

BASIC INPUT			
Declare a variable:	<code>a=5;</code>	<code>...</code>	Continue input on next line
Declare a matrix:	<code>A = [1 2 3; 4 5 6];</code>	<code>;</code>	Suppress output
BASIC COMMANDS & TOOLS			
<code>help fn</code>	Invoke help on function <i>fn</i>	<code>format short</code>	Toggle output detail
<code>doc fn</code>		<code>format long</code>	
<code>clc</code>	Clear command window	<code>tic</code>	Start timer
		<code>toc</code>	Stop timer
COMPARISON OPERATORS		MATHEMATICAL OPERATORS	
<code>==</code>	equal to	ELEMENTWISE OPERATORS	
<code>~=</code>	not equal to	<code>+</code>	addition
<code>&gt;</code>	greater than	<code>-</code>	subtraction
<code>&lt;</code>	less than	<code>.*</code>	multiplication
<code>&gt;=</code>	greater than or equal to	<code>./</code>	right division
<code>&lt;=</code>	less than or equal to	<code>.\</code>	left division
LOGICAL OPERATORS		<code>+</code>	unary plus (positive)
<code>&amp;&amp;</code>	and	<code>-</code>	unary minus (negative)
<code>  </code>	or	<code>:</code>	range
<code>~</code>	unary not	<code>.^</code>	exponentiation
<code>xor</code>	exclusive or (either)	<code>.'</code>	transpose
		<code>*</code>	multiplication
		<code>/</code>	right division $B/A = B \cdot \text{inv}(A)$
		<code>\</code>	left division $A \backslash B = \text{inv}(A) \cdot B$
		<code>^</code>	exponentiation
		<code>'</code>	complex conjugate transpose
ARRAY FUNCTIONS			
CREATION		MANIPULATION	
<code>eye(n)</code>	$n \times n$ identity matrix	<code>cat(dim,A,B)</code>	Concatenate arrays <i>A</i> and <i>B</i> along dimension <i>dim</i> .
<code>eye(m,n)</code>	$m \times n$ identity matrix	<code>horzcat(A,B)</code>	Concatenate arrays horizontally
<code>ones(...)</code>	Matrix of 1s	<code>vertcat(A,B)</code>	Concatenate arrays vertically
<code>rand(...)</code>	Random matrix [0,1)	<code>reshape(A,x,y)</code>	Arrange <i>A</i> into new shape <i>xy</i>
<code>zeros(...)</code>	Matrix of 0s		
<code>linspace(a,b,n)</code>	Return linearly-spaced vector of <i>n</i> points between values <i>a</i> and <i>b</i>	MATHEMATICAL	
<code>meshgrid(xv,yv)</code>	Return 2 grids based on <i>xv</i> , <i>yv</i>	<code>inv(A)</code>	Invert matrix <i>A</i>
<code>a:b</code>	Span range from <i>a</i> to <i>b</i>	<code>linsolve(A,b)</code>	Return solution of $A \cdot x = b$
<code>a:d:b</code>	Span from <i>a</i> to <i>b</i> in steps of <i>d</i>	<code>eig(A)</code>	Return eigenvalues of <i>A</i>
PROGRAMMING CONSTRUCTS			
<code>for index = values</code> <code>statements</code> <code>end</code>	Execute code a specific number of times.  <i>values</i> may be a range or columns of an array.	<code>if expr</code> <code>statements</code> <code>elseif expr</code> <code>statements</code> <code>else</code> <code>statements</code> <code>end</code>	Execute alternate blocks of code based on logical expressions <i>expr</i> .
<code>while expr</code> <code>statements</code> <code>end</code>	Execute statements repeatedly while <i>expr</i> holds true.		
