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matlab.ui.control.NumericEditField
                                                                                                                                                                                                                                                                                                                                                                                                                                                         matlab.ui.control.NumericEditField
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      SeparationDistanceEditFieldLabel matlab.ui.control.Label
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       SeparationParameterListBoxLabel matlab.ui.control.Label
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                                                              matlab.ui.Figure
classdef GUI_V1_2_exported < matlab.apps.AppBase</pre>
                                % Properties that correspond to app components
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Button pushed function: IdealPlotButton
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      % Callbacks that handle component events
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ElevationdegLimits90EditField
                                                                                                                                                                                                                                                                                                                                                                                                                                                         AzimuthdegLimits90EditField
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                                                properties (Access = public)
                                                                                                                                                                                                                                                                                                                                                                                                                                         AzimuthdegLimits90Label
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     methods (Access = private)
                                                                                                                                                                                                                                                                                                                                                                                                                          FrequencyHzEditField
                                                                                                                                                                                                                                                                                                                                                                                        ActualPlotButton
                                                                                                                                                                                                                                                                                                                                                                                                          FrequencyHzLabel
                                                                                                                                                                                                                                                                                                                                                                          IdealPlotButton
                                                                                                                                                                                                                                                                                                          H8SwitchLabel
                                                                             H1SwitchLabel
                                                                                                             H2SwitchLabel
                                                                                                                                              H3SwitchLabel
                                                                                                                                                                             H4SwitchLabel
                                                                                                                                                                                                             H5SwitchLabel
                                                                                                                                                                                                                                            H6SwitchLabel
                                                                                                                                                                                                                                                                           H7SwitchLabel
                                                                                                                                                                                                                                                                                                                                           H9SwitchLabel
                                                              UIFigure
                                                                                                                              H2Switch
                                                                                                                                                                                                                                                                                                                                                          H9Switch
                                                                                                                                                                                                                            H5Switch
                                                                                                                                                                                                                                                          H6Switch
                                                                                                                                                                                                                                                                                                                          H8Switch
                                                                                             H1Switch
                                                                                                                                                             H3Switch
                                                                                                                                                                                            H4Switch
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        end
^
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.\* SPX;  $\Box$ Ö O \$ The multiplication factor (.\*) for lambda units to meter conversion % Specify Separation in Wavelengths (1.5) or Metres (1) El = app.ElevationdegLimits90EditField.Value; % Assign Frequency and Propagation Speed Frequency = app.FrequencyHzEditField.Value; SD = app.SeparationDistanceEditField.Value; Az = app.AzimuthdegLimits90EditField.Value; SP = app.SeparationParameterListBox.Value; % Assign Phase shift quantization bits function IdealPlotButtonPushed(app, event) % Create an isotropic hydrophone Elem = phased.IsotropicHydrophone; % Specify Separation Distance (SD) % Create arbitrary geometry array Array = phased.ConformalArray(); % Assign Steering Angles (Az;El) Elem.VoltageSensitivity = -120; % Assign Elevation Variation % Assign Azimuth Variation SteeringAngles = [Az;El]; PropagationSpeed = 1500; PhaseShiftBits = 0; SP == 1 SPX = 1.5;a = 1; b = 1 + SD; c = 1 + (2 \* SD);SPX = 1;Array.Taper = 1; SP == 2 elseif if end 

```
'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                            w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                              pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                         SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                   figure('Name','Ideal Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                          w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                                                             format = 'polar';
figure('Name','Ideal Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Az = app.AzimuthdegLimits90EditField.Value;
El = app.ElevationdegLimits90EditField.Value;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Frequency = app.FrequencyHzEditField.Value;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        = app.SeparationParameterListBox.Value;
                                                                                                                                                   'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   function ActualPlotButtonPushed(app, event)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  % Button pushed function: ActualPlotButton
                                                                                                                                   viewArray(Array,'ShowNormal',true,...
               Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                         for idx = 1:length(Frequency)
                                                                                                                                                                                        % Calculate Steering Weights
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        SteeringAngles = [Az;El];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     PropagationSpeed = 1500;
Elem.BackBaffled = true;
                                                                  % Create Ideal Figures
                                                                                                   % Plot Array Geometry
                                   Array.Element = Elem;
                                                                                                                                                                                                                         Freq3D = Frequency;
                                                                                                                                                                                                                                         % Find the weights
                                                                                                                                                                                                                                                                                                                                                                               % Plot 3d graph
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          SP
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.* SPX;
                                                                                                                                                                                                                                                                                                                                                                                              ပ
ပ
                                                                                                                                                                                                                                                                                                                                if (strcmp (H1, 'Off')) && (strcmp (H2, 'On')) && (strcmp (H3, 'On')) ...  
