Announcements

- · HW#2 will be released this weekend
- · Next Wednesday, October 7th is the last day to drop a course without a 'W"
- · Exam 1 today 430 600 pm EDT
 - to ask Questians, you can either join the Zoom meeting and raise your hand, or you can email (list will be given on the exam instructions)

Review aniz #2

Periew of Material

- · Matrix multiplication
- · vectorizing code

```
<u>Vectorizing</u> <u>code</u>
mat = [5 4 6 7 1; 10 23 5 14 20];
mat = 5 4 6 7 1
```

```
0 4 6 7 1
10 23 5 20 5
[r c] = size(mat);
biggest = 0;
for i=1:r
for j=1:c
            if mat(i,j)> biggest
    biggest = mat(i,j);
end
end
```

```
max (max (mat))
```

```
x = sin(linspace(0,10,100))
count = 0;

for i = 1:length(x)
    if x(i)>0
          count = count + 1:
     end
end
count = length(find(x>0))
count = length(x(sin(x)>0))
 count = sum(x>0)
```

muetiple warp!

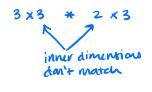
load/save

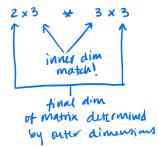
```
1 - mat = [1:5;6:10];
2 - save practice.dat mat -ascii
3 - mat2 = 1:5
4 - save practice.dat mat2 -ascii -append
5 - load practice.dat
7 - practice
Command Window
```

Matrix Multiplication

>> mat1 * mat2

error, dimensions don't motion!





>> mat 2 * mat 1
$$\begin{bmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

>> mat2 * mat3

emol, dimentians don't match

>> mat2 .* mat3

$$\begin{bmatrix} \frac{1}{3} & \frac{2}{2} & \frac{3}{1} \\ \frac{3}{2} & \frac{2}{1} \end{bmatrix} \begin{bmatrix} \frac{4}{2} & \frac{2}{6} & \frac{0}{6} \end{bmatrix}$$

>> 3 * mat2

>> mat 2 . * 3