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Lab : signals

Assignment 1

Problem 1:

```
s=[150 150 150 160];
s=(s+10)+(s+10)*0.10
```

output

s =

176 176 176 187

Comment: Another answer is

```
s=(s+10)*1.1
```

Problem 2:

```
v=[2 8 7 3 1 0 8 9];
v2=[1 1 1 1 1 1 1 1];
v2(mod(v,2)==0)=-1
```

comment : we also can use for and if loop

output :

v2 =

-1 -1 1 1 1 -1 -1 1

Problem 3:

A:

```
v=[1;2;3;4;5;6;7;8;9;10];  
v([end-2 : end ],:)= [v(end-2)+2 v(end-1)+2 v(end)+2]
```

output :

v =

1

2

3

4

5

6

7

10

11

12

B:

```
v=[1;2;3;4;5;6;7;8;9;10];  
v(end-3 : end)=v([end end-1 end-2 end-3])
```

output :

1

2

3

4

5

6

10

9

8

7

C:

`%problem C`

`v = [1; 2; 3; 4; 5; 6; 7; 8; 9; 10];`

`v(2:2:end) = v(2:2:end) + v(1:2:end-1)`

output:

`v =`

1

3

3

7

5

11

7

15

9

19

Problem 4:

```
z=[ (1:8).^2 , (7:-1:1).^2]
```

output :

z =

```
    1    4    9   16   25   36   49   64   49   36   25   16
    9    4    1
```

Problem 5:

A:

```
%problem A
m=[1 2 3 4;-1 -2 -3 -4;1 2 3 4;-1 -2 -3 -4];
%we can use m2= fliplr(m)
m2(:,4)=m(:,1);
m2(:,1)=m(:,4);
m2(:,2)=m(:,3);
m2(:,3)=m(:,2);
m2
```

output :

m2 =

4	3	2	1
-4	-3	-2	-1
4	3	2	1
-4	-3	-2	-1

B:

```
%problem B
m=[1 2 3 4;-1 -2 -3 -4;1 2 3 4;-1 -2 -3 -4];
%we can use m3= flipud(m)
m3(1,:)=m(4,:);
m3(2,:)=m(3,:);
m3(3,:)=m(2,:);
m3(4,:)=m(1,:);
m3
```

output :

m3 =

-1	-2	-3	-4
1	2	3	4
-1	-2	-3	-4

1 2 3 4

C:

```
%problem c  
m=[1 2 3 4;-1 -2 -3 -4;1 2 3 4;-1 -2 -3 -4];  
m(:, [1 2 3 4])=m(:, [1 3 2 4])
```

output :

m =

1 3 2 4
-1 -3 -2 -4
1 3 2 4
-1 -3 -2 -4

D:

```
%problem D :  
m=[1 2 3 4;-1 -2 -3 -4;1 2 3 4;-1 -2 -3 -4];  
m([1 2 3 4],:)=m([4 2 3 1],:)
```

Output :

m =

-1 -2 -3 -4

-1 -2 -3 -4

1 2 3 4

1 2 3 4

E:

```
%problem e
```

```
m=[1 2 3 4;-1 -2 -3 -4;1 2 3 4;-1 -2 -3 -4];
```

```
m([1 2 3 4],[1 2 3 4])=m([1 3 4 2],[3 2 4 1])
```

output :

m =

3 2 4 1

3 2 4 1

-3 -2 -4 -1

-3 -2 -4 -1

Problem 6:

a):

$m = [1\ 0\ 0\ 0\ -1; 2\ 0\ 0\ 0\ -2; 3\ 0\ 0\ 0\ -3; 4\ 0\ 0\ 0\ -4; 5\ 0\ 0\ 0\ -5]$

$y = m'$

output :

$y =$

1	2	3	4	5
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
-1	-2	-3	-4	-5

b):

$z = y;$

$z([1\ 5], [4\ 5]) = [2\ 1; -2\ -1]$

output :