&& (strcmp (H4, 'On')) && (strcmp (H5, 'On')) && (strcmp (H6, 'On')) ...  
&& (strcmp (H7, 'On')) && (strcmp (H8, 'On')) && (strcmp (H9, 'On'))
                                                                                                                                                                                                                                                                                                                                                                                  Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0 0 0; b c a b c a b c; a a b b c Array.ElementNormal = [0 0 0 0 0 0; 0 0 0 0 0 0];
                                                                          SD = app.SeparationDistanceEditField.Value;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Elem.BackBaffled = true;
Elem.FrequencyRange = [0 Frequency];
Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                             Elem.VoltageSensitivity = -120;
                                                                                                                                                                          H1 = app.H1Switch.Value;
H2 = app.H2Switch.Value;
H3 = app.H3Switch.Value;
H4 = app.H4Switch.Value;
H5 = app.H5Switch.Value;
H6 = app.H5Switch.Value;
H7 = app.H7Switch.Value;
H8 = app.H8Switch.Value;
H9 = app.H8Switch.Value;
                                                                                                                                                     PhaseShiftBits = 0;
                                                                                                                           c = 1 + (2 * SD);
                                                                                                                                                                                                                                                                                                                                                                                                                        Array.Taper = 1;
                                                                                                   a = 1;

b = 1 + SD;
                                                  end
                                                                                                                                                                                                                                                                                                         H1 OFF
                                                                                                                                                                                                                                                                                                          0/0
```

SPX = 1.5;

SP == 1

if

SPX = 1;

SP == 2

elseif

```
'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 .* SPX;
                                                                                                                                                                                                                                                                                                                                                                                                                                                w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        elseif (strcmp (H1, 'On')) && (strcmp (H2, 'Off')) && (strcmp (H3, 'On')) && (strcmp (H4, 'On')) && (strcmp (H5, 'On')) && (strcmp (H6, 'On')) ... && (strcmp (H7, 'On')) && (strcmp (H8, 'On')) && (strcmp (H9, 'On')) && (strcmp (H9, 'On')) && (strcmp (H9, 'On')) && (strcmp (H8, 'On')) && (strcmp (H
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 บ
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0 0 0;acabcabcababarray.ElementNormal = [0 0 0 0 0 0 0;00 0 0 0 0 0];
                                                                                                                                                                                                                                                                                                SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         figure('Name','Actual Array Geometry','NumberTitle','off');
figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                       w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  w = zeros(getNumElements(Array), length(Frequency));
                                                                                             'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            'ShowTaper', false, 'ShowIndex', 'None');
                                       viewArray(Array,'ShowNormal',true,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      viewArray(Array,'ShowNormal',true,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                                                       for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Array.Element = Elem;
                                                                                                                                                                                                Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Array.Taper = 1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              H2 OFF
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                0/0
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'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1)); for idx = 1:length(Frequency)
'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                              .* SPX;
                                            w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                         elseif (strcmp (H1, 'On')) && (strcmp (H2, 'On')) && (strcmp (H3, 'Off')) && (strcmp (H4, 'On')) && (strcmp (H5, 'On')) && (strcmp (H6, 'On')) ... && (strcmp (H7, 'On')) && (strcmp (H8, 'On')) && (strcmp (H9, 'On'))
                                                                                                                                                                                                                                                                                                                                                                                              ດ
ດ
                                                                                                                                                        pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                                                                                                                    Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0 0 0; a b a b c a b c; a a b b c Array.ElementNormal = [0 0 0 0 0 0; 0 0 0 0 0 0 0];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    SteerVector = phased.SteeringVector('SensorArray', Array....
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                     figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    viewArray (Array, 'ShowNormal', true, ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Elem.VoltageSensitivity = -120;
                 for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            format = 'polar';
                                                                                                               format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                           Array. Taper = 1;
                                                                                                                                                                                                                               H3 OFF
                                                                                                                                                                                                                              216 % 217
                                                               209
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                   207
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                                                                                                                                                                                                                                                                                                                                                                   222
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```
'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            SPX;
                                                                                                                                                                                                                                                             elseif (strcmp (H1, 'On')) && (strcmp (H2, 'On')) && (strcmp (H3, 'On')) ... && (strcmp (H4, 'Off')) && (strcmp (H5, 'On')) && (strcmp (H6, 'On')) ... && (strcmp (H7, 'On')) && (strcmp (H9, 'On')) && (strcm
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     elseif (strcmp (H1, 'On')) & (strcmp (H2, 'On')) & (strcmp (H3, 'On')) ... & (strcmp (H4, 'On')) & (strcmp (H5, 'Off')) & (strcmp (H6, 'On')) ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            \overline{\mathbf{c}}
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Ö
                                           'Type', 'directivity', 'CoordinateSystem', format, 'weights', w(:,1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed'...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Array.ElementPosition = [0 0 0 0 0 0 0 0;abcbcabcabc;aaabbcArray.ElementNormal = [0 0 0 0 0 0 0;0 0 0 0 0 0 0 0];
pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          viewArray (Array, 'ShowNormal', true, ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Array = phased.ConformalArray();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Array.Taper = 1;
                                                                                                                                                                H4 OFF
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     H5 OFF
                                                                                                                                          250 % 1
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                                                                                                                                                                                                                                                                                                                    253
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        276
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   282
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          283
                                                                                                                                                                                                           251
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           261
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SteerVector = phased.SteeringVector('SensorArray', Array....
