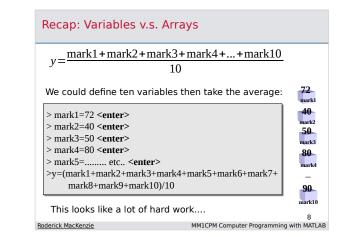


Recap: Complex numbers

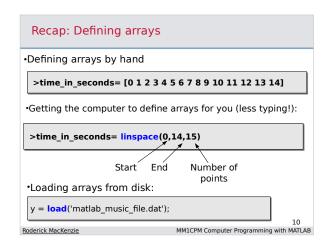
•MATLAB can do very complicated multiplications for you:

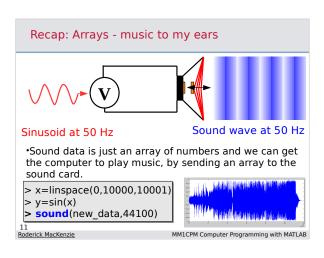
Roderick MacKenzie

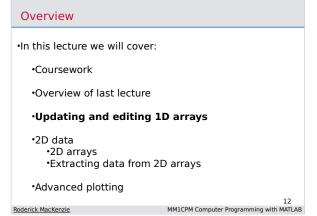
MM1CPM Computer Programming with MATLAB

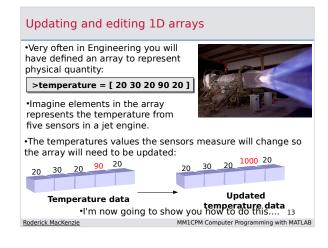


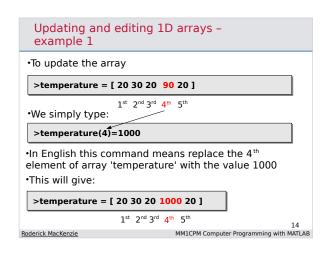
*A good way to handle large amounts of data is by using an array. 72 40 50 80 60 Arrays - good for large data sets (i.e. marks of students or audio data): *And this is how to make an array in MATLAB, we use square brackets around a list of numbers: | Student_marks = [72 40 50 80 60 1]

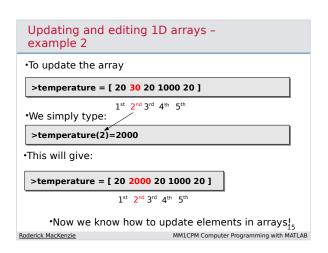


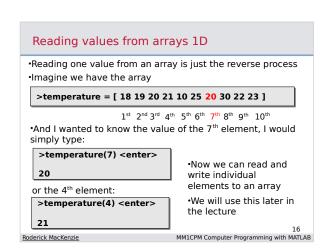


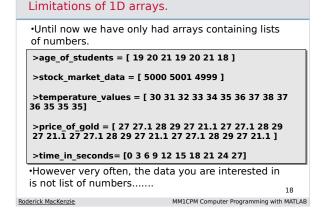


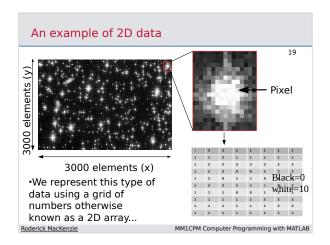


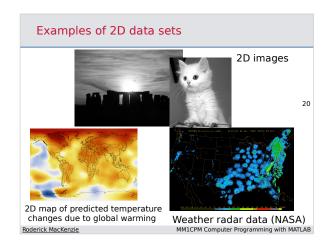


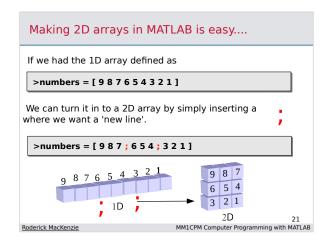


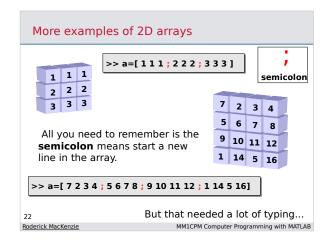




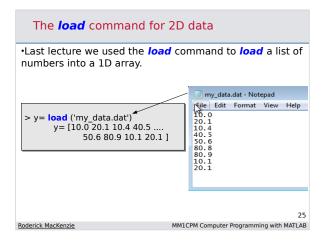


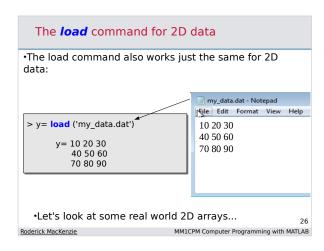


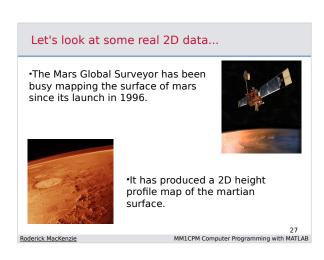


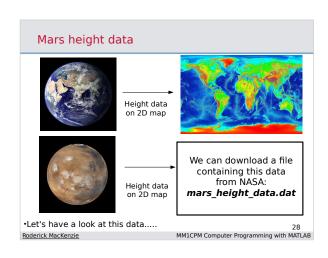


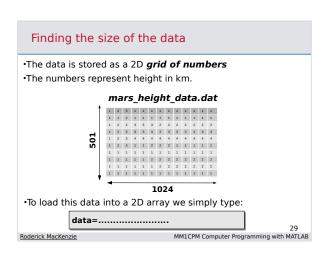
Making arrays with less typing: rand •The 'rand' command will make a 2D array full of random numbers between 0 and 1: >a = rand(2,2)> a=rand(2,2) > a=rand(2,3) a = 0.7577 0.8235 0.3171 0.0344 0.7431 0.6555 0.6948 0.9502 0.4387 •The numbers in the brackets specify the x and y size of the Youtube example •This is all very interesting but let's look at some real data.₂₄ Roderick MacKenzie MM1CPM Computer Programming with MATLAB

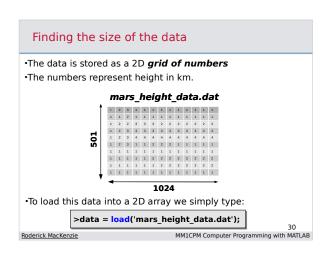




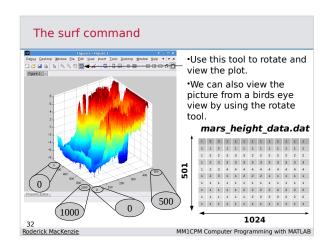


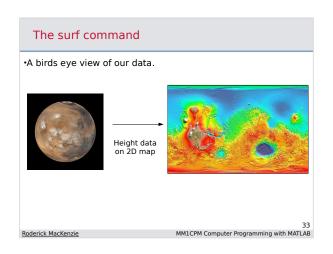


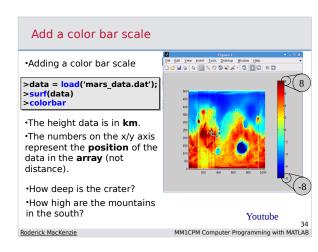


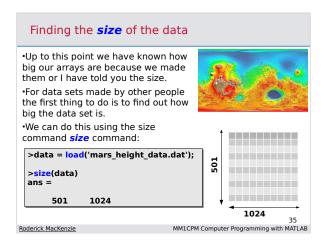


Plotting 2D data using the surf command •The surf command performs a surface plot of a 2D array.... | >data = load('mars_height_data.dat'); | data=6.32044 6.40884 6.49724... | 6.23204 6.32044 6.40884... | 6.76243 6.76243 6.85083... | 6.93923 7.02762 7.11602... | 6.67403 6.67403 6.76243... | >surf(data) | •Let's have a look at the result....

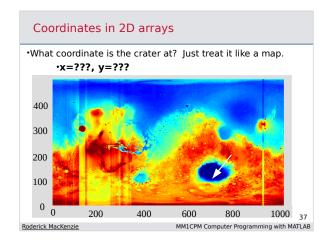


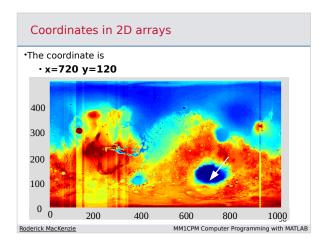


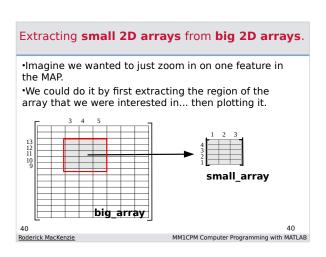


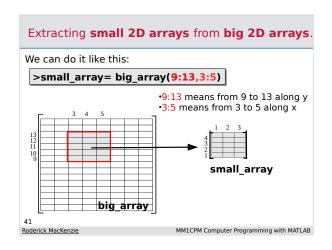


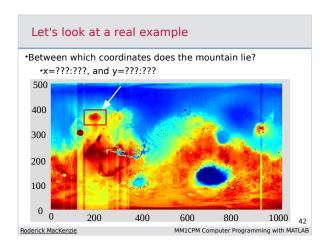
•In this lecture we will cover: •Coursework •Overview of last lecture •Updating and editing 1D arrays •2D data •2D arrays •Extracting data from 2D arrays •Advanced plotting 36 Roderick MacKenzie MM1CPM Computer Programming with MATLAB

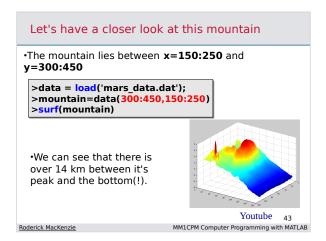


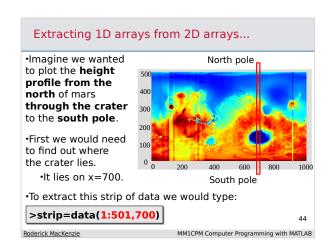


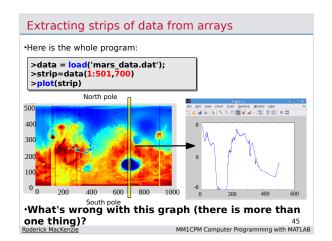


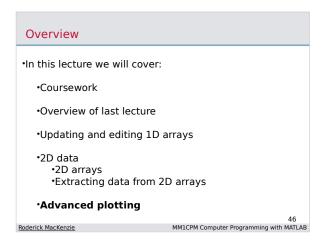


