
```
function [ normalizedMatrix ] = normalizeMatrix(matrix, normMin,  
normMax)  
  
    matrixMin = min(min(matrix));  
    matrixMax = max(max(matrix));  
    matrixRange = matrixMax - matrixMin;  
  
    matrix0To1 = (matrix - matrixMin) / matrixRange;  
  
    normRange = normMax - normMin;  
    normalizedMatrix = (matrix0To1 * normRange) + normMin;  
  
end
```

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