

//Name:

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//Batch: B3

//Roll No: 81

Start-up execution:

loading initial environment

Practical no - 1

-->//Creating 1D matrix

-->a=[1 2 3]

a =

1. 2.

3.

-->//Creating 2D matrix

-->b=[1 2;3 4;5 6]

b =

1. 2.

3. 4.

5. 6.

-->//Creating empty matrix

-->a=[]

a =

[]

-->//Creating identity matrix

-->f=eye(3,3)

f =

1. 0. 0.

0. 1. 0.

0. 0. 1.

-->//Creating diagonal matrix

-->m=diag([1,2,3])

m =

1. 0. 0.

0. 2. 0.

0. 0. 3.

-->//String as elements of array

-->x=['hello';'test']

x =

!hello !

! !

!test !

-->//Creating matrix having all elements as 0 and 1

-->w=zeros(3,3)

w =

0. 0. 0.

0. 0. 0.

0. 0. 0.

-->k=ones(2,3)

k =

1. 1. 1.

1. 1. 1.