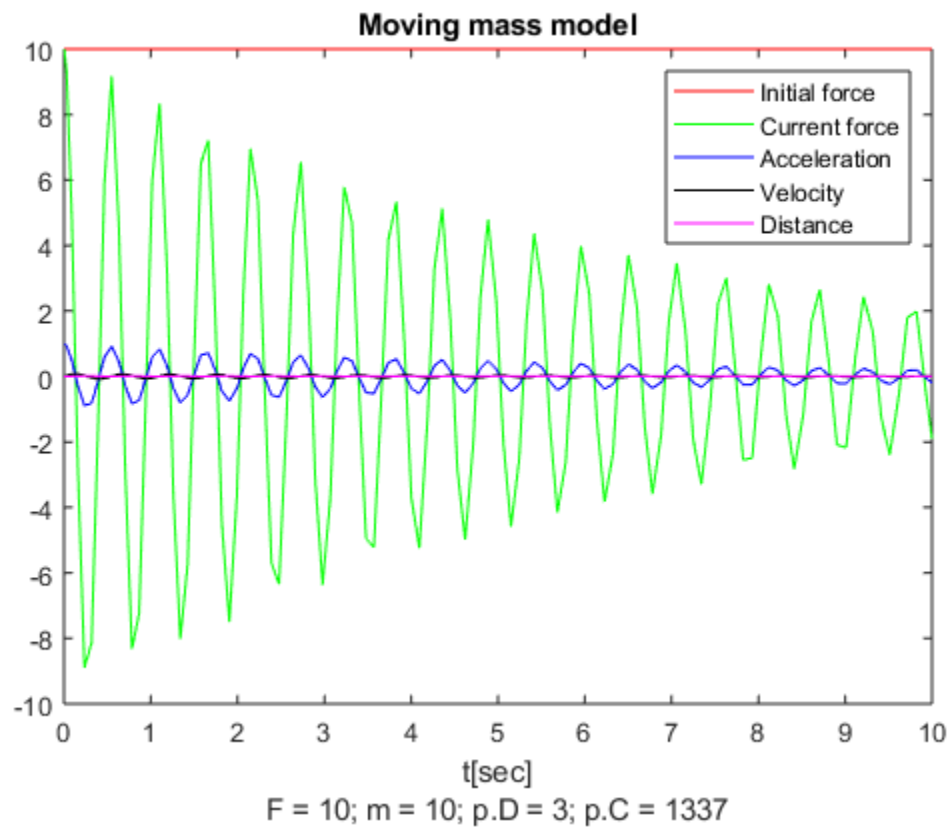
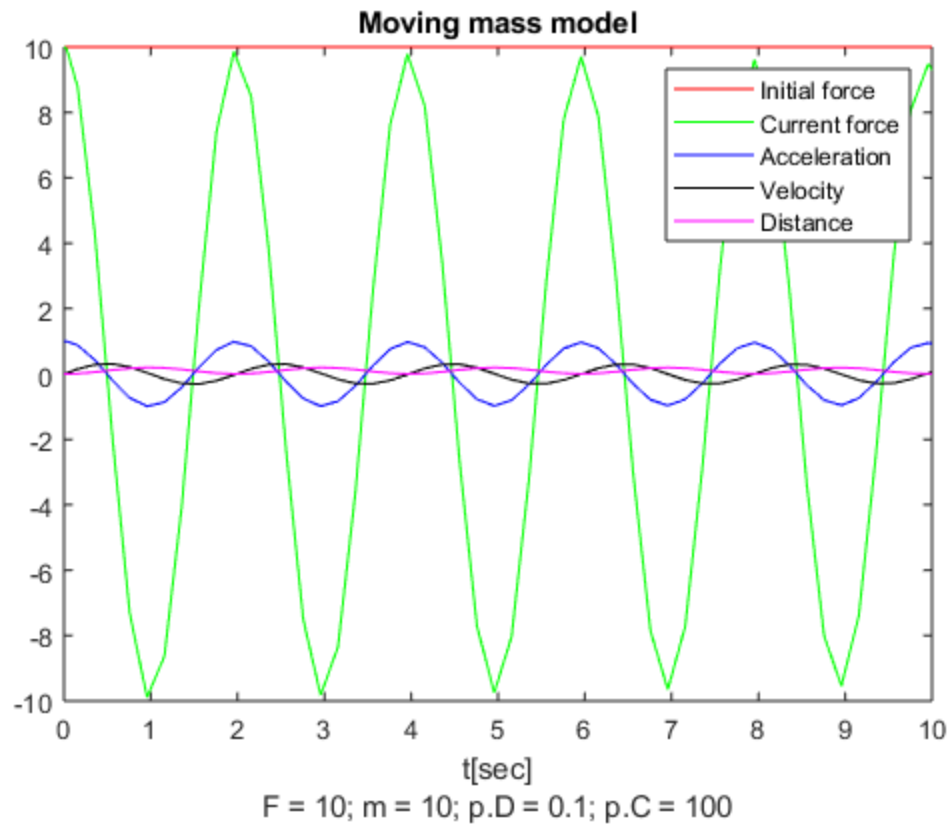
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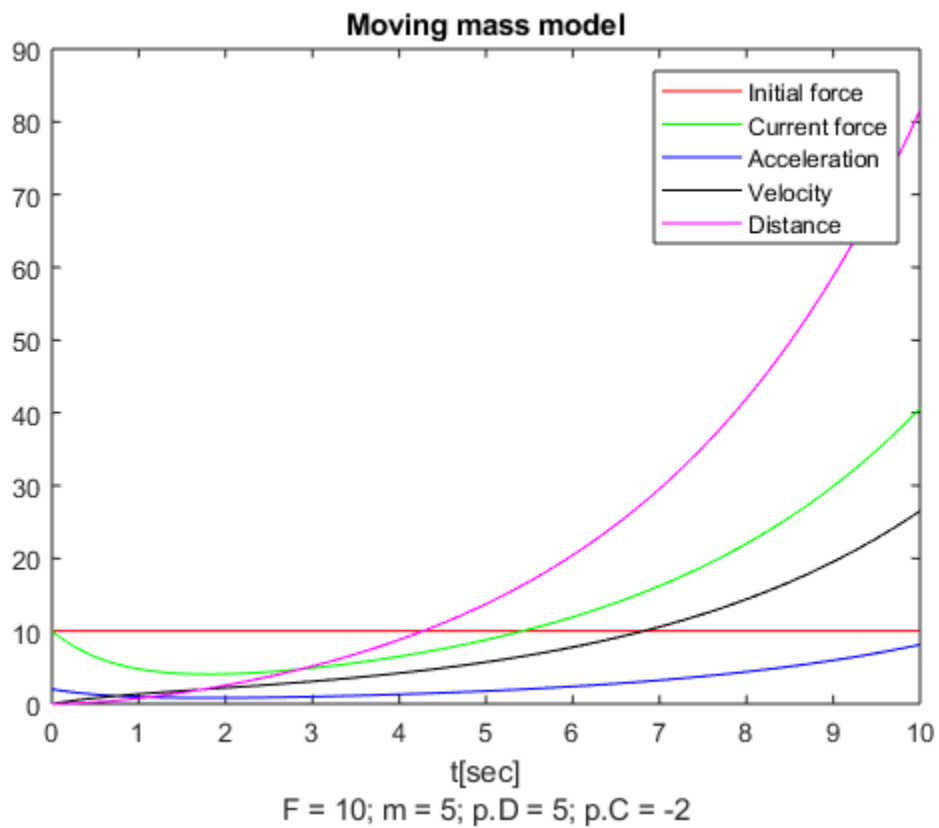