$z =$

1	2	3	2	1
---	---	---	---	---

0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
-1	-2	-3	-2	-1

c):

```
%c
w=m;
w([1: end],[2:4])=100;
w([1: end],1)=w([1:end],1)*2;
w([1: end],5)=w([1: end],5)*-1/10;
w
```

output :

w =

2.0000	100.0000	100.0000	100.0000	0.1000
4.0000	100.0000	100.0000	100.0000	0.2000
6.0000	100.0000	100.0000	100.0000	0.3000
8.0000	100.0000	100.0000	100.0000	0.4000
10.0000	100.0000	100.0000	100.0000	0.5000

Problem 7:

A):

```
%A  
A=zeros(5);  
B=zeros(5,1);
```

B)

```
%B  
A(1,:)= [2 3 5 6 21];  
A(2,:)= [5 0 2 2 0];  
A(3,:)= [6 7 8 9 11];  
A(4,:)= [0 13 17 5 6];  
A(5,:)= [1 4 0 3 9]
```

C) :

```
%C  
B(:,1)= [152 ;19 ;135; 127; 66]
```

E) :

```
%e  
if rank(A)==size(A)  
    s=1  
else  
    s=0  
end
```

F) :

```
%f  
y=inv(A)*B
```

D):

If the rank is equal to number of unknowns then it is unique solution

Otherwise, they are independent

OUTPUT:

A =

2	3	5	6	21
5	0	2	2	0
6	7	8	9	11
0	13	17	5	6
1	4	0	3	9

B =

152

19

135

127

66

S =

1

y =

1.0000

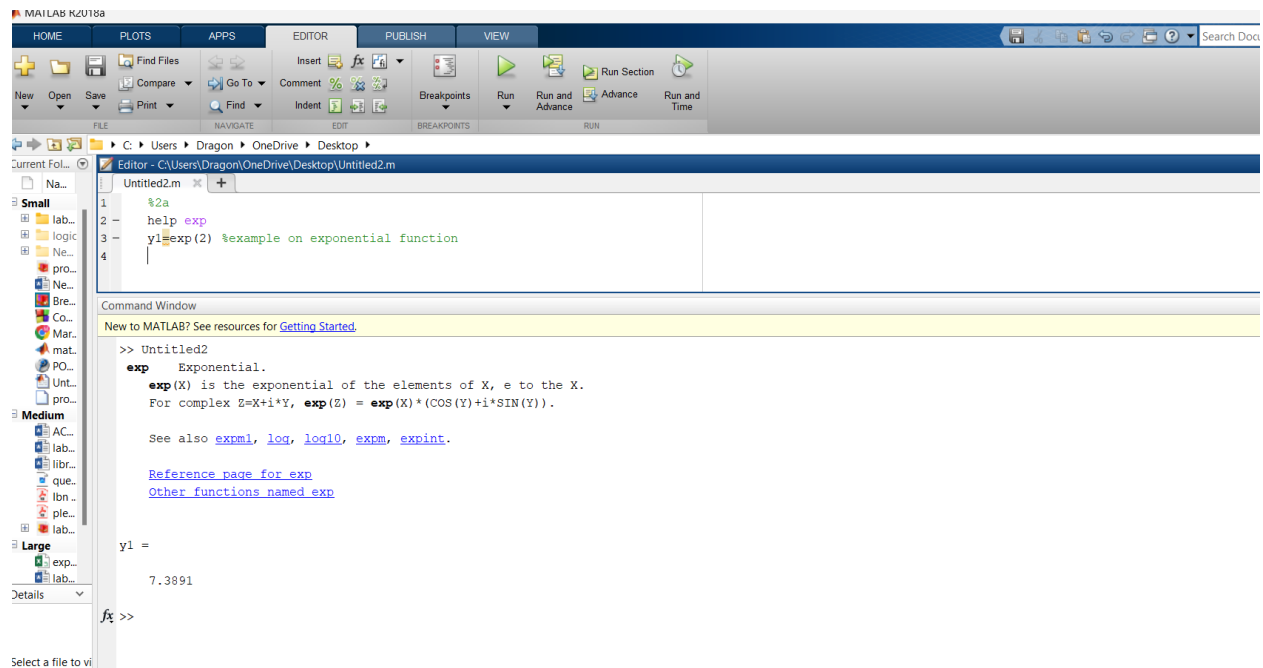
2.0000

3.0000

4.0000

5.0000

7 :2 A:



Example on exponential :

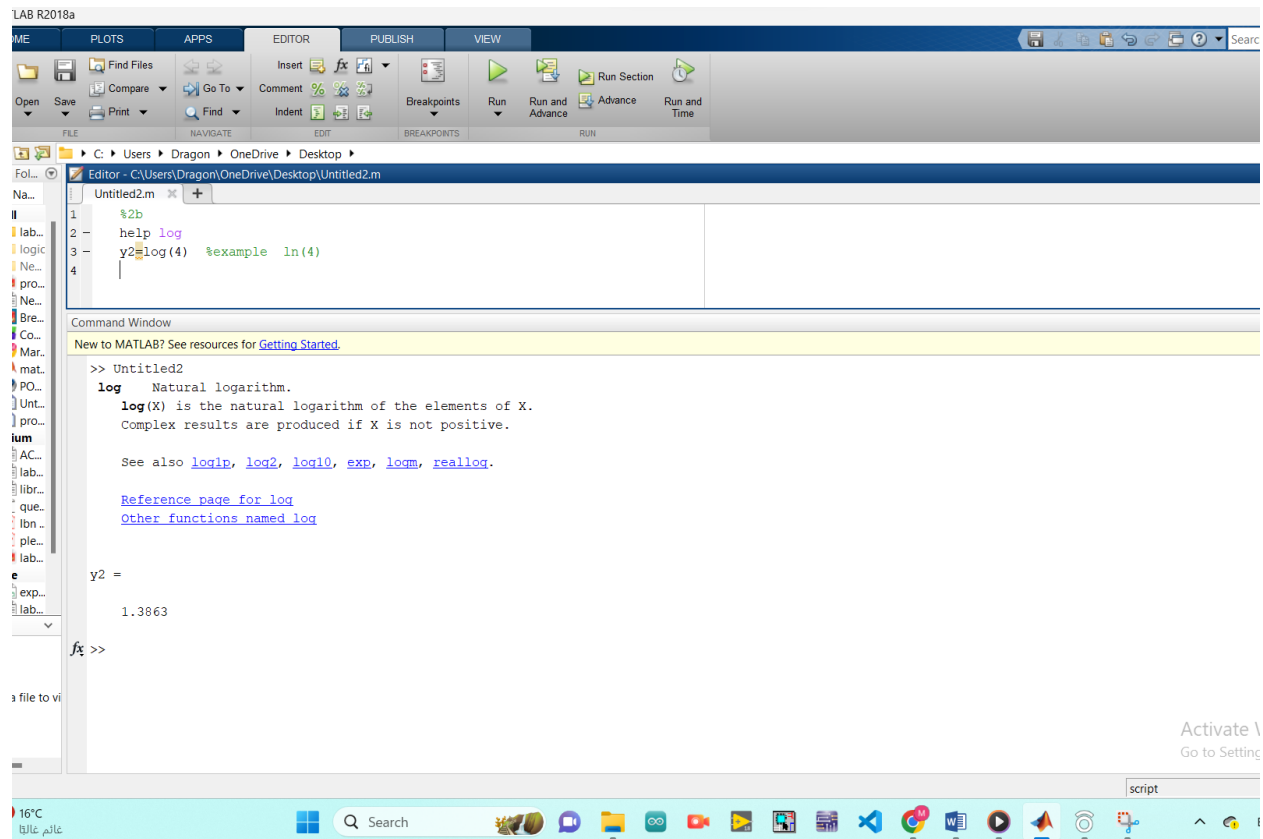
$y = \exp(2)$

output :

