4.15 *Wiggler.* Make `wiggler.m`, your own version of `wiggle.m`, with two sliders that control the speed and amplitude. In the initialization, replace the statements

```
thetamax = 0.1;
delta = .025;
```

with

```
thetamax = uicontrol('style','slider','max',1.0, ...
    'units','normalized','position',[.25 .01 .25 .04]);
delta = uicontrol('style','slider','max',.05, ...
    'units','normalized','position',[.60 .01 .25 .04]);
```

The quantities `thetamax` and `delta` are now the *handles* to the two sliders. In the body of the loop, replace `thetamax` by

```
get(thetamax,'value');
```

and replace `delta` by

```
get(delta,'value');
```

Demonstrate your `wiggler` on the `house` and the `hand`.