'PropagationSpeed', PropagationSpeed', 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               SPX;
                                                            .* SPX;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            *.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        elseif (strcmp (H1, 'On')) && (strcmp (H2, 'On')) && (strcmp (H3, 'On')) ... && (strcmp (H4, 'On')) && (strcmp (H5, 'On')) && (strcmp (H6, 'Off')) ... && (strcmp (H7, 'On')) && (strcmp (H8, 'On')) && (strcmp (H9, 'On'))
                                                                                                                                                                                                                                                                                                                                                                                                                                                  w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0 0;abcababababccc]
                                                            []
                                                            Ö
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed'...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                            Ö
(('no'
                                                           Д
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&& (strcmp (H7, 'On')) && (strcmp (H8, 'On')) && (strcmp (H9,
                                                         0 0 0; a b c a c a b c; a a 0 0; 0 0 0 0 0 0 0 0 0];
                                                                                                                                                                                                                                                                  figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Array.ElementNormal = [0 0 0 0 0 0 0;0 0 0 0 0 0 0];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                     w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                          'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                   viewArray (Array, 'ShowNormal', true, ...
                                                                                                                                                                                                     Elem.FrequencyRange = [0 Frequency];
                                                           0 0
                                                                                                                                            Elem = phased.IsotropicHydrophone
                                      Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0
Array.ElementNormal = [0 0 0 0
                                                                                                                                                             Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                                                                                              for idx = 1:length(Frequency)
                                                                                                                                                                               Elem.BackBaffled = true;
                                                                             Array.ElementNormal =
                                                                                                                                                                                                                       Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                               Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Array. Taper = 1;
                                                                                                  Array. Taper = 1;
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'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        . * SPX;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          elseif (strcmp (H1, 'On')) && (strcmp (H2, 'On')) && (strcmp (H3, 'On')) ... && (strcmp (H4, 'On')) && (strcmp (H6, 'On')) ... && (strcmp (H7, 'Off')) && (strcmp (H8, 'On')) && (strcmp (H9, 'On')) ...
                                                                                                                                                                                                                                                                                                                                     w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0 0; a b c a b c b c; a a a b b b c c]
Array.ElementNormal = [0 0 0 0 0 0; 0 0 0 0 0 0];
                                                                                                                                                                                                                                                                                                                                                                                                                                            pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                 figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                        figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                               w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                             'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                       viewArray (Array, 'ShowNormal', true, ...
                                                                  Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Elem.FrequencyRange = [0 Frequency];
 Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Elem = phased.IsotropicHydrophone
                     Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                             for idx = 1:length(Frequency)
                                            Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Elem.BackBaffled = true;
                                                                                     Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Array.Element = Elem;
                                                                                                                                                                                                                        Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                      format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Array. Taper = 1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 H7 OFF
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'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                        'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               . * SPX;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               elseif (strcmp (H1, 'On')) & (strcmp (H2, 'On')) & (strcmp (H3, 'On')) ... & (strcmp (H4, 'On')) & (strcmp (H5, 'On')) & (strcmp (H6, 'On')) ... & (strcmp (H7, 'On')) & (strcmp (H8, 'Off')) & (strcmp (H9, 'On')) & (strcmp (H9, 'On')) & (strcmp (H9, 'On')) & (strcmp (H8, 'Off')) & (strcmp (H8, 'Of
                                                                                                                                                                                                                                                                                                                                                                                                          w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Ü
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                 SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                     w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 w = zeros(getNumElements(Array), length(Frequency));
                                        'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  viewArray (Array, 'ShowNormal', true, ...
viewArray(Array, 'ShowNormal', true, ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Array = phased.ConformalArray();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                            for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Freq3D = Frequency;
                                                                                                                                                    Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Array.Taper = 1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                386 % H8 OFF
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'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                   SPX;
                                                                                                                                                                                                                                                                                                                                                                                 *.
