Codigas MATLAB your TP4 real(x) imag (x) ales (x) angle (x) L1 = monm (x,1); L2= nonm (x,2); A2 Link = monom (x, Inf); E= L2 + L2; B2 num = ones (1,3)/3; Y3: filter (num, 1, x); ACX = x con (x,x); C1) CCxy = x con (x,y);