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Using Octave for the first time was a bit challenging but similar to the code I used previously. Making my code work as needed after fixing the errors and help from tutorials. After I ran the program with my functions (data salting, adding random noise, and smoothing to clean the data was easy). This program almost uses the same implementation as the PSS1 & PSS3 portion of this project, but it has some differences. With this implementation I used x = -50:1:50 to generate my salt and set my range I wanted the salt to be generated as. If I were to change the range, it would keep my graph looking the same since it is a function. But it would just make it thinner or thicker depending on the range. After it generates my output, octave made it simple by saving it where my files and project are saved too. I used the same function and had It made my own data set instead of implementing it myself. Octave was very simple and straightforward after you can understand the basics of the IDE.