                                                                                                                                                                                                                                                           elseif (strcmp (H1, 'On')) & (strcmp (H2, 'On')) & (strcmp (H3, 'On')) ... & (strcmp (H4, 'On')) & (strcmp (H5, 'On')) & (strcmp (H6, 'On')) ... & (strcmp (H7, 'On')) & (strcmp (H8, 'On')) & (strcmp (H9, 'Off'))
                    w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                         Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0 0; a b c a b; a a a b b b c c]
Array.ElementNormal = [0 0 0 0 0 0; 0 0 0 0 0];
                                                                                                                                        pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed'...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                              figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              viewArray(Array,'ShowNormal',true,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   for idx = 1: length (Frequency)
for idx = 1: length (Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Freq3D = Frequency;
                                                                                            format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                 Array.Taper = 1;
                                               end
                                                                                                                                                                                                                H9 OFF
                                                                                                                                                                                                                  0/0
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'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                elseif (strcmp (H1, 'Off')) && (strcmp (H2, 'Off')) && (strcmp (H3, 'Off')) ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       elseif (strcmp (H1, 'On')) && (strcmp (H2, 'On')) && (strcmp (H3, 'On')) ... && (strcmp (H4, 'Off')) && (strcmp (H5, 'Off')) && (strcmp (H6, 'Off')) ... && (strcmp (H7, 'On')) && (strcmp (H8, 'On')) && (strcmp (H9, 'On'))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                       ... (('no'
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed'...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
'Type', 'directivity', 'CoordinateSystem', format, 'weights', w(:,1));
                                                                                                                     && (strcmp (H4, 'On')) && (strcmp (H5, 'On')) && (strcmp (H6, 'On')) & (strcmp (H7, 'On')) && (strcmp (H8, 'On')) && (strcmp (H9, 'On'))
                                                                                                                                                                                                  Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0;abcabcabbbccc]
Array.ElementNormal = [0 0 0 0 0;0 0 0 0 0];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          viewArray(Array,'ShowNormal',true,...
                                                                                                                                                                                                                                                                                                                                                                                                       Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                 Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                        Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                   Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                   Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          format = 'polar';
                                                                                                                                                                                                                                                                                Array. Taper = 1;
                                                H1, H2, H3 OFF
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        H4, H5, H6 OFF
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'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                     w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   elseif (strcmp (H1, 'On')) && (strcmp (H2, 'On')) && (strcmp (H3, 'On')) && (strcmp (H4, 'On')) && (strcmp (H6, 'On')) && (strcmp (H6, 'On')) ... && (strcmp (H7, 'Off')) && (strcmp (H8, 'Off')) && (strcmp (H9, 'Off'))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed'...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                          .* SPX;
Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0;abcabcabc;aaaccc]
Array.ElementNormal = [0 0 0 0 0;0 0 0 0 0];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Array.ElementPosition = [0 0 0 0 0 0; a b c a b c; a a a b b] Array.ElementNormal = [0 0 0 0 0; 0 0 0 0 0];
                                                                                                                                                                                                                                                                                                                                                                                                SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                        figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                            w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                     'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                             viewArray (Array, 'ShowNormal', true, ...
                                                                                                                                                                                   Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Elem = phased.IsotropicHydrophone
                                                                                                                   Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Array = phased.ConformalArray();
                                                                                                                                    Elem.VoltageSensitivity = -120;
                                                                                                                                                               Elem.BackBaffled = true;
                                                                                                                                                                                                              Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                    Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          = 'polar';
                                                                     Array. Taper = 1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           format
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SteerVector = phased.SteeringVector('SensorArray', Array,...
'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           elseif (strcmp (H1, 'Off')) && (strcmp (H2, 'On')) && (strcmp (H3, 'On')) && (strcmp (H4, 'Off')) && (strcmp (H5, 'On')) && (strcmp (H6, 'On')) ... && (strcmp (H7, 'Off')) && (strcmp (H8, 'On')) && (strcmp (H9, 'On')) && (strcmp 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed'...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Array.ElementPosition = [0 0 0 0 0 0; b c b c; a a b b c c] Array.ElementNormal = [0 0 0 0 0; 0 0 0 0 0];
                                                                                                                                                                                                                                                     figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                             'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                              viewArray (Array, 'ShowNormal', true, ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               viewArray (Array, 'ShowNormal', true, ...
                                                                                                     Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Array = phased.ConformalArray();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Elem.VoltageSensitivity = -120;
Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Elem.BackBaffled = true;
                                               Elem.BackBaffled = true;
                                                                                                                                                        Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Array. Taper = 1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    554 'Type
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556 % H1, H4, H7 OFF
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SteerVector = phased.SteeringVector('SensorArray', Array....
