

Lab 1

Desktop Tools and Development Environment

1) Tutorials about the environment

1.3 Indicate what the command history is and list two ways to repeat the evaluation previously executed expression.

To indicate which are the commands you've typed before:

```
commandhistory
```

Then if you want to repeat the evaluation of a previously executed expression we can use the up arrow in the command window and select the desired command, using the *commandhistory* command and use the pop-up window or using the command history layout available here: HOME > LAYOUT > COMMAND HISTORY.

1.4 Indicate what the current folder window is used for. How can be some visualization options changed?

DUNNO BRO HAHAAHA

Ens inventarem algu jajh

TODO: canviar amb les nostres paraules

Matrices

2) Basic matrix operations, Matrix manipulation

2.1

```
v1 = [12,23,54,8,6]
```

```
v1 = 1x5
    12    23    54     8     6
```

```
v1 = 1x5
```

```
    12    23    54     8     6
```

2.2

```
v2 = v1 + 10
```

```
v2 = 1x5
```

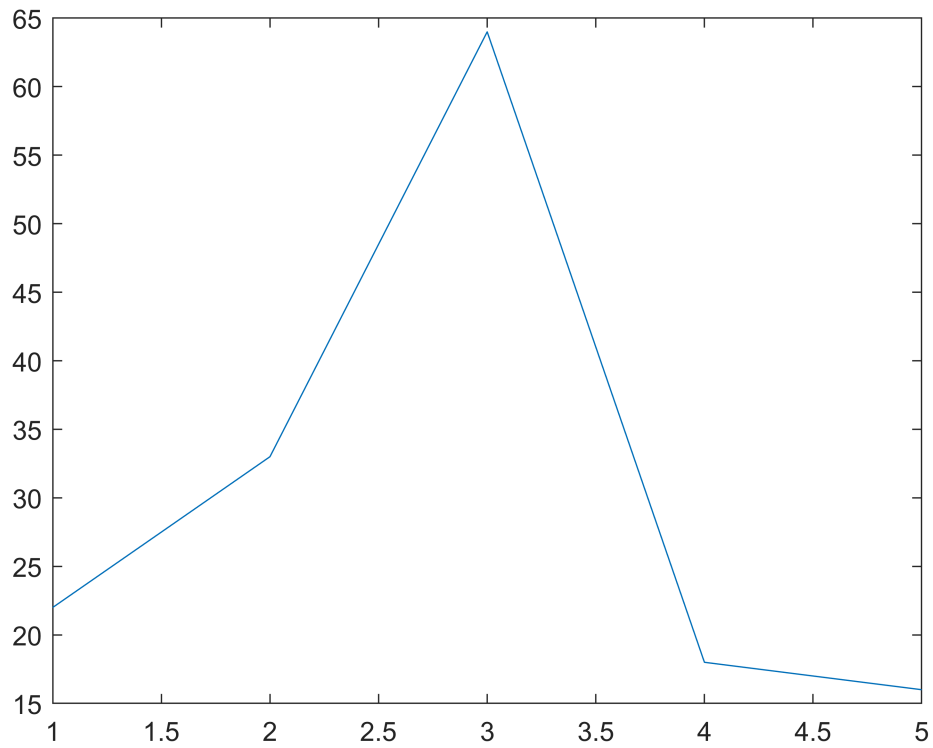
22 33 64 18 16

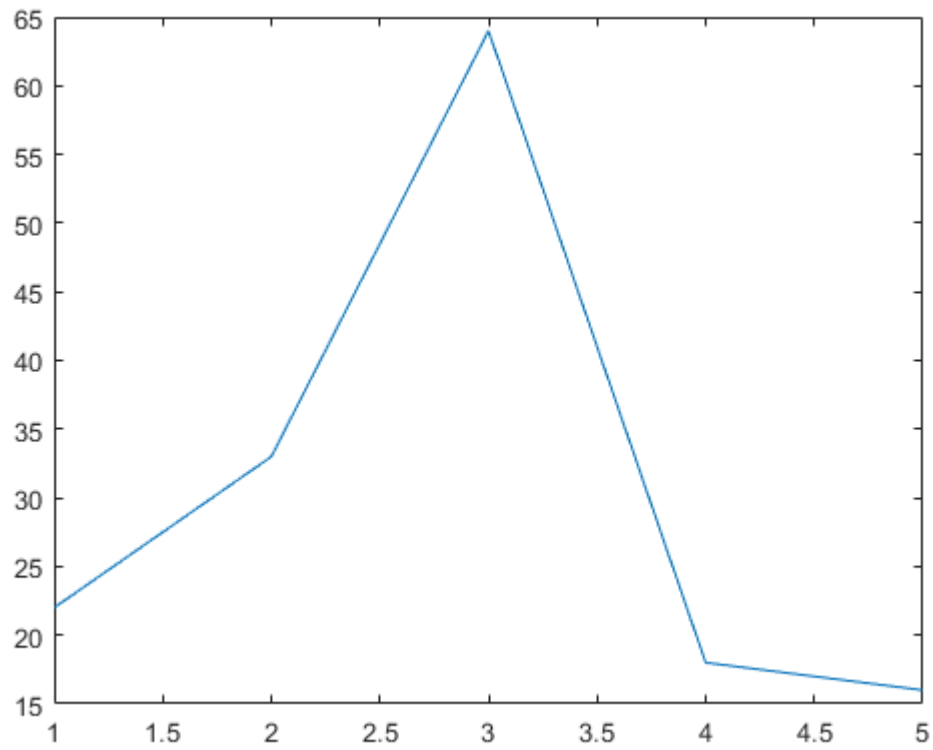
`v2 = 1x5`

22 33 64 18 16

2.3

```
plot(v2)
```





2.4

```
M = [1,4,22,7;
