

---

```
clear all
clc
close all

a=1;
b=[1;2;3];
c=eye(3,3);
a
b
c
```

*a* =

*1*

*b* =

*1*

*2*

*3*

*c* =

*1      0      0*

*0      1      0*

*0      0      1*

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