'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          SteerVector = phased.SteeringVector('SensorArray', Array....
'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
                                                                                                                                                                                    w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                    elseif (strcmp (H1, 'On')) && (strcmp (H2, 'Off')) && (strcmp (H3, 'On'))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         && (strcmp (H4, 'On')) && (strcmp (H5, 'Off')) && (strcmp (H6, 'On')) ... && (strcmp (H7, 'On')) && (strcmp (H8, 'Off')) && (strcmp (H9, 'On'))
                                                                                                                                                                                                                                                                                                                 pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed'...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Array.ElementPosition = [0 0 0 0 0 0;a c a c a c;a a b b c c]
Array.ElementNormal = [0 0 0 0 0;0 0 0 0 0];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                                                                                                                                                                                                           figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      w = zeros(getNumElements(Array), length(Frequency));
                                                                                 w = zeros(getNumElements(Array), length(Frequency));
'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                viewArray (Array, 'ShowNormal', true, ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Array = phased.ConformalArray();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Elem.VoltageSensitivity = -120;
                                                                                                                                                           for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Freq3D = Frequency;
                                                      Freq3D = Frequency;
                                                                                                                                                                                                                                                                   format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Array.Taper = 1;
                                                                                                                                                                                                                                                                                                                                                                                             590 % H2, H5, H8 OFF
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'PropagationSpeed', PropagationSpeed, 'NumPhaseShifterBits', PhaseShiftBits(1));
w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        w(:, idx) = step(SteerVector, Frequency(idx), SteeringAngles(:, idx));
                                                                                                                                                                                                                                                             elseif (strcmp (H1, 'On')) && (strcmp (H2, 'On')) && (strcmp (H3, 'Off')) && (strcmp (H4, 'On')) && (strcmp (H5, 'On')) && (strcmp (H6, 'Off')) ... && (strcmp (H7, 'On')) && (strcmp (H8, 'On')) && (strcmp (H9, 'Off'))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            'Type', 'directivity', 'CoordinateSystem', format, 'weights', w(:,1));
                                                                                                                          pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
'Type','directivity', 'CoordinateSystem', format,'weights', w(:,1));
                                                                                                                                                                                                                                                                                                                                                                                                 .* SPX;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     pattern(Array, Freq3D , 'PropagationSpeed', PropagationSpeed,...
                                                                                                                                                                                                                                                                                                                                                                    Array = phased.ConformalArray();
Array.ElementPosition = [0 0 0 0 0 0;a b a b;a a b b c c]
Array.ElementNormal = [0 0 0 0 0;0 0 0 0];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       SteerVector = phased.SteeringVector('SensorArray', Array,...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                figure('Name','Actual Array Geometry','NumberTitle','off');
                                                                                                   figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           figure('Name','Actual Coverage','NumberTitle','off');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 w = zeros(getNumElements(Array), length(Frequency));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 'ShowTaper', false, 'ShowIndex', 'None');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           viewArray(Array, 'ShowNormal', true, ...
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Elem.FrequencyRange = [0 Frequency];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Elem = phased.IsotropicHydrophone
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Elem.VoltageSensitivity = -120;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            for idx = 1:length(Frequency)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Elem.BackBaffled = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Array.Element = Elem;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Freq3D = Frequency;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      format = 'polar';
                                                                              format = 'polar';
                                                                                                                                                                                                                                                                                                                                                                                                                                                    Array. Taper = 1;
                                                                                                                                                                                                             НЗ, Н6, Н9 ОFF
                                                                                                                                                                                                            624 %
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% Create VIFigure and hide until all components are created function ElevationdegLimits90EditFieldValueChanged(app, event) function AzimuthdegLimits90EditFieldValueChanged(app, event) function SeparationDistanceEditFieldValueChanged(app, event) function SeparationParameterListBoxValueChanged(app, event) % Value changed function: ElevationdegLimits90EditField % Value changed function: AzimuthdegLimits90EditField % Value changed function: SeparationDistanceEditField function FrequencyHzEditFieldValueChanged(app, event) % Value changed function: SeparationParameterListBox El = app.ElevationdegLimits90EditField.Value; SD = app.SeparationDistanceEditField.Value; Az = app.AzimuthdegLimits90EditField.Value; Frequency = app.FrequencyHzEditField.Value; % Value changed function: FrequencyHzEditField app.UIFigure = uifigure('Visible', 'off'); app.UIFigure.Position = [100 100 421 367]; SP = app.SeparationParameterListBox.Value; app.UIFigure.Name = 'MATLAB App'; % Create UIFigure and components function createComponents(app) % Component initialization methods (Access = private) end 999 899 699 671 672 673 674 675 676 677 678 619 680 681 682 683 684 685 686 688 690 691 692 693 099 664 665 694 661 663 199

end

end

658 659

```
app.H3SwitchLabel.HorizontalAlignment = 'center';
app.H3SwitchLabel.Position = [305 58 25 22];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          app.H4SwitchLabel.HorizontalAlignment = 'center';
app.H4SwitchLabel.Position = [103 106 25 22];
                                 app.H1SwitchLabel.HorizontalAlignment = 'center';
                                                                                                                                                                                                                           app.H2SwitchLabel.HorizontalAlignment = 'center';
                                                                                                                    app.H1Switch = uiswitch(app.UIFigure, 'slider');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      app.H3Switch = uiswitch(app.UIFigure, 'slider');
app.H3Switch.Position = [299 81 37 16];