      9,2,3,11;
      49,55,6,3;
      24,7,9,12]
```

M = 4x4

1	4	22	7
9	2	3	11
49	55	6	3
24	7	9	12

M = 4x4

1	4	22	7
9	2	3	11
49	55	6	3
24	7	9	12

2.5

```
Mt = M'
```

```
Mt = 4x4
```

1	9	49	24
4	2	55	7
22	3	6	9
7	11	3	12

```
Mt = 4x4
```

1	9	49	24
4	2	55	7
22	3	6	9
7	11	3	12

2.6

```
Mi = inv(M)
```

```
Mi = 4x4
```

-0.0223	-0.0755	-0.0063	0.0838
0.0150	0.0651	0.0242	-0.0744
0.0425	-0.0583	-0.0048	0.0298
0.0039	0.1567	0.0021	-0.0631

```
Mi = 4x4
```

-0.0223	-0.0755	-0.0063	0.0838
0.0150	0.0651	0.0242	-0.0744
0.0425	-0.0583	-0.0048	0.0298
0.0039	0.1567	0.0021	-0.0631

2.7

```
M * Mi
```

```
ans = 4x4
```

1.0000	0	0.0000	0
-0.0000	1.0000	-0.0000	0
0.0000	0.0000	1.0000	-0.0000
0	0.0000	0.0000	1.0000

2.8

```
ans
```

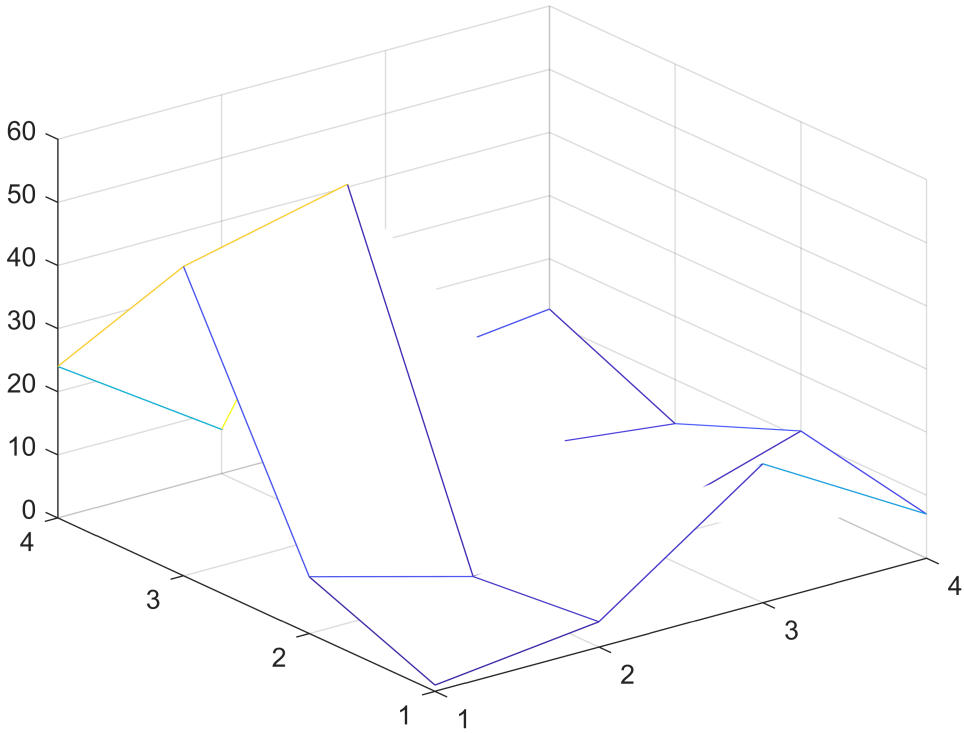
```
ans = 4x4
    1.0000    0    0.0000    0
   -0.0000    1.0000   -0.0000    0
    0.0000    0.0000    1.0000   -0.0000
         0    0.0000    0.0000    1.0000
```

```
ans = 4x4

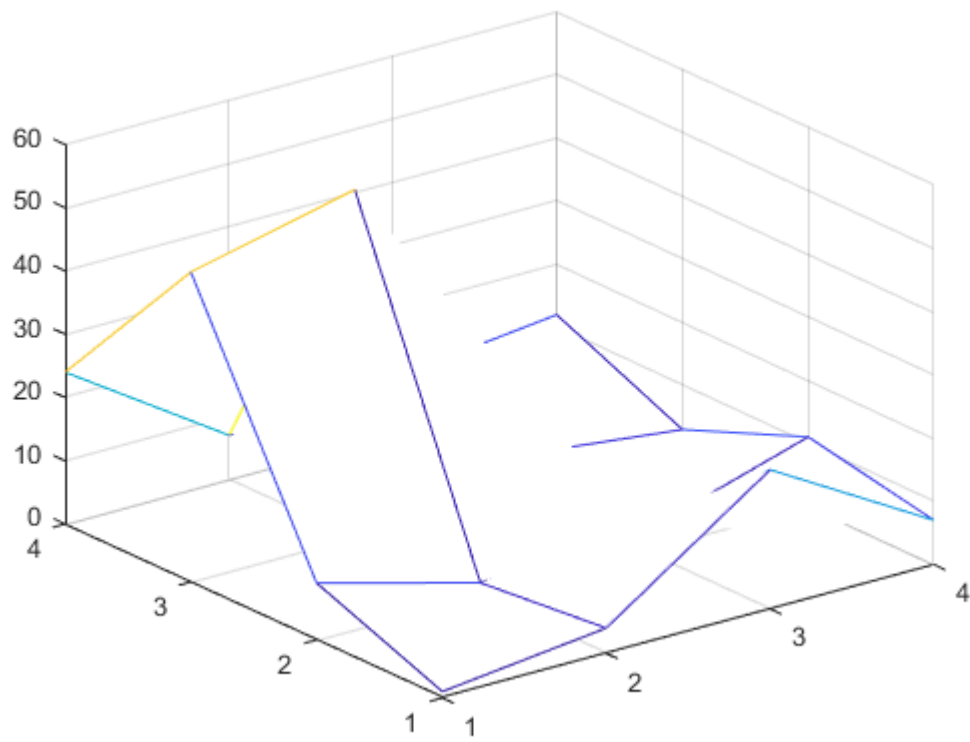
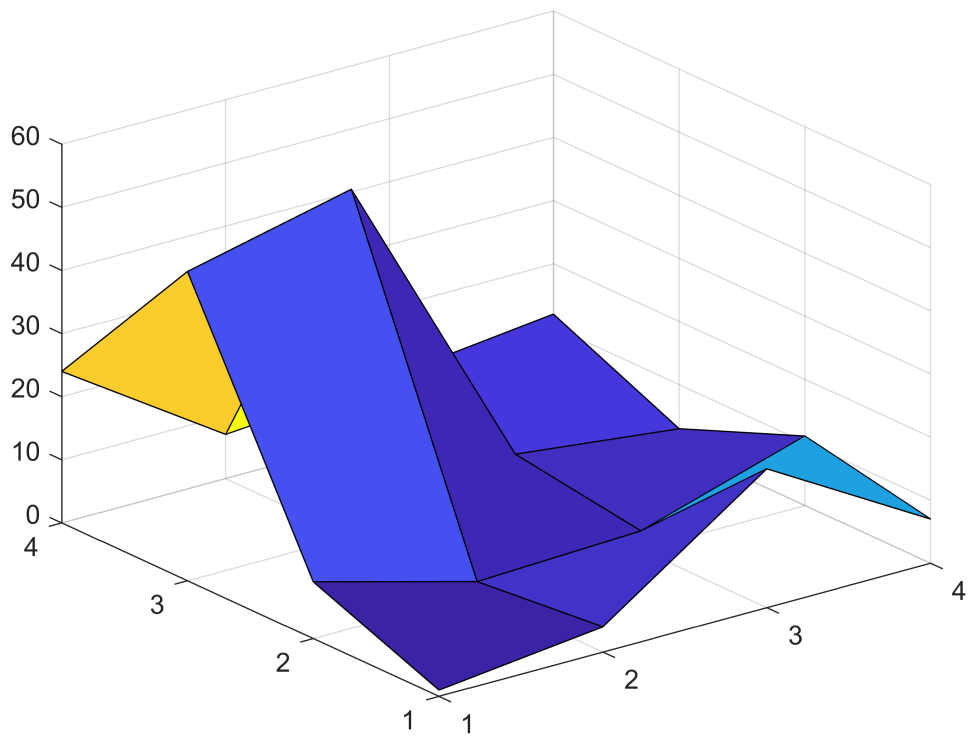
    1.0000    0    0.0000    0
   -0.0000    1.0000   -0.0000    0
    0.0000    0.0000    1.0000   -0.0000
         0    0.0000    0.0000    1.0000
```