$y =$

7.3891

7:2B:



Example on ln on matlab :

```
y2=log(4)
```

output :

```
y2 =
```

```
1.3863
```

7 2C:

MATLAB R2018a

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Current Folder: C:\Users\Dragon\OneDrive\Desktop

Editor - C:\Users\Dragon\OneDrive\Desktop\Untitled2.m*

Untitled2.m* x +

```
1 %2c
2 - help log2 %example on base 2 logarithm
3 - y3=log2(10)
4
5 - help log10
6 - y4=log10(10) %example on base 10 logarithm
7
8
```

Command Window

New to MATLAB? See resources for [Getting Started](#).

>> Untitled2

log2 Base 2 logarithm and dissect floating point number.
Y = **log2**(X) is the base 2 logarithm of the elements of X.

[F,E] = **log2**(X) for each element of the real array X, returns an array F of real numbers, usually in the range $0.5 \leq \text{abs}(F) < 1$, and an array E of integers, so that $X = F \cdot 2.^E$. Any zeros in X produce F = 0 and E = 0. This corresponds to the ANSI C function frexp() and the IEEE floating point standard function logb().

See also [log](#), [log10](#), [pow2](#), [nextpow2](#), [realmax](#), [realmin](#).

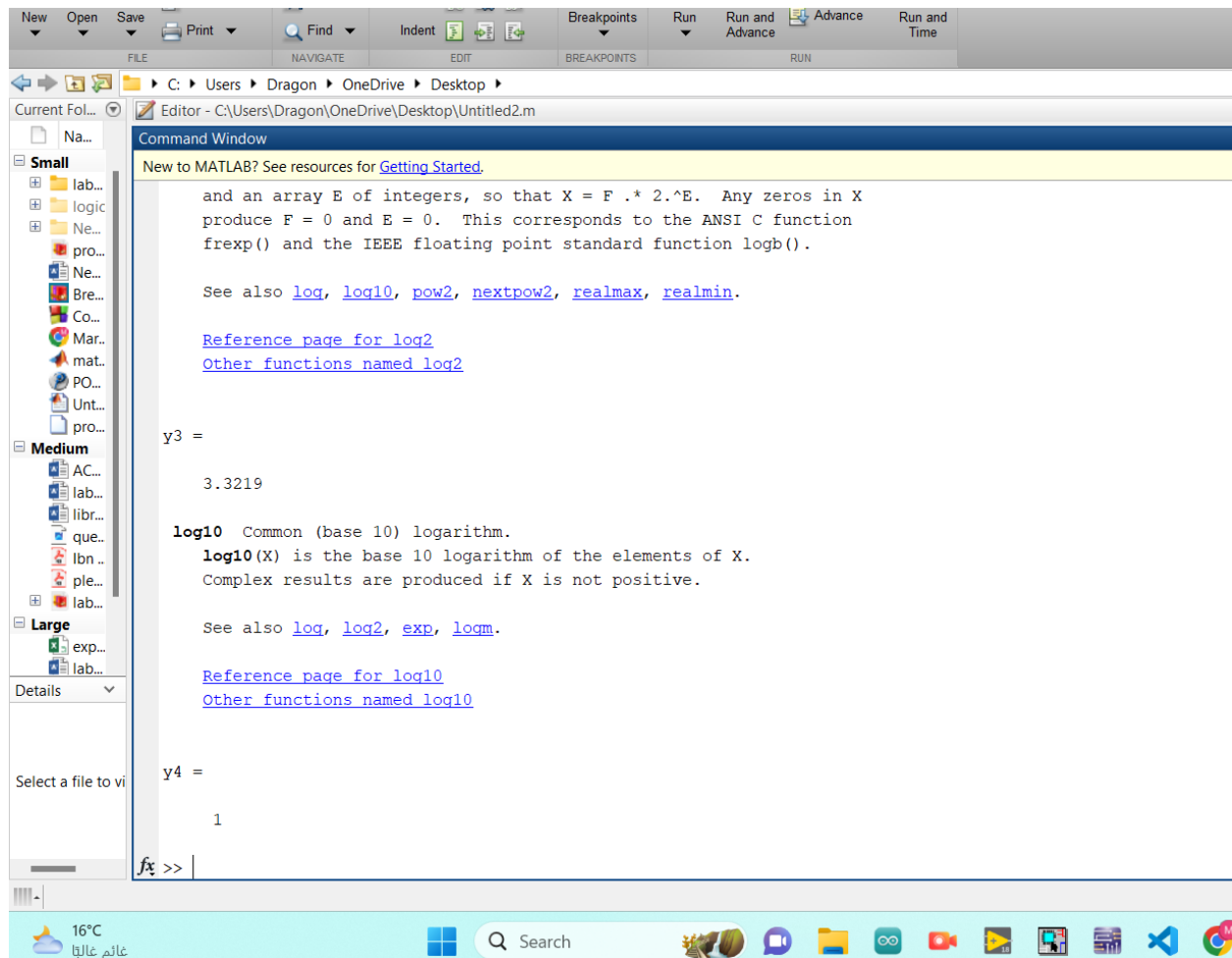
[Reference page for log2](#)
[Other functions named log2](#)