                                                                                                                                                                                                                                                                                                            app.H2Switch = uiswitch(app.UIFigure, 'slider');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  app.H4Switch = uiswitch(app.UIFigure, 'slider');
                                                                                                                                                                                                                                         app.H2SwitchLabel.Position = [203 58 25 22];
                                              app.H1SwitchLabel.Position = [103 58 25 22];
                                                                                                                                                                                                                                                                                                                                                                                                app.H3SwitchLabel = uilabel(app.UIFigure);
              app.HlSwitchLabel = uilabel(app.UIFigure);
                                                                                                                                                                                                       app.H2SwitchLabel = uilabel(app.UIFigure);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            app.H4SwitchLabel = uilabel(app.UIFigure);
                                                                                                                                                                                                                                                                                                                               app.H2Switch.Position = [197 81 37 16];
                                                                                                                                      app.H1Switch.Position = [97 81 37 16];
                                                                                                                                                                                                                                                                                                                                                                                                                                                   app.H3SwitchLabel.Text = 'H3';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             app.H4SwitchLabel.Text = 'H4';
                                                                 app.H1SwitchLabel.Text = 'H1';
                                                                                                                                                                                                                                                             app.H2SwitchLabel.Text = 'H2';
                                                                                                                                                   app.H1Switch.Value = 'On';
                                                                                                                                                                                                                                                                                                                                             app.H2Switch.Value = 'On';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        app.H3Switch.Value = 'On';
% Create H1SwitchLabel
                                                                                                                                                                                        % Create H2SwitchLabel
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           % Create H4SwitchLabel
                                                                                                                                                                                                                                                                                                                                                                                 % Create H3SwitchLabel
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       % Create H3Switch
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 % Create H4Switch
                                                                                                    % Create H1Switch
                                                                                                                                                                                                                                                                                             % Create H2Switch
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app.H5SwitchLabel.HorizontalAlignment = 'center';
app.H5SwitchLabel.Position = [203 106 25 22];
                                                                                                                                                                                                                                                                                                   app.H6SwitchLabel.HorizontalAlignment = 'center';
app.H6SwitchLabel.Position = [305 106 25 22];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               app.H7SwitchLabel.HorizontalAlignment = 'center';
app.H7SwitchLabel.Position = [103 155 25 22];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         app.H8SwitchLabel.HorizontalAlignment = 'center';
app.H8SwitchLabel.Position = [203 155 25 22];
                                                                                                                                                                                       app.H5Switch = uiswitch(app.UIFigure, 'slider');
app.H5Switch.Position = [197 129 37 16];
                                                                                                                                                                                                                                                                                                                                                                                                 app.H6Switch = uiswitch(app.UIFigure, 'slider');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             app.H7Switch = uiswitch(app.UIFigure, 'slider');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         app.H8SwitchLabel = uilabel(app.UIFigure);
                                                                         app.H5SwitchLabel = uilabel(app.UIFigure);
                                                                                                                                                                                                                                                                                     app.H6SwitchLabel = uilabel(app.UIFigure);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               app.H7SwitchLabel = uilabel(app.UIFigure);
                                                                                                                                                                                                                                                                                                                                                                                                                  app.H6Switch.Position = [299 129 37 16];
app.H4Switch.Position = [97 129 37 16];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            app.H7Switch.Position = [97 178 37 16];
                                                                                                                                                                                                                                                                                                                                         app.H6SwitchLabel.Text = 'H6';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              app.H8SwitchLabel.Text = 'H8';
                                                                                                                               app.H5SwitchLabel.Text = 'H5';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   app.H7SwitchLabel.Text = 'H7';
                                                                                                                                                                                                                         app.H5Switch.Value = 'On';
                                                                                                                                                                                                                                                                                                                                                                                                                                    app.H6Switch.Value = 'On';
                 app.H4Switch.Value = 'On';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              app.H7Switch.Value = 'On';
                                                                                                                                                                                                                                                                   % Create H6SwitchLabel
                                                                                                                                                                                                                                                                                                                                                                                                                                                                            % Create H7SwitchLabel