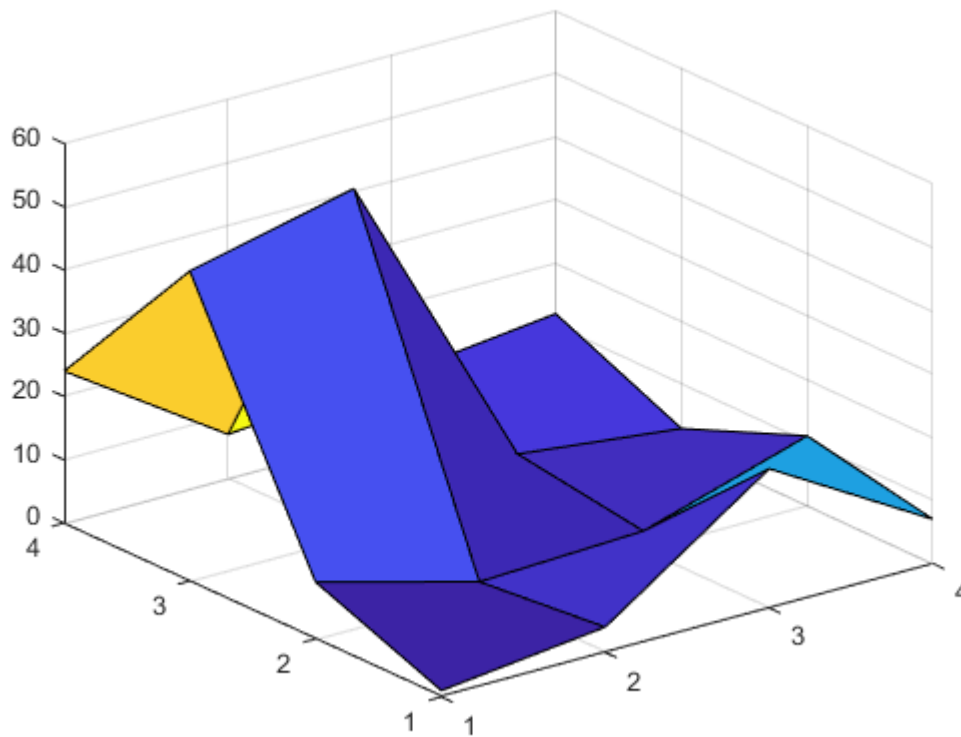
2.9

```
mesh(M)
```



```
surf(M)
```





Graphics

3) 2D Plots

3.1) What does the "x = 0:0.05:5;" expression?

