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PS0 ECS 174

2) A) returns row vector containing a random permutation of the numbers from 1 to 100

B) A is a 3x3 matrix, as inputted. B is the 3rd row of A (in row format) .

C) A is a 3x3 matrix, as inputted. B is all the values in A in the form of a single column vector

D) F is an 4x1 array of random numbers with average 0 and standard deviation 1. G is all elements in f that are greater than 0.

E) X is an array of zeroes, plus 0.5 each element, which makes it an 1x6 array of 0.5's. Y is an array (given the same size as X) of 1's which is multiplied by 0.5, making an 1x6 array of 0.5's. Z is the sum of both arrays which is a 1x6 matrix of just ones.

F) A is the array of numbers 1 through 6 inclusive. B is a reordering of A: it begins from the end, iterates by negative one, until it hits the first elements. This makes B the reversed form of A.

3)

A) round(5*rand(1) + 1)

B) y = [1 2 3 4 5 6]

Z= reshape (y , [2,3])

C) x=min (Z)

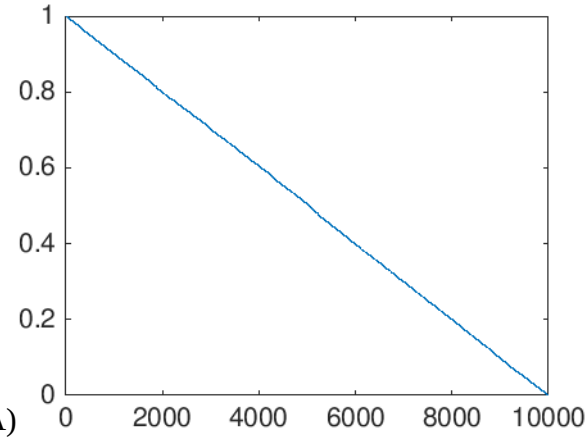
[r,c] = find (Z==x)

D) v = [8 8 3 2 1 8 1 8]

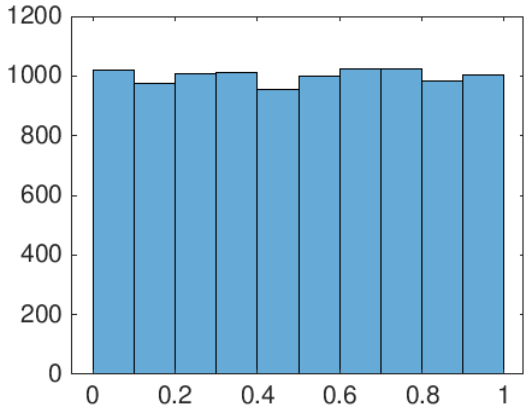
a=find(v==8)

length(a)

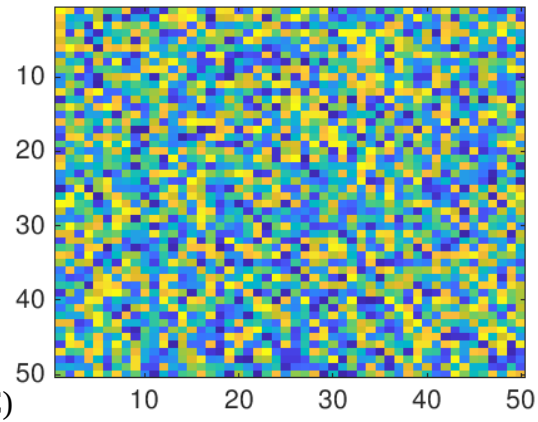
4 A)

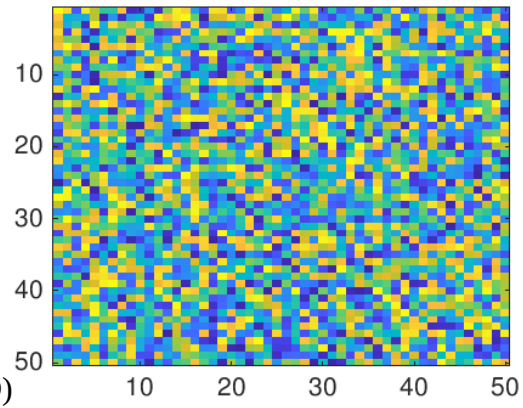

1
0.8
0.6
0.4
0.2
0
0
2000
4000
6000
8000
10000

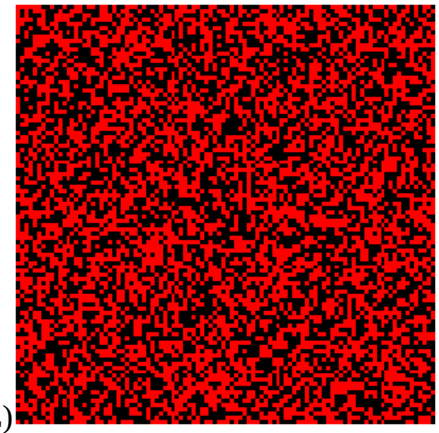
B)


1200
1000
800
600
400
200
0
0
0.2
0.4
0.6
0.8
1

C)


10
20
30
40
50
10
20
30
40
50

D) 

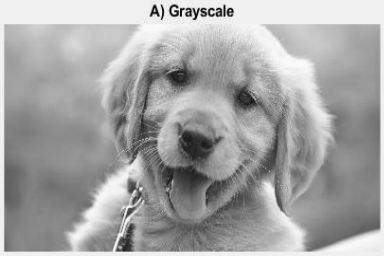
E) 

5)

Original Image

Output

A) Grayscale



B) Negative

C) Mirror

D) RED/BLUE

E) AVG w/ Mirror

C) Rand Subtract