

```
clear

x.data = [1,-2,3,-1,0,2,1,-1,-2,0,1,2,-1,0,2,1];
x.offset = -2;

h.data = [1,2,-1];
h.offset = -2;
```

%y[1]

```
h_flip = flipit(h)
```

```
h_flip = struct with fields:
    data: [-1 2 1]
    offset: 0
```

```
h_flip_shifted = shiftit(h_flip, 1)
```

```
h_flip_shifted = struct with fields:
    data: [-1 2 1]
    offset: 1
```

```
y_1 = multit(x,h_flip_shifted)
```

```
y_1 = struct with fields:
    data: [0 0 0 1 0 2 0 0 0 0 0 0 0 0 0 0]
    offset: -2
```

%y[6]

```
h_flip = flipit(h)
```

```
h_flip = struct with fields:
    data: [-1 2 1]
    offset: 0
```

```
h_flip_shifted = shiftit(h_flip, 6)
```

```
h_flip_shifted = struct with fields:
    data: [-1 2 1]
    offset: 6
```

```
y_6 = multit(x,h_flip_shifted)
```

```
y_6 = struct with fields:
    data: [0 0 0 0 0 0 0 2 0 1 0 0 0 0 0]
    offset: -2
```

%y[10]

```
h_flip = flipit(h)
```

```
h_flip = struct with fields:
```

```
data: [-1 2 1]
offset: 0
```

```
h_flip_shifted = shiftit(h_flip, 10)
```

```
h_flip_shifted = struct with fields:
  data: [-1 2 1]
  offset: 10
```

```
y_10 = multit(x,h_flip_shifted)
```

```
y_10 = struct with fields:
  data: [0 0 0 0 0 0 0 0 0 0 1 0 2 0]
  offset: -2
```