## DiscreteVector.m

```
classdef DiscreteVector
        properties
2
            duration = [0 0];
3
            data;
            length;
6
        end
       {\tt methods}
            function obj = DiscreteVector(start, data)
                obj.duration(1) = start;
9
                obj.length = sum(size(data))-1;
10
                obj.duration(2) = start + obj.length-1;
11
                obj.data = data;
12
            end
        end
14
   end
```