It creates the vector starting from 0 to 5 using a 0.05 strid

```
x = 0:0.05:5
```

```
x = 1x101
    0    0.0500    0.1000    0.1500    0.2000    0.2500    0.3000    0.3500 ...
```

```
x = 1x101
```

	0	0.0500	0.1000	0.1500	0.2000	0.2500	0.3000	0.3500
0.4000	0.4500	0.5000	0.5500	0.6000	0.6500	0.7000	0.7500	0.8000
0.8500	0.9000	0.9500	1.0000	1.0500	1.1000	1.1500	1.2000	1.2500
1.3000	1.3500	1.4000	1.4500	1.5000	1.5500	1.6000	1.6500	1.7000
1.7500	1.8000	1.8500	1.9000	1.9500	2.0000	2.0500	2.1000	2.1500
2.2000	2.2500	2.3000	2.3500	2.4000	2.4500			

3.2) What does the "bar" function?

```
help bar
```

```
bar - Bar graph
```

This MATLAB function creates a bar graph with one bar for each element in y.

```
bar(y)
bar(x,y)
bar(__,width)
bar(__,style)
bar(__,color)
bar(__,Name,Value)
bar(ax,__)
b = bar(__)
```

See also `bar3`, `bar3h`, `barh`, `histogram`, `hold`, `stairs`, `Bar Properties`

Reference page for `bar`
Other functions named `bar`

This MATLAB function creates a bar graph with one bar for each element in y.

3.3) What does the "stairs" function?

```
help stairs
```

`stairs` - Stairstep graph

This MATLAB function draws a stairstep graph of the elements in Y.

```
stairs(Y)
stairs(X,Y)
stairs(__,LineStyle)
stairs(__,Name,Value)
stairs(ax,__)
h = stairs(__)
[xb,yb] = stairs(__)
```

See also `LineStyle`, `bar`, `histogram`, `stem`, `Stair Properties`

Reference page for `stairs`

This MATLAB function draws a stairstep graph of the elements in Y.

4) 3D Plots

4.1) Indicate and proof what does the "z = peaks(25)" expression.

```
help peaks
```

`peaks` - Example function of two variables

This MATLAB function returns a 49-by-49 matrix.

```
Z = peaks;
Z = peaks(n);
Z = peaks(V);
Z = peaks(X,Y);
peaks(...)
[X,Y,Z] = peaks(...);
```

See also `meshgrid`, `surf`

peaks is a function of two variables used as an example, obtained by translating and scaling Gaussian distributions. It is useful for demonstrating mesh, surf, pcolor, contour and so on.

4.2) Indicate the difference between *mesh* and *waterfall*.

```
help waterfall
```

waterfall - Waterfall plot

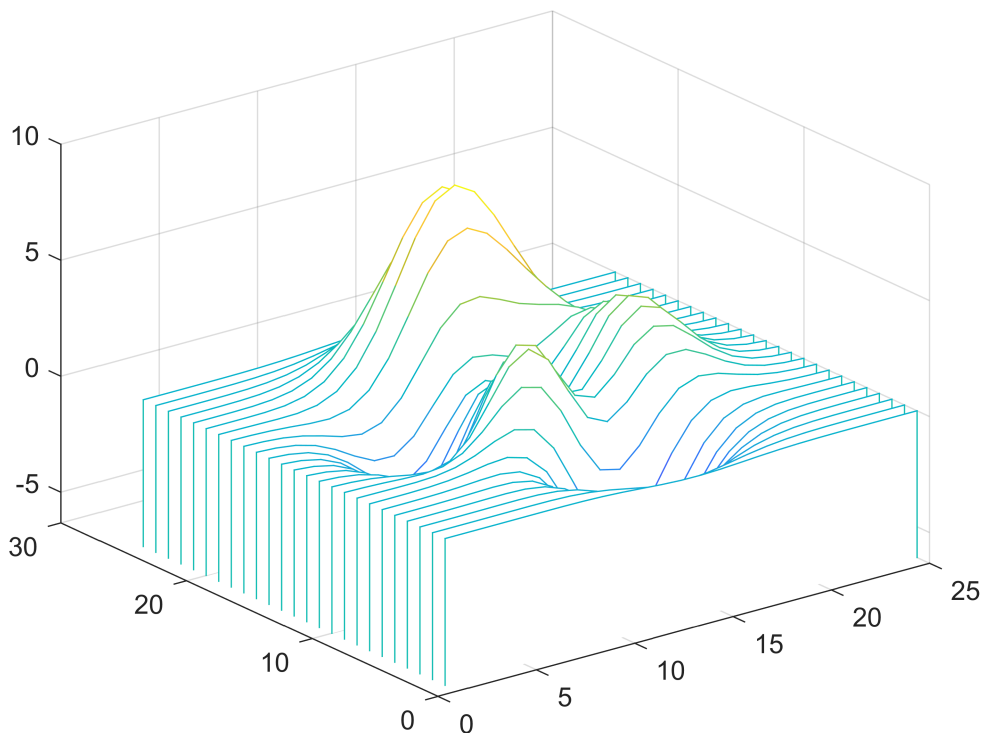
This MATLAB function creates a waterfall plot using `x = 1:size(Z,2)` and `y = 1:size(Z,1)`.

```
waterfall(Z)
waterfall(X,Y,Z)
waterfall(...,C)
waterfall(ax,...)
h = waterfall(...)
```