<code>break</code>	Terminate for or while loop	<code>function</code>	Declare new function (type "help function")
<code>continue</code>	Jump to next iteration of for or while loop	<code>return</code>	Return control to invoking function

TRIGONOMETRIC & SPECIAL FUNCTIONS					
<code>sin(x)</code>	Sine	<code>sinh(x)</code>	Hyp. sine	<code>sqrt(x)</code>	Square root
<code>cos(x)</code>	Cosine	<code>cosh(x)</code>	Hyp. cosine	<code>nthroot(x)</code>	Real $n$ th root of $x$
<code>tan(x)</code>	Tangent	<code>tanh(x)</code>	Hyp. tangent	<code>besselj(nu,x)</code>	Bessel function of the first kind of order $nu$
<code>exp(x)</code>	Exponential	<code>log(x)</code>	Natural logarithm (ln)	<code>erf(x)</code>	Error function
<code>expm1(x)</code>	$\exp(x)-1$ (accurate for small $x$ )	<code>log10(x)</code>	Logarithm base 10	<code>erfc(x)</code>	Complementary error function
<code>abs(x)</code>	Absolute value	<code>log1p(x)</code>	$\log(1+x)$ (accurate for small $x$ )	<code>gamma(x)</code>	$\Gamma$ function
(append "d" after any trigonometric name to yield result in degrees)				<code>i</code>	Imaginary unit
SYMBOLIC COMMANDS					
<code>sym('x')</code>	Declare vars $x \dots$ as sym objs		<code>int(f,x)</code>	Indefinite integral of $f$ w.r.t. $x$	
<code>syms x ...</code>			<code>int(f,x,a,b)</code>	Definite integral of $f$ w.r.t. $x$ over range $a$ to $b$	
<code>sym('#')</code>	Convert number $\#$ to sym objs				
<code>sym('expr')</code>	Convert expression $expr$ to sym obj				
<code>symvar(g)</code>	List sym vars in $g$		<code>diff(f,x)</code>	Derivative of $f$ w.r.t. $x$	
<code>formula(f)</code>	Return formula for $f$		<code>diff(f,x,n)</code>	$n$ th derivative of $f$ w.r.t. $x$	
<code>double(x)</code>	Calculate numerical value of $x$		<code>solve(f,x)</code>	Analytically solve equation $f$	
Use the Symbolic Toolbox for anything more complicated than this.					
PLOTING			POLYNOMIALS		
<code>plot(x,y)</code>	Plot 2D data, $y$ versus $x$ .		<code>poly(v)</code>	Return coefficients of polynomial with roots $v$	
<code>plot(x,y,...)</code>	"help plot" for full details.		<code>roots(v)</code>	Return roots of a polynomial with coefficients $v$	
<code>fplot(@fn, rng)</code>	Plot 2D function $fn$ over range $rng=[lo\ hi]$		<code>polyder(v)</code>	Return derivative coefs of poly $v$	
<code>plot3(x,y,z)</code>	Plot 3D data as line		<code>polyval(v,x)</code>	Evaluate polynomial with coefficients $v$ at value $x$	
<code>surf(Z)</code>	Plot 3D data as surface		<code>polyint(v)</code>	Return integral coefs of poly $v$	
<code>surf(x,y,Z)</code>			<code>polyfit(x,y,n)</code>	Returns polynomial of $n$ th degree which fits data in $x,y$ best	
<code>ezsurf('fn')</code>	Plot 3D function as surface				
<code>hold on</code>	Toggle persistence of previous plots				
<code>hold off</code>					
NUMBER THEORY			FITTING		
<code>factor(x)</code>	Return list of factors of $x$		<code>spline(x,y,xx)</code>	Return cubic-spline interpolation of $x,y$ at $xx$	
<code>isprime(x)</code>	Return primeness of $x$		<code>interp2(X,Y,V,Xq,Yq)</code>	Return 2D linear interpolation at $Xq,Yq$ based on values $V$ on grid $X,Y$	
<code>primes(x)</code>	Return list of primes from zero up to and including $x$				
ORDINARY DIFFERENTIAL EQUATIONS					
<code>[T,Y] = ode45(odefun,tspan,y0,options)</code>	<code>T</code>		vector of time pts		<code>Y</code> solution array
<code>odefun</code>	handle to right side of DEs		<code>tspan</code>	interval $[t0, tf]$	<code>y0</code> initial conditions
<code>options</code>	<code>options = odeset('name1',value1,'name2',value2,...)</code> <code>options = odeset('RelTol',1e-8,'InitialStep',1e-5)</code>				