y3 =

3.3219

16°C غائم غالباً

Search



Example on base 2 logarithm :

y3=log2(10)

output :

y3 =

3.3219

Example on base 10 :

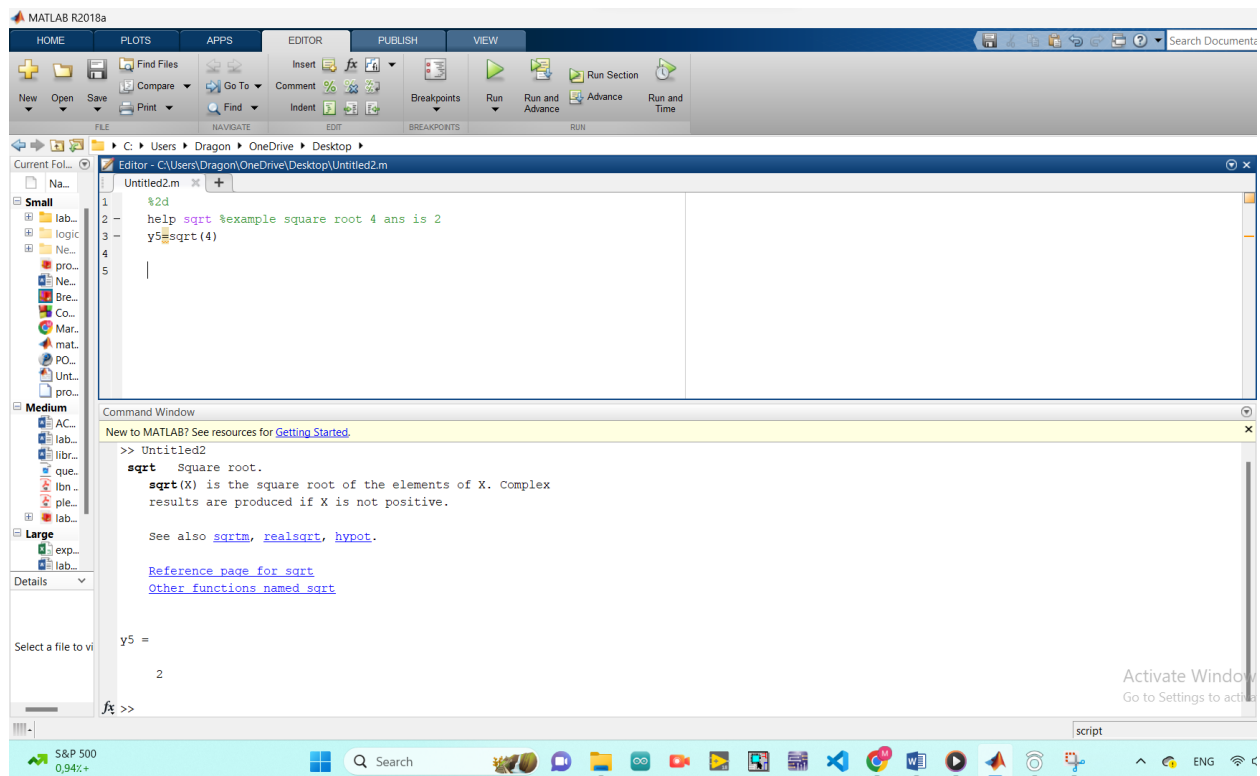
y4=log10(10)

