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# Laboratorijas darbs #3

Merījumu datu apstrade

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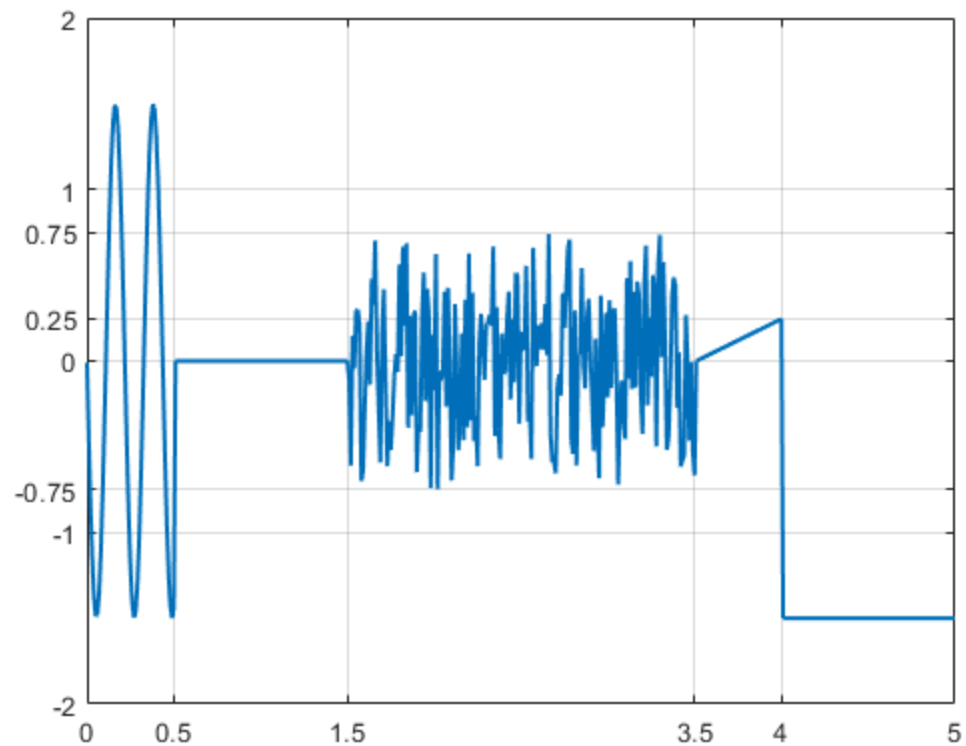
REBCO3

```
function y = lab3(t)

if nargin == 0
    t = 0:0.01:5;
end
% t_cos = 0:0.01:0.5;
t_cosf = (t>=0)&(t<=0.5); t_cos = t(t_cosf);
% t_zero = 0.5:0.01:1.5;
t_zerof = (t>=0.5)&(t<1.5); t_zero = t(t_zerof);
% t_noise = 1.5:0.01:3.5;
t_noisef = (t>=1.5)&(t<3.5); t_noise = t(t_noisef);
% t_saw = 3.5:0.01:4;
t_sawf = (t>=3.5)&(t<4); t_saw = t(t_sawf);
% t_const = 4:0.01:5;
t_constf = (t>=4)&(t<5); t_const = t(t_constf);
% Cosinusoida
A0=0; A=1.5; T=(0.5-0)/2.2915; f=1/T;
delay = 3;
y_cos=A0+A*cos(2*pi*f*(t_cos-delay));
% Nulles signals
y_zero = 0+zeros(size(t_zero));
%Troksna signals
y_noise = 1.5*rand(size(t_noise))-0.75;
%Lineari mainiga funkcija
yA=0; yB=0.25; tA=3.5; tB=4;
k=(yA-yB)/(tA-tB); delay=3.5;
y_saw=k*(t_saw-delay);
% Konstantes signals
y_const = -1.5+zeros(size(t_const));
% /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\
y = [y_cos,y_zero,y_noise,y_saw,y_const];
if narginout == 0
    plot(t,y,'LineWidth',1.5)
    axis([0 5 -2 2])
    xticks([0 0.5 1.5 3.5 4 5])
    yticks([-2 -1 -0.75 0 0.25 0.75 1 2])
    grid on
    y = [];
end

ans =

[]
```



## Secinājumi

Iemācījos izmantojot funkciju `zimet` signalu.

Iemācījos veidot atseviskus ciparus pa X un Y asi un mainīt funkcijas līnijas krāsu un biezumu.

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