

# Mid1 RC part 4

## Advanced MATLAB

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# 2D Plotting

Basic plotting functions:

- Plot the columns of  $x$ , versus their index: `plot(x)`
- Plot the vector  $x$ , versus the vector  $y$ : `plot(x,y)`
- e.g. plot  $y = \log x$  with `x=[0:0.1:20];y=log(x);plot(x,y);` More than one graph on the figure: `hold`

Plotting properties:

- Axis properties: `axis`
- Marker properties (use help function)

Erase figure:

- Without the use of `hold`
- Delete figure: `delete(p)`, if you use `p=plot(x)` previously
- Clear current figure window: `clf`

# Shape Plotting

Some easy approach (not unique) Rectangle

- `rectangle('Position',[1 2 3 4]);`  
vertices: (1, 2), (1, 6), (4, 2), (4, 6)
- Circle: `plot(x, y, 'o');`  
center at (x, y), 'o' for circle
- Polygon Use `plot(x, y)` neatly: `plot([0 2 2 0 0], [0 2 4 8 0]);`  
vertices: (0, 0), (2, 2), (2, 4), (0, 8)

# 3D Plotting & Misc

- 3D Plotting

Know the usage of these functions:

Contour: `contour(x,y,z)`

Color map: `pcolor(x,y,z)` 3D view: `surf(x,y,z)`

- Useful functions

Polar graph: `polar(t,r)`

More than one plot: `subplot(mnp)`

- Interpolation

What is interpolation?

2D: `interp1(X,Y,xi,m)`

3D: `interp2(X,Y,Z,xi,yi,m)`

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# Why we have different data types?

- Why we have different data types? Different numbers (integer, real, complex, etc.)  
Different ranges (short, long, etc.)  
Different precisions (single, double, etc.)
- Numeric Types in matlab (c4.12)
  - 1 int: int8, int16, int32 and int64
  - 2 uint: uint8, uint16, uint32 and uint64
  - 3 32 bits: realmax('single'), realmin('single')
  - 4 64 bits: realmax, realmin
- Distinguish char type and string type in matlab
  - 'c': single char
  - "c": single string
  - 'ace': char array with size  $1 \times 3$
  - "ace": single string with length 3



# Two's complement

- A method of expressing signed integers in binary.

- Method:

for integer a, invert all the bits of a, add 1 to get -a e.g.

$$00101010: 11010101 + 1 = 11010110$$

$$00101010 = 0 * 2^7 + 2^5 + 2^3 + 2 = 42$$

$$11010110 = -1 * 2^7 + 2^6 + 2^4 + 2^2 + 2 = 86 - 128 = -42$$

# Type Related Functions (c4.13)

Solve the problem (3.13—3.93) using an alternative algorithm and different Matlab functions.

- You need to know:
  - 1 type casting functions
  - 2 string manipulation functions

# Binary File vs. Text File

All files are saved in one of two file formats - binary or text. The two file types may look the same on the surface, but their internal structures are different.

While both binary and text files contain data stored as a series of (bits (binary values of 1s and 0s), the bits in text files represent characters, while the bits in binary files represent custom data.

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# The need for structures

- Structure:
  - Array with “named data containers” called fields A fields can contain data of any type
  - We need a data structure that can contain variables of different types.
- Structure: Organized, nested data
  - With same format
  - Integrate different types together for convenience

# You need to clearly know how to define and use it

```
1  students=struct('name',{'ZKW','XZ','ZJC','YQZ','ZBM'},...
2
3  'grade',{100,0,100,100,100});
4
5  [m,i]=min([students.grade]);
6  disp(students);
7  disp(students(i).name);
```

Output:

```
10  1×5 struct array with fields:
11  name grade
12  XZ
```