```
% MECH 6318 - HW 1
% Jonas Wagner
% 2021-09-07
% Problem 2.10 ----
A = [1, 0, 2;
   0, 3, 4;
   2, 1, 3]
A = 3 \times 3

1 0 2
0 3 4
   2 1 3
B = [0, 2, 4;
  2, 3, 4;
   5, 1, 3]
B = 3 \times 3
0 2 4
2 3 4
5 1 3
% Part a
Α'
ans = 3 \times 3
1 0 2
0 3 1
2 4 3
% Part b
(A')'
ans = 3 \times 3
 1 0 2
0 3 4
2 1 3
% Part c
(A + B)'
ans = 3 \times 3
  1 2 7
2 6 2
6 8 6
% Part d
A' + B'
ans = 3 \times 3
  1 2 7
2 6 2
6 8 6
```

```
% Problem 2. 14 -
I = eye(3)
I = 3 \times 3
    1 0 0
0 1 0
0 0 1
I'
ans = 3 \times 3
  1 0 0
0 1 0
% Problem 2.16 ----
% by hand calc
Delta = [1, -6, 5, -1]
Delta = 1 \times 4
 1 -6 5 -1
roots(Delta)
ans = 3 \times 1
  5.0489
   0.6431
   0.3080
% with MATLAB
A = [3, 2, 1;
    2, 2, 1;
    1, 1, 1]
A = 3 \times 3
    3 2 1
2 2 1
1 1 1
poly(A)
ans = 1 \times 4
  1.0000 -6.0000 5.0000 -1.0000
eig(A)
ans = 3 \times 1
  0.3080
   0.6431
   5.0489
```

```
% Problem 2.26
x = 0:0.1:2*pi;
sinx = sin(x);

% Part d
figure()
plot(x,sinx,'DisplayName','sin(x)')
hold on
scatter([pi/2], [1], 'b', 'DisplayName', 'Maximum')
scatter([3*pi/2],[-1],'r','DisplayName','Minimum')
scatter([0, pi,2*pi], [0,0,0], 'k', 'DisplayName',...
    'Inflection Points')
legend
title('Problem 2.26')
```