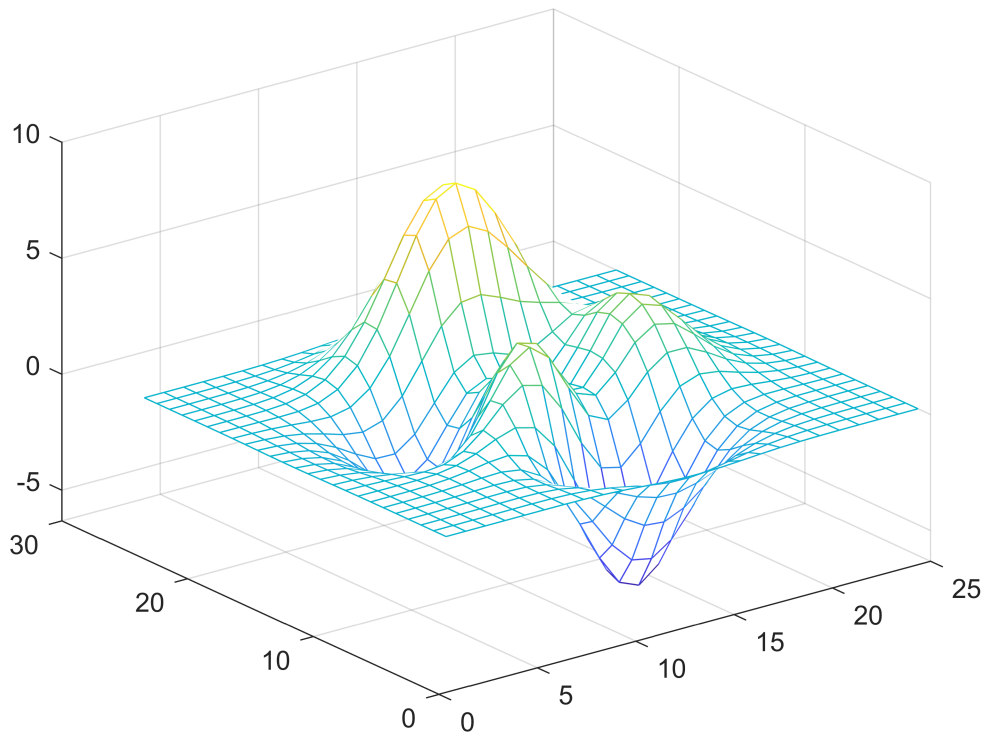
See also `axis`, `caxis`, `meshz`, `ribbon`, `surf`