output :

y4 =

1

7 2 D:



Example on square root :

y5=sqrt (4)

output :

y5 =

2

7 2E:

Sound function :

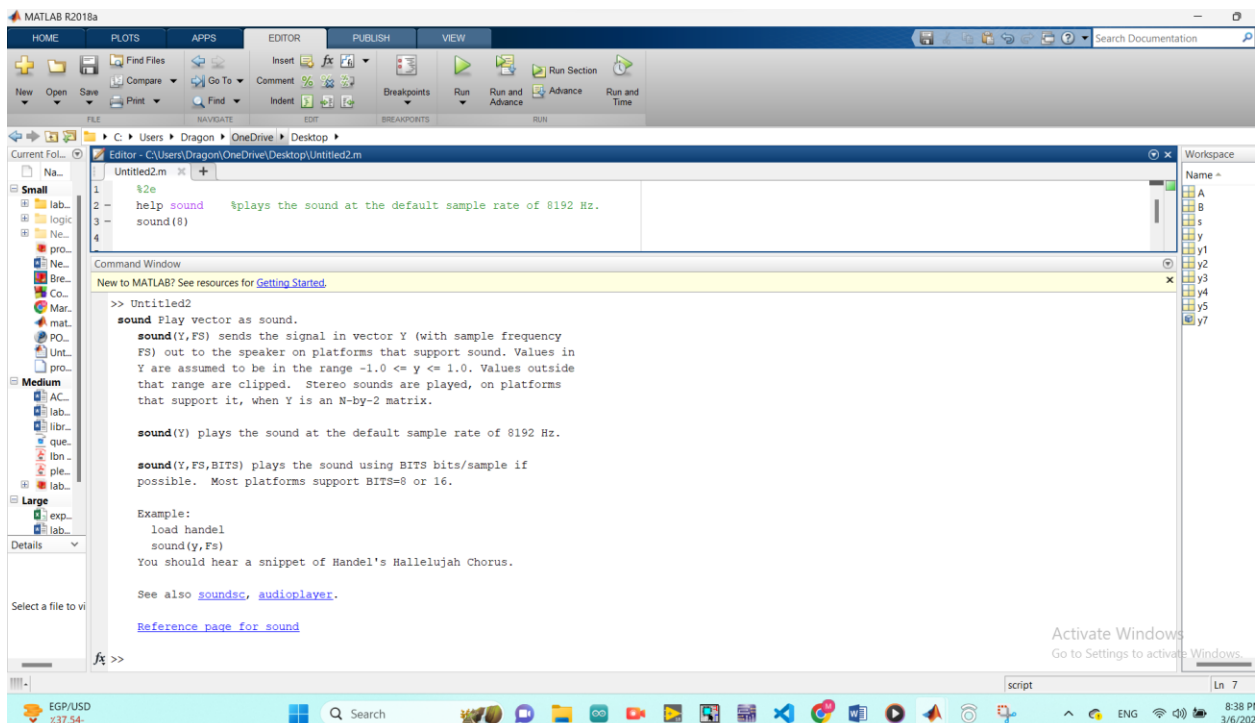


Image function:

