

Note: No loop unless noted otherwise. Use only functions mentioned in the class so far, unless noted otherwise.

### Part 1: Assigning Values to the Diagonal Elements of a Square Matrix

Make  $n \times n$  diagonal matrices ( $n$  given in a variable) whose diagonal values are 1 to  $n$ . Hint: First determine the linear indices of the diagonal elements, and then assign  $1:n$  to them. Example for  $n=5$ :

```
1 0 0 0 0
0 2 0 0 0
0 0 3 0 0
0 0 0 4 0
0 0 0 0 5
```

### Part 2: Draw a filled circle

1. Make a square matrix  $A$  of size  $n \times n$ . Make  $n$  an odd number.
2. Compute the "distances" of all the elements to the center element. Store these in a "distance matrix"  $D$ , also of size  $n \times n$ . For this purpose, create two arrays representing the  $x$  and  $y$  "coordinates" of all the elements; these two arrays also have the size  $n \times n$ . You can use `repmat` to create these two arrays conveniently.
3. For a given radius  $r$  ( $r > 0$ ;  $r$  can be a floating-point number), set  $A(ii, jj)$  to 1 if  $D(ii, jj) < r$ , and 0 otherwise. Example below for  $n=7$  and  $r=2.5$ :

```
0 0 0 0 0 0 0
0 0 1 1 1 0 0
0 1 1 1 1 1 0
0 1 1 1 1 1 0
0 1 1 1 1 1 0
0 0 1 1 1 0 0
0 0 0 0 0 0 0
```

4. [Optional] Try to utilize `fprintf` to print a more compact version, like the example below. You can use one level of loop. Better yet, you can apply `repmat` to the format string of `fprintf` and print out the whole thing without using any loop.

```
0000000
0011100
0111110
0111110
0111110
0011100
0000000
```

### Part 3: Pascal Triangle

Note: You can use one level of loop.

For a given integer  $n > 0$ , print out the Pascal triangle with  $n$  levels. Example for  $n=5$ :

```
1
1 1
1 2 1
1 3 3 1
1 4 6 4 1
```

Store the values of each level in a vector, which can be computed and printed in one statement.