Reference page for `waterfall`

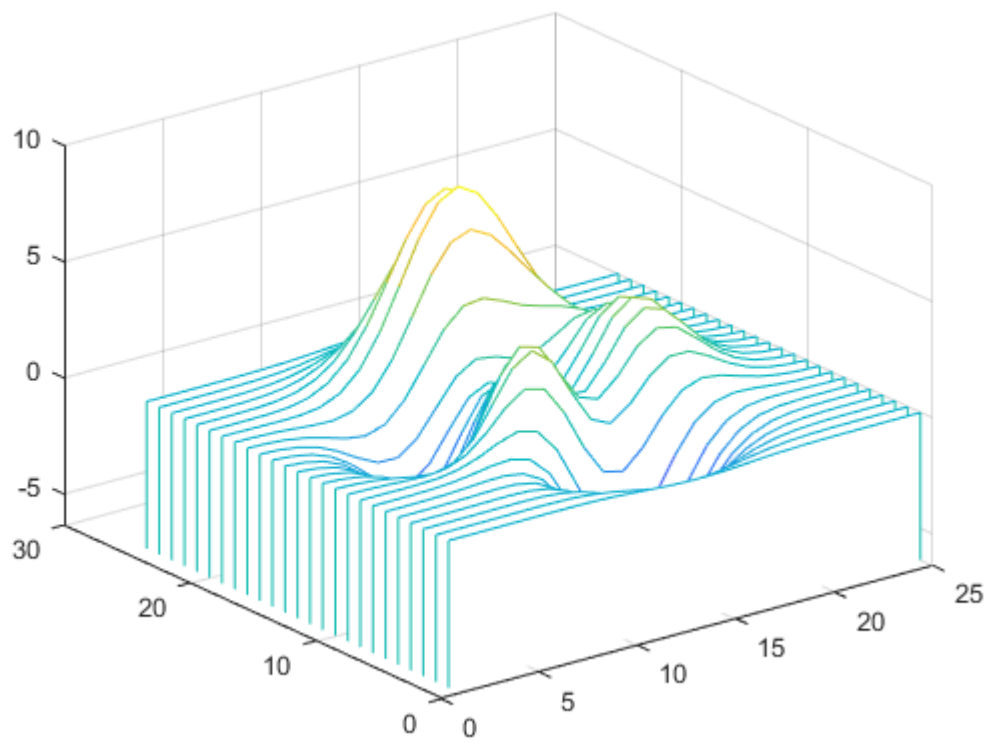
```
waterfall(peaks(25))
```

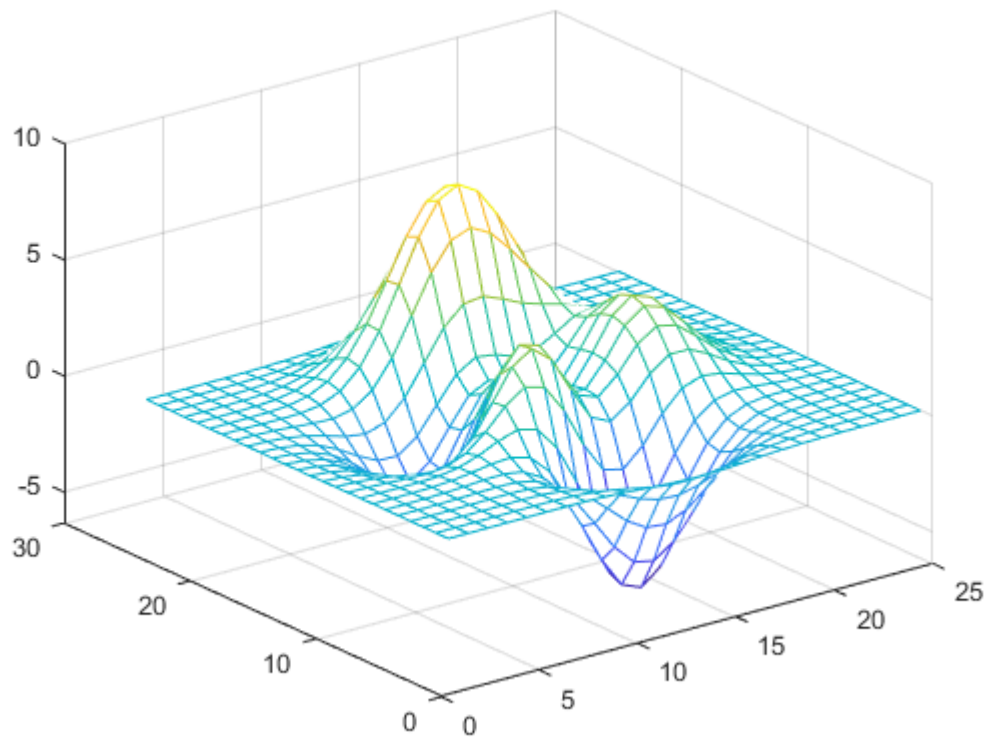


```
figure, mesh(peaks(25))
```



waterfall: This MATLAB function creates a waterfall plot using $x = 1:\text{size}(Z,2)$ and $y = 1:\text{size}(Z,1)$.





The `waterfall` function draws a mesh but it does not generate lines from the Y-axis. This produces a “waterfall” effect.

4.3) Indicate the difference between *surf* and *surf1*.

help `surf`

`surf` - Surface plot

This MATLAB function creates a three-dimensional surface plot.

```
surf(X,Y,Z)
surf(X,Y,Z,C)
surf(Z)
surf(Z,C)
surf(ax,___)
surf(____,Name,Value)
s = surf(____)
```

See also `colormap`, `imagesc`, `mesh`, `meshgrid`, `pcolor`, `shading`, `view`,
Surface Properties

Reference page for `surf`

help `surf1`

`surf1` - Surface plot with colormap-based lighting

This MATLAB function and `surf1(X,Y,Z)` create three-dimensional shaded surfaces using the default direction for the light source and the default lighting coefficients for the shading model.

```
surf1(Z)
surf1(...,'light')
surf1(...,s)
surf1(X,Y,Z,s,k)
surf1(ax,...)
h = surf1(...)
```

