```
% Scott Wilcox
% ME 564 Matlab Introduction

clear all
close all
clc
```

## **Basic Operations**

-- similar to many basic programming languages (C, etc.)

```
ans = 4

2*2
ans = 4

2/2
ans = 1

2-2*7  % Order of operations matters
ans = -12

(2-2)*7
ans = 0

% Assign variables using '='
a=2+2;
```

# Loops

```
count=0; % Initialize the variable "count"
% Add all the numbers 1-10
for ii=1:10
    count=ii+count;
end

counter=count; % Assign count to counter

% Subtract numbers until count is not greater than 10
while counter >10
    counter=counter-1;
end
```

#### **Create a vector**

### **Create a Matrix**

```
A_Matrix=[1 2 3 4
5 6 7 8]

A_Matrix = 2×4
1 2 3 4
5 6 7 8

% Matrices are like stacks of vectors so [] zeros, ones, eye.. all work to % create matrices as well.
```

## **Operations on Vectors/Matrices**

```
ans = 2x1
   30
   70

% dimension to be multiplied together
% The ' operator takes the transpose (NxM to MxN)

A_Matrix.^2  % The "." takes the following operator ( in this case

ans = 2x4
   1   4   9   16
   25   36   49   64
```

A\_Matrix\*A\_Vector' % matrices and vectors have to have one matching

# Create a function in Matlab

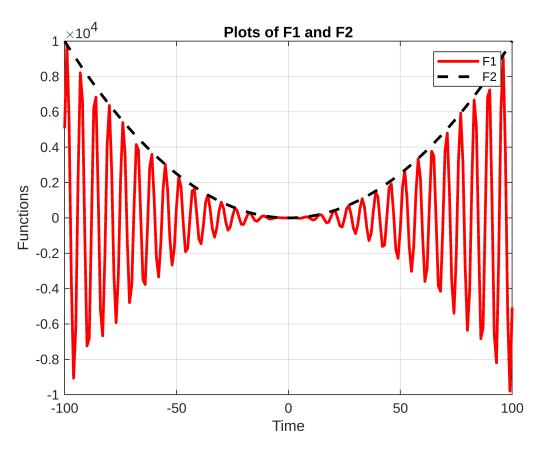
% of A\_Matrix are now squared.

Time, and fuctions of time f(t) are represented by vectors

% the ^) and performs the operation on all the terms
% This is the "element-wise" operation -- All elements

```
the_time=-100:1:100; % The ":" operator takes elements from -100 to 100 in % steps of 1 (-100, -99, -98..., 0, ..., 99, 100)
```

```
F1=(the_time.^2).*sin(the_time); % t^2*sin(t)
F2=(the time.^2);
                                 % t^2
% Plotting
figure(40)
plot(the_time,F1,'r-','Linewidth',2) % Plots F1(t) in a red solid line
hold on % Holds everything on the current plot to add more later
plot(the_time,F2,'k--','Linewidth',2) % Plots F2(t) in a black dashed line
xlabel('Time')
                               % Adds the label "time" to the x-axis
                              % Adds the label "functions" to the y-axis
ylabel('Functions')
                             % Creates a legend with entries "F1", "F2"
legend('F1','F2')
grid on
                               % Turns on the grid lines
title('Plots of F1 and F2') % Gives the plot a title
```



## **Linear System Solving (2 equations + 2 unknowns)**

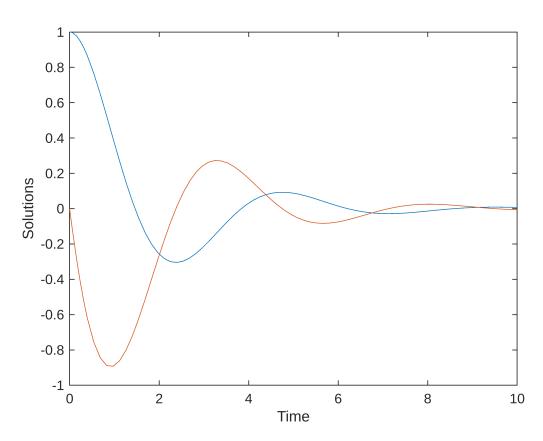
```
% z + 2y = 1

% 4z + 5y = 1

A=[12;45]
```

```
A = 2 \times 2
     1
           2
     4
b=[1;1]
b = 2 \times 1
     1
     1
x=A\b % The "\" command will solve Ax=b for x given A and b
x = 2 \times 1
    -1
     1
% Even for very large system
AA=randn(100,100);
bb=randn(100,1);
xx=AA\bb
xx = 100 \times 1
   0.4980
    0.3609
   0.0032
   0.7538
   -1.1818
   -0.1171
   0.1231
   0.6710
   0.8301
   -0.1907
```

## **Ordinary Differential Equations (ODE)**



```
legend('Position','Velocity')
```

Warning: 'Position' interpreted as a legend property name. To include a label with the same name as a legend property, specify the labels using a cell array or string array.

Error using legend

Error setting property 'Position' of class 'Legend':

Value must be numeric and finite

```
title('Position and Velocity')

figure()
plot(T_out,Y_out(:,1)) % The ":" here takes all elements in the rows
% associated with the first column
xlabel('Time')
ylabel('Solutions')
legend('Position')
title('Just Position')
```

## Animate your plots (if time)

```
figure()
% figure('Renderer','zbuffer');
plot(T_out,Y_out(:,1));
axis([0 10 -1.5 1.5]);
set(gca,'NextPlot','replaceChildren');
for j = 1:length(T_out)
    plot(T_out(1:j),Y_out(1:j,1))
```

```
F(j) = getframe;
end
movie(F,1)
```