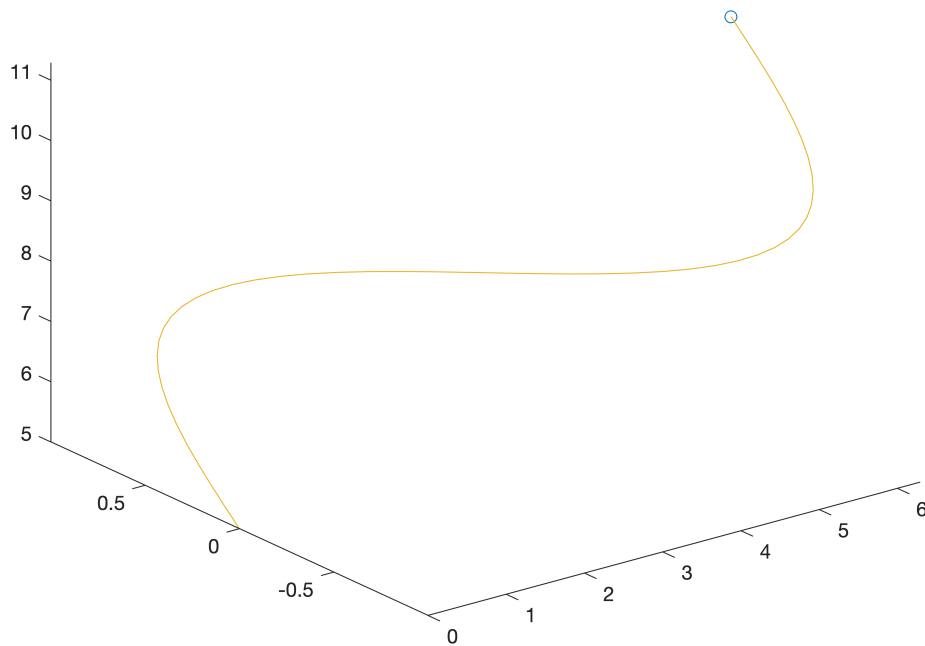
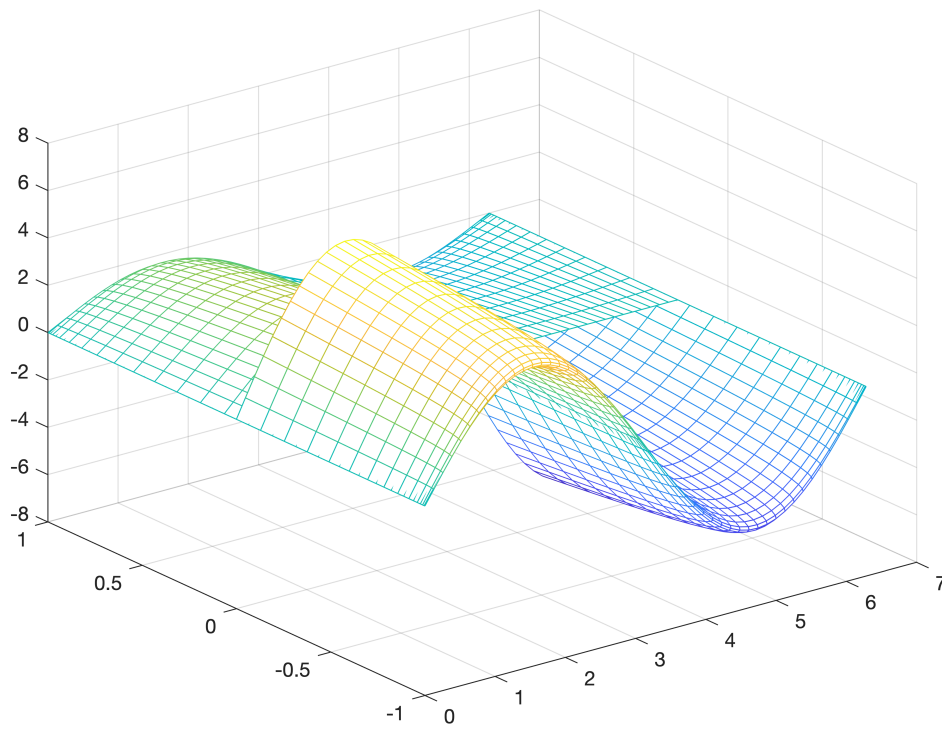


```
% 3D plot
clc
clear

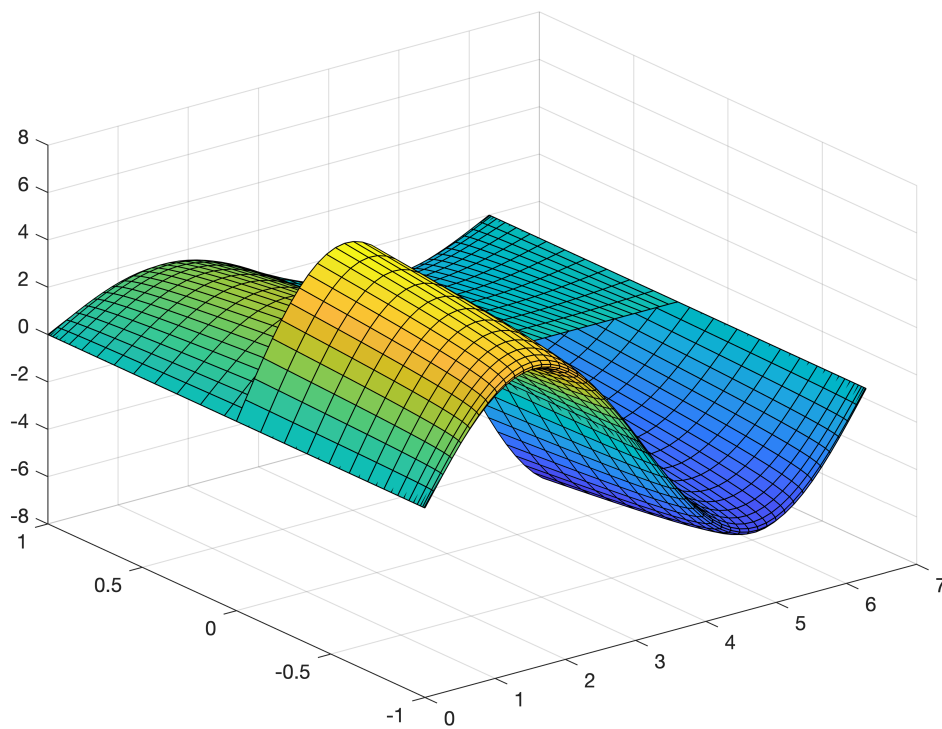
x = linspace(0, 2*pi, 50);
y = sin(x);
z = x + 5;
%plot3(x, y, z)
comet3(x, y, z)
```



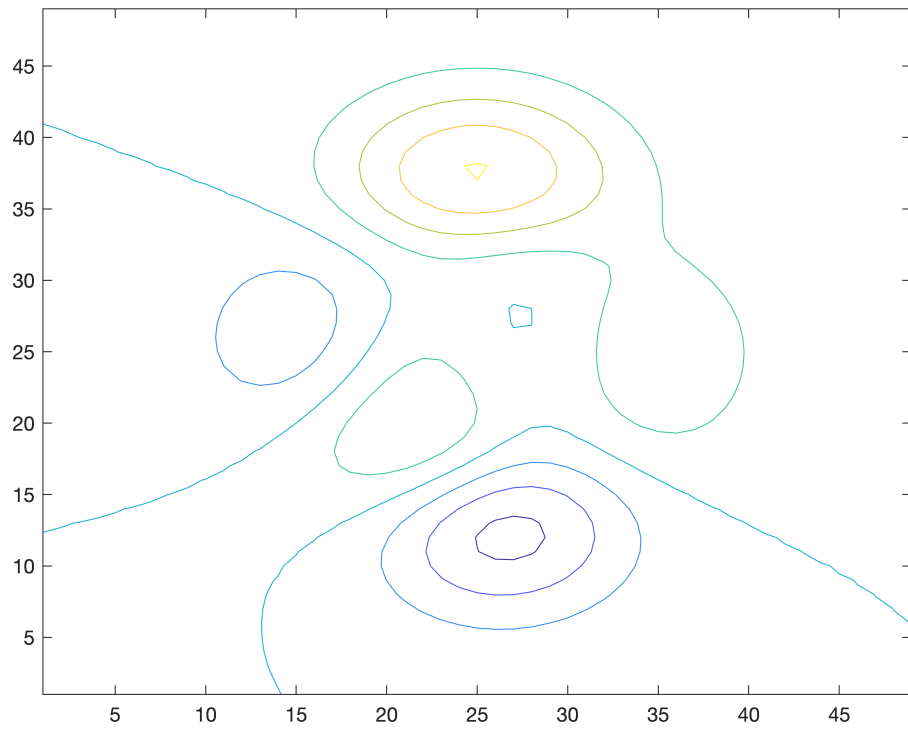
```
x = linspace(0, 2*pi, 50);
y = sin(x);
z = x' * y;
% 50x1 * 1x50 = 50x50
mesh(x, y, z)
```



```
surf(x, y, z) %same as mesh except its shaded in
```



contour(peaks)



surf(peaks)

