

MATLAB WORKBOOK1

Instructions

- 1) You must turn in all MATLAB code that you write to solve the given problems using an “*m*” file script. Please do NOT copy and paste the code into a word processor.
- 2) When generating plots, make sure to create titles and to label the axes. Also, include a legend if multiple curves appear on the same plot.
- 3) Comment on MATLAB code that exceeds a few lines in length. You can include in-line comments to clarify complicated lines of code.

A. MATLAB Basics

1. Create a 6 x 1 vector ***s*** of zeros using the zeros command.
2. Create a row vector ***a*** from 325 to 405 with an interval of 20.
3. Use *sum* to find the sum ***s*** of vector ***a***'s elements.

B. Matrix and Vector Operations

1. Create the following two vectors and add them.

a =

5 3 1

b =

1 3 5

2. Now subtract them.
3. Perform element-by-element multiplication on them.
4. Perform element-by-element division on them.
5. Raise one of the vectors to the second power.
6. Create a 3 x 3 matrix and display the first row of and the second column on the screen.

C. Basic 1D Plot Commands

Plot projectile trajectories using equations for ideal projectile motion:

$$y(t) = y_0 - \frac{1}{2}gt^2 + (v_0 \sin \theta_0)t$$

$$x(t) = x_0 + (v_0 \cos \theta_0)t$$

where $y(t)$ is the vertical distance and $x(t)$ is the horizontal distance traveled by the projectile in meters, g is the acceleration due to Earth's gravity $g = 9.8 \text{ m/s}^2$ and t is time in seconds. Assume that the initial velocity of the projectile $v_0 = 10 \text{ m/s}$ and the projectile's launching angle $\theta_0 = \pi/6$ radians. The initial vertical and horizontal positions of the projectile are given by $y_0 = 0 \text{ m}$ and $x_0 = 0 \text{ m}$. Plot y vs. t and x vs. t in one figure but two separate subplots with the vector: $t = 0:0.1:10$ representing time in seconds. Give appropriate titles to the graphs and label the axes. Make sure the grid lines are visible.

D. Plotting Multiple Functions

1. Using the *plot* command for a single plot and the hold commands, plot $y = \text{atan}(x)$ and $y = \text{acot}(x)$ on the same graph for values of x defined by $x = -\pi/2:\pi/30:\pi/2$.
2. Using the *ezplot* command, plot $y = 3 \sin(2\pi x)$ for values of x such that $0 < x < 2 * \pi$.