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       % Create H8SwitchLabel
                                                        % Create H5SwitchLabel
                                                                                                                                                                                                                                                                                                                                                                              % Create H6Switch
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        % Create H7Switch
                                                                                                                                                                      % Create H5Switch
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app.ActualPlotButton.ButtonPushedFcn = createCallbackFcn(app, @ActualPlotButtonPushed, true);
                                                                                                                                                                                                                                                                                                                                                                                                          app.IdealPlotButton.ButtonPushedFcn = createCallbackFcn(app, @IdealPlotButtonPushed, true);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              app.FrequencyHzEditField = uieditfield(app.UIFigure, 'numeric');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              app.ActualPlotButton = uibutton(app.UIFigure, 'push');
                                                                                                                                                                                                                                                                                                                                                                                     app.IdealPlotButton = uibutton(app.UIFigure, 'push');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   app.FrequencyHzEditField.LowerLimitInclusive = 'off';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            app.FrequencyHzLabel.HandleVisibility = 'callback';
                                                                                                                                                        app.H9SwitchLabel.HorizontalAlignment = 'center';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           app.ActualPlotButton.Position = [236 28 100 22];
                         app.H8Switch = uiswitch(app.UIFigure, 'slider');
                                                                                                                                                                                                                                                                         app.H9Switch = uiswitch(app.UIFigure, 'slider');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     app.FrequencyHzLabel.Position = [19 319 92 22];
                                                                                                                                                                                                                                                                                                                                                                                                                                                      app.IdealPlotButton.Position = [97 28 100 22];
                                                                                                                                                                            app.H9SwitchLabel.Position = [305 155 25 22];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             app.FrequencyHzLabel.Text = 'Frequency (Hz)';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       app.FrequencyHzLabel = uilabel(app.UIFigure);
                                                                                                                                      app.H9SwitchLabel = uilabel(app.UIFigure);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   app.ActualPlotButton.Text = 'Actual Plot';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         app.ActualPlotButton.FontWeight = 'bold';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  app.FrequencyHzLabel.FontWeight = 'bold';
                                                                                                                                                                                                                                                                                          app.H9Switch.Position = [299 178 37 16];
                                            app.H8Switch.Position = [197 178 37 16];
                                                                                                                                                                                                                                                                                                                                                                                                                               app.IdealPlotButton.FontWeight = 'bold';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                             app.IdealPlotButton.Text = 'Ideal Plot';
                                                                                                                                                                                                       app.H9SwitchLabel.Text = 'H9';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         % Create FrequencyHzEditField
                                                                                                                                                                                                                                                                                                                   app.H9Switch.Value = 'On';
                                                                    app.H8Switch.Value = 'On';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         % Create ActualPlotButton
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 % Create FrequencyHzLabel
                                                                                                                                                                                                                                                                                                                                                                % Create IdealPlotButton
                                                                                                               % Create H9SwitchLabel
                                                                                                                                                                                                                                                  % Create H9Switch
   % Create H8Switch
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app.ElevationdegLimits90EditField.ValueChangedFcn = createCallbackFcn(app, @ElevationdegLimits90EditFieldValueChang
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       app.AzimuthdegLimits90EditField.ValueChangedFcn = createCallbackFcn(app, @AzimuthdegLimits90EditFieldValueChanged,
                                                                                         app.FrequencyHzEditField.ValueChangedFcn = createCallbackFcn(app, @FrequencyHzEditFieldValueChanged, true);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     app.ElevationdegLimits90Label.Position = [19 225 92 28];
app.ElevationdegLimits90Label.Text = {'Elevation (deg)'; '[Limits: +/- 90]'};
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          app.ElevationdegLimits90EditField = uieditfield(app.UIFigure, 'numeric');
                                                                                                                                                                                                                                                                                                                                                                                                   app.AzimuthdegLimits90Label.Text = {'Azimuth (deg)'; '[Limits: +/- 90]'};
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             'numeric');
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     app.ElevationdegLimits90EditField.HorizontalAlignment = 'center';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  app.ElevationdegLimits90EditField.HandleVisibility = 'callback';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   app.AzimuthdegLimits90EditField.HorizontalAlignment = 'center';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  app.AzimuthdegLimits90EditField.HandleVisibility = 'callback';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         app.ElevationdegLimits90EditField.ValueDisplayFormat = '%.0f';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 app.ElevationdegLimits90EditField.Position = [119 231 85 22];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        app.AzimuthdegLimits90EditField.ValueDisplayFormat = '%.0f';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            app.AzimuthdegLimits90EditField = uieditfield(app.UIFigure,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              app.AzimuthdegLimits90EditField.Position = [119 275 85 22];
