>> clear
load ('ExampleData.mat'); % Import the data file that includes Position and Acceleration details.
lat- Position.latitude; % Obtain the latitude (north-south location) from the Position.
lon-Position.longitude; % Obtain the longitude (east-west location) from the Position.
positionDatetime-Position.Timestamp; % Obtain the timestamp (date and time) for the position data.

Xacc Acceleration.X; % Get the acceleration along the X-axis
Yacc = Acceleration.Y, % Get the acceleration along the Y-axis
Zacc - Acceleration.Z; % Get the acceleration along the Z-axis
accelDatetime-Acceleration.Timestamp;

◦ We use the following to obtain linear time data in seconds from a datetime array
positionTime-timeElapsed (positionDatetime); % Transform position timestamps into the total elapsed time in seconds.
accelTime-timeElapsed (accelDatetime); % Transform acceleration timestamps into elapsed time measured in seconds.