



```
23 if (j == iLine && k >= jLine)
24     MatrixOne(i, i) = 1;
25     MatrixTwo(i, 1) = V_In;
26
27 elseif ((j < iLine || j > iLine) && k == YPoints)
28     MatrixOne(i, i) = 1;
29     MatrixTwo(i, 1) = 50;
```

Command Window

*fx* >>

Details

Select a file to view details