                                                                                                                                                app.FrequencyHzEditField.HorizontalAlignment = 'center';
                                                                                                                    app.FrequencyHzEditField.HandleVisibility = 'callback';
                                                                                                                                                                                                                                                                                                                                                                  app.AzimuthdegLimits90Label.Position = [18 269 87 28];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         app.ElevationdegLimits90Label = uilabel(app.UIFigure);
                            app.FrequencyHzEditField.RoundFractionalValues = 'on';
                                                           app.FrequencyHzEditField.ValueDisplayFormat = '%.0f';
                                                                                                                                                                                  app.FrequencyHzEditField.Position = [119 319 85 22];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             app.ElevationdegLimits90EditField.Limits = [-90 90];
                                                                                                                                                                                                                                                                                                         app.AzimuthdegLimits90Label = uilabel(app.UIFigure);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           app.ElevationdegLimits90Label.FontWeight = 'bold';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           app.AzimuthdegLimits90EditField.Limits = [-90 90];
                                                                                                                                                                                                                                                                                                                                       app.AzimuthdegLimits90Label.FontWeight = 'bold';
app.FrequencyHzEditField.Limits = [0 Inf];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 % Create SeparationDistanceEditFieldLabel
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 % Create ElevationdegLimits90EditField
                                                                                                                                                                                                            app.FrequencyHzEditField.Value = 1000;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                 % Create AzimuthdegLimits90EditField
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             ElevationdegLimits90Label
                                                                                                                                                                                                                                                                               % Create AzimuthdegLimits90Label
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             % Create
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```

app.SeparationDistanceEditFieldLabel = uilabel(app.UIFigure);

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app.SeparationDistanceEditField.ValueChangedFcn = createCallbackFcn(app, @SeparationDistanceEditFieldValueChanged,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      app.SeparationParameterListBox.ValueChangedFcn = createCallbackFcn(app, @SeparationParameterListBoxValueChanged, app.SeparationParameterListBox.Position = [315 283 90 47];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         app.SeparationParameterListBoxLabel.Text = {'Separation'; 'Parameter'};
                                                   app.SeparationDistanceEditFieldLabel.Text = {'Separation'; 'Distance'};
                     app.SeparationDistanceEditFieldLabel.Position = [231 236 68 28];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      app.SeparationParameterListBox.Items = {'Wavelength', 'Metres'};
                                                                                                                                                                                                                                                                       app.SeparationDistanceEditField.HorizontalAlignment = 'center';
                                                                                                                                                                                                                                                                                                                                                                                                                                                              app.SeparationParameterListBoxLabel.Position = [232 300 68 28];
                                                                                                                                                                                                              app.SeparationDistanceEditField.ValueDisplayFormat = '%.1f';
                                                                                                                                                             app.SeparationDistanceEditField.LowerLimitInclusive = 'off';
                                                                                                                                                                                                                                                                                                                                                                                                            app.SeparationParameterListBoxLabel = uilabel(app.UIFigure);
                                                                                                                                                                                                                                                                                            app.SeparationDistanceEditField.Position = [315 239 90 22];
                                                                                                                               app.SeparationDistanceEditField = uieditfield(app.UIFigure,
app.SeparationDistanceEditFieldLabel.FontWeight = 'bold';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           app.SeparationParameterListBox = uilistbox(app.UIFigure);
                                                                                                                                                                                                                                                                                                                                                                                                                                    app.SeparationParameterListBoxLabel.FontWeight = 'bold';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   % Show the figure after all components are created
                                                                                                                                                                                      app.SeparationDistanceEditField.Limits = [0 Inf];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           app.SeparationParameterListBox.ItemsData = [1 2];
                                                                                                                                                                                                                                                                                                                       app.SeparationDistanceEditField.Value = 0.5;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               app.SeparationParameterListBox.Value = 1;
                                                                                                                                                                                                                                                                                                                                                                               % Create SeparationParameterListBoxLabel
                                                                                                        % Create SeparationDistanceEditField
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               % Create SeparationParameterListBox
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      % Create UIFigure and components
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          app.UIFigure.Visible = 'on';
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  function app = GUI_V1_2 exported
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       % App creation and deletion
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 methods (Access = public)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   % Construct app
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```

createComponents(app)

 $\Box$ 

```
% Register the app with App Designer registerApp(app, app.UIFigure)
906
907
if nargout == 0
908
end
910
end
911
912
% Code that executes before app deletion
913
function delete(app)
914
% Delete UIFigure when app is deleted
916
917
end
918
end
919
919
```