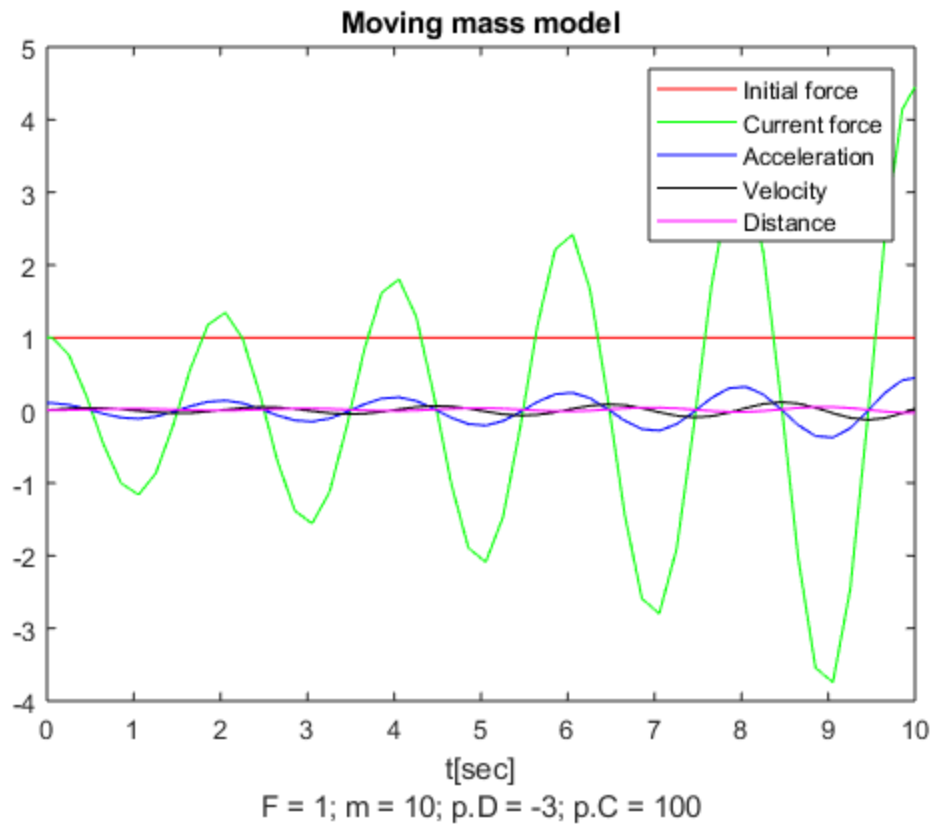
title(name + " - differential equation");
legend('K=5','T=4');
xlabel("t[sec]");
end

```









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