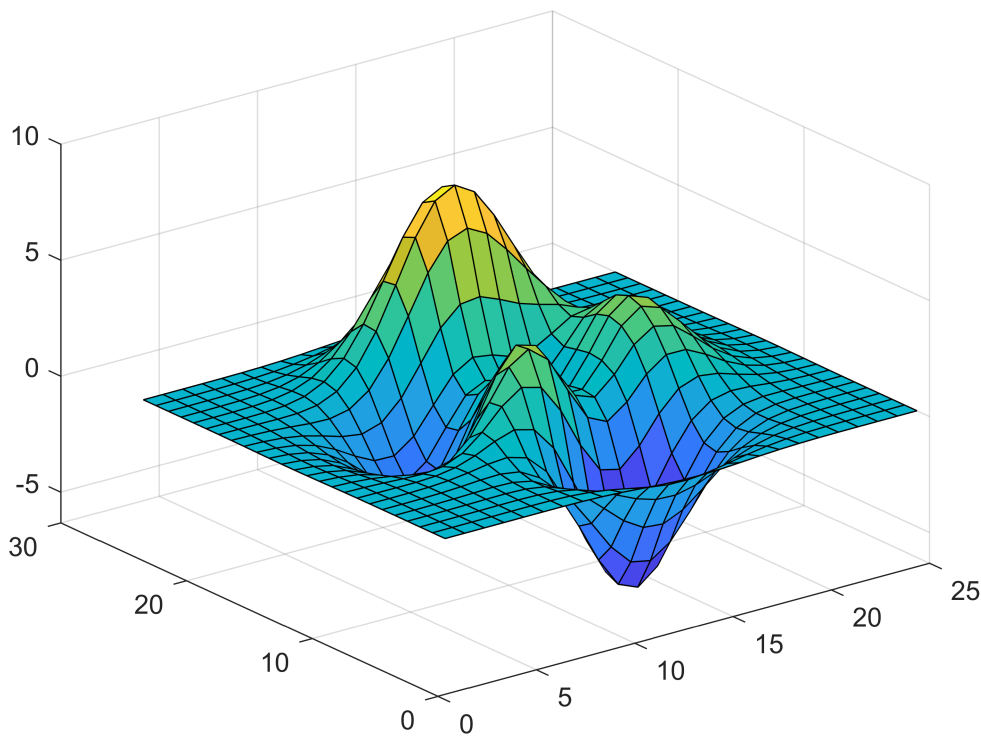
See also `colormap`, `light`, `shading`

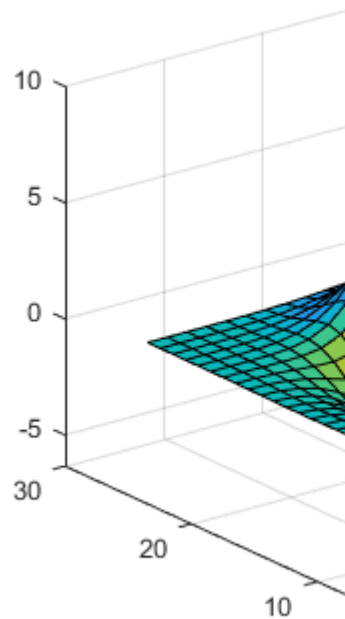
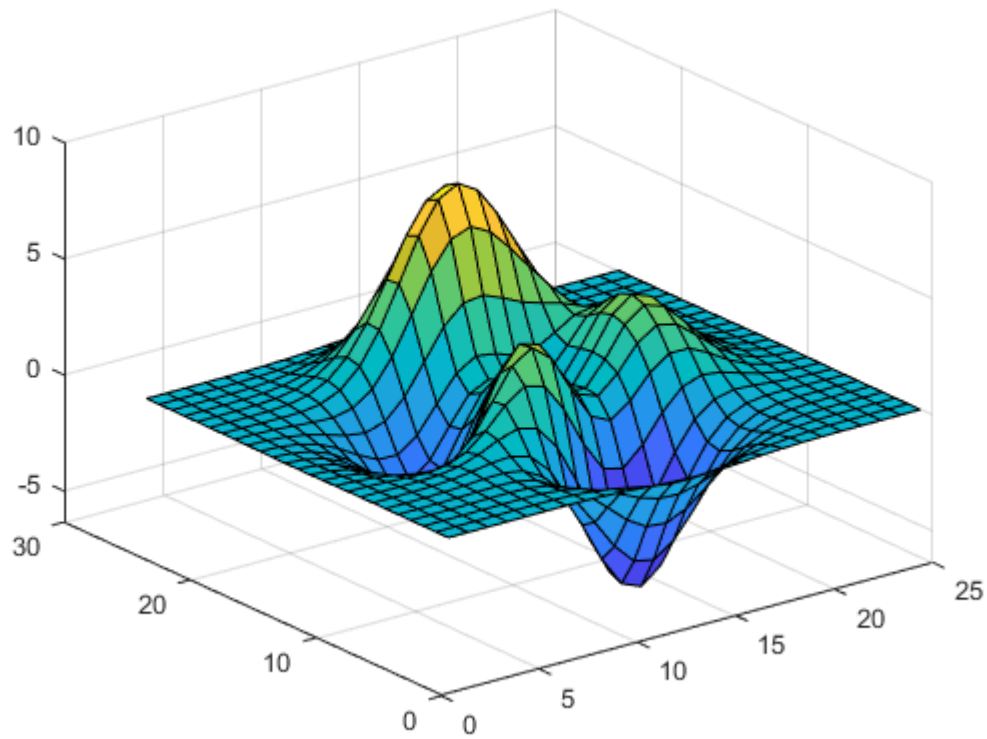
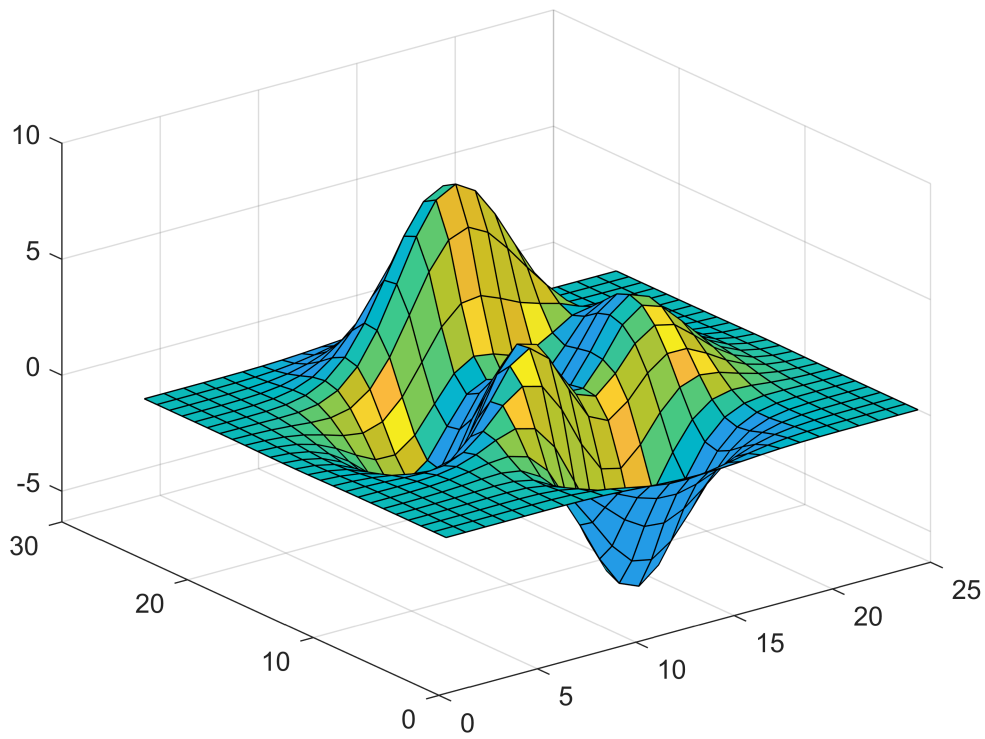
[Reference page for surf1](#)

surf: This MATLAB function creates a three-dimensional surface plot.

surf1: This MATLAB function and `surf1(X,Y,Z)` create three-dimensional shaded surfaces using the default direction for the light source and the default lighting coefficients for the shading model.

```
surf(peaks(25))
surf1(peaks(25))
```





The main difference is that the surf plots a light model and the color depends on that light and surf plots the data and colors it depending on the z-axis.

4.4) Observe the effects of *contour*, *quiver* and *slice*.

help **contour**

contour - Contour plot of matrix

This MATLAB function creates a contour plot containing the isolines of matrix Z, where Z contains height values on the x-y plane.

```
contour(Z)
contour(X,Y,Z)
contour(__,levels)
contour(__,LineStyle)
contour(__,Name,Value)
contour(ax,__)
M = contour(__)
[M,c] = contour(__)
```

See also clabel, contour3, contourc, contourf, Contour Properties

Reference page for contour
Other functions named contour

help **quiver**

quiver - Quiver or velocity plot

This MATLAB function plots vectors as arrows at the coordinates specified in each corresponding pair of elements in x and y.

```
quiver(x,y,u,v)
quiver(u,v)
quiver(...,scale)
quiver(...,LineStyle)
quiver(...,LineStyle,'filled')
quiver(...,'PropertyName',PropertyValue,...)
quiver(ax,...)
h = quiver(...)
```

See also LineSpec, contour, plot, quiver3, Quiver Properties

Reference page for quiver

help **slice**

slice - Volume slice planes

This MATLAB function draws slices for the volumetric data V.

```
slice(X,Y,Z,V,xslice,yslice,zslice)
slice(V,xslice,yslice,zslice)
slice(__,method)
slice(ax,__)
s = slice(__)
```

See also contourslice, interp3, isosurface, meshgrid

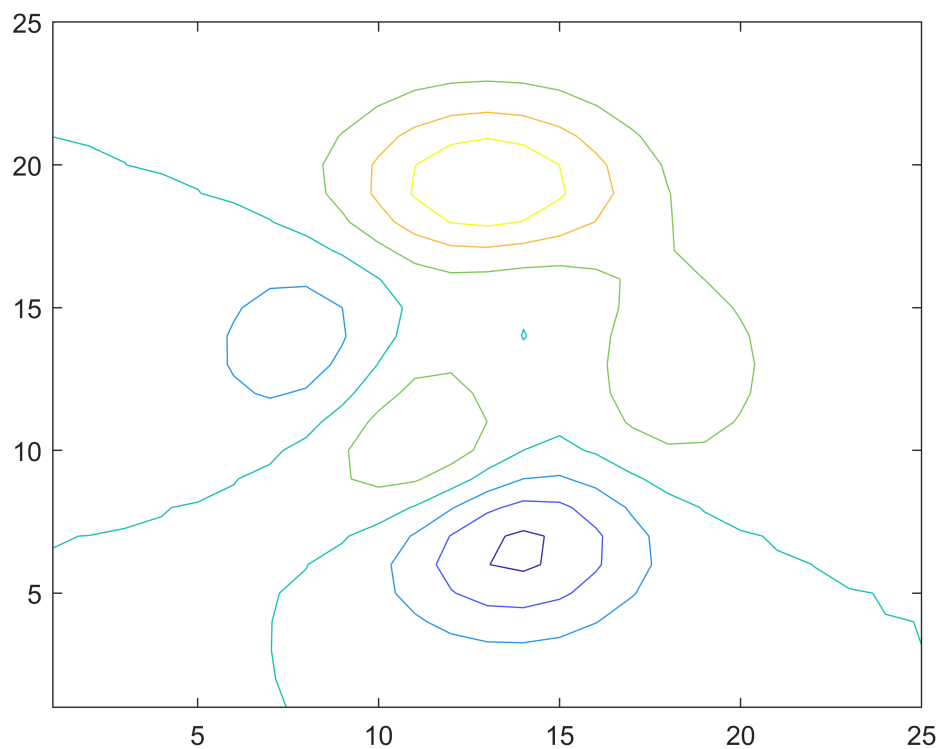
Reference page for slice

contour: This MATLAB function creates a contour plot containing the isolines of matrix Z, where Z contains height values on the x-y plane.

quiver: Quiver or velocity plot.

slice: This MATLAB function draws slices for the volumetric data V.

```
contour(peaks(25))
```



```
[x, y] = peaks(25)  
quiver(1, 1, x, y)
```

Error using quiver (line 44)
U and V must be the same size.

```
slice(peaks(25))
```