

```
mat0 = [1 2 3; 4 5 6; 7 8 9];
```

```
v1 = max(mat0, [], 1);
```

```
v2 = max(mat0, [], 2);
```

```
v3 = max(mat0, [], 'all');
```

```
s = v1(1) + v2(1) + v3(1);
```

mat0

1	2	3
4	5	6
7	8	9



## M05-Q1: What is a value finally assigned to s ?

```
mat0 = [1 2 3; 4 5 6; 7 8 9];  
  
v1 = max(mat0, [], 1);  
v2 = max(mat0, [], 2);  
v3 = max(mat0, [], 'all');  
  
s = v1(1) + v2(1) + v3(1);
```

	<b>1</b>	<b>2</b>	<b>3</b>
mat0	<b>4</b>	<b>5</b>	<b>6</b>
	<b>7</b>	<b>8</b>	<b>9</b>



```
vec0 = zeros(2,1);  
mat0 = [1 1; 2 2];  
  
mat1 = [mat0 vec0]  
mat2 = cat(2, mat0, vec0)  
mat3 = [vec0+1 vec0+2 vec0]  
mat4 = flip([vec0 mat0], 2)
```

mat0

<b>1</b>	<b>1</b>
<b>2</b>	<b>2</b>



## M05-Q2: Which of a matrix has a different value compared to the other three?

```
vec0 = zeros(2,1);  
mat0 = [1 1; 2 2];  
  
mat1 = [mat0 vec0]  
mat2 = cat(2, mat0, vec0)  
mat3 = [vec0+1 vec0+2 vec0]  
mat4 = flip([vec0 mat0], 2)
```

mat0

<b>1</b>	<b>1</b>
<b>2</b>	<b>2</b>



```
vec = [1 2 3 4 5 6 7 8 9];
```

```
rem_vec = rem(vec, 2);
```

```
val = sum(rem_vec);
```



### M05-Q3: Which of the best describe the following script?

```
vec = [1 2 3 4 5 6 7 8 9];
```

```
rem_vec = rem(vec, 2);
```

```
val = sum(rem_vec);
```

```
mat0 = [1 2 3; 4 5 6; 7 8 9];  
  
vec1 = sum(mat0)  
vec2 = [];  
vec3 = [];  
for ii=1:3  
    vec2 = [vec2 sum(mat0(:,ii))];  
    vec3 = [vec3 sum(mat0(:,ii), 'all')];  
end  
vec4 = sum(mat0, 2)'
```



## M05-Q4: Which of a vector has a different value compared to the other three?

```
mat0 = [1 2 3; 4 5 6; 7 8 9];

vec1 = sum(mat0)
vec2 = [];
vec3 = [];
for ii=1:3
    vec2 = [vec2 sum(mat0(:,ii))];
    vec3 = [vec3 sum(mat0(:,ii), 'all')];
end
vec4 = sum(mat0, 2)'
```



```
vec1 = [-1.2 6.3 7.5 -3.8]
vec2 = vec1-fix(vec1);

vec3 = abs(vec2)
[~, loc] = max(vec3)
val = vec1(loc);
```

**fix (x)**

Truncates **x** to the nearest integer toward zero.



## M05-Q5: What is a value finally assigned to *val* ?

```
vec1 = [-1.2 6.3 7.5 -3.8]
vec2 = vec1-fix(vec1);

vec3 = abs(vec2)
[~, loc] = max(vec3)
val = vec1(loc);
```

**fix (x)**

Truncates **x** to the nearest integer toward zero.

```
vec = [2 1 5 7 4 -2 3 -9 4 -1];  
  
n_v = numel(vec);  
  
val = vec(1);  
  
for ii=2:n_v  
    if (vec(ii) < val) && (vec(ii) > 0)  
        val = vec(ii);  
    end  
end
```



## M05-Q6: What is a value finally assigned to *val*?

```
vec = [2 1 5 7 4 -2 3 -9 4 -1];  
  
n_v = numel(vec);  
  
val = vec(1);  
  
for ii=2:n_v  
    if (vec(ii) < val) && (vec(ii) > 0)  
        val = vec(ii);  
    end  
end
```