

Various plot colours, line and marker style to be used with plot function

Symbol	Color	Symbol	Marker	Symbol	Linestyle
b	Blue	.	Point	-	Solid line
g	Green	o	Circle	:	Dotted line
r	Red	x	Cross	-.	Dash-dot line
c	Cyan	+	Plus sign	--	Dashed line
m	Magenta	*	Asterisk	none	No line
y	Yellow	s	Square		
k	Black	d	Diamond		
w	White	v	Triangle (down)		
		^	Triangle (up)		
		<	Triangle (left)		
		>	Triangle (right)		
		p	Pentagram		
		h	Hexagram		
		none	No marker		

Complex number identity

$$e^{ix} = \cos x + i \sin x,$$

Is used in many engineering applications, confirm the identity by plotting imaginary part vs real part, of both right and left sides over the interval

$$-\pi \leq x \leq \pi$$

Important commands associated with plotting

Command	Description
<code>axis([xmin xmax ymin ymax])</code>	Sets axis limits on the current plot
<code>V = axis</code>	Returns a row vector containing the current axis limits
<code>axis auto</code>	Returns axis scaling to automatic defaults
<code>axis manual</code>	Freezes axis scaling so that if <code>hold</code> is on, subsequent plots use the same axis limits
<code>axis tight</code>	Sets axis limits to the range of the plotted data
<code>axis fill</code>	Sets the axis limits and aspect ratio so that the axis fills the allotted space. This option has an effect only if <code>PlotBoxAspectRatio</code> or <code>DataAspectRatioMode</code> is 'manual'
<code>axis ij</code>	Puts axis in <i>matrix</i> mode. The horizontal axis increases from left to right. The vertical axis increases from top to bottom
<code>axis xy</code>	Puts axis in Cartesian mode. The horizontal axis increases from left to right. The vertical axis increases from bottom to top
<code>axis equal</code>	Sets the aspect ratio so that equal tick mark increments on each axis are equal in size
<code>axis image</code>	Sets axis limits appropriate for displaying an image
<code>axis square</code>	Makes the axis box square
<code>axis normal</code>	Restores the current axis box to full size and removes any restrictions on unit scaling
<code>axis vis3d</code>	Freezes the aspect ratio to enable rotation of 3-D objects without axis size changes
<code>axis off</code>	Turns off all axis labeling, tick marks, and background
<code>axis on</code>	Turns on all axis labeling, tick marks, and background