```
clear; clc;
a=4/pi;
index=1;
for t=.1:.1:5;
   for k=1:10
      y(k)=(-1).^k/(2*k+1)*cos(10*pi*(2*k+1)*t);
   end;
   z(index)=a*sum(y);
   index=index+1;
end;
t1=1:50;
scatter(t1,z);
    0.2
    0.15
     0.1
    0.05
      0
   -0.05
    -0.1
   -0.15
    -0.2
```

Published with MATLAB® R2015a

5

10

15

20

25

-0.25 <sup>L</sup>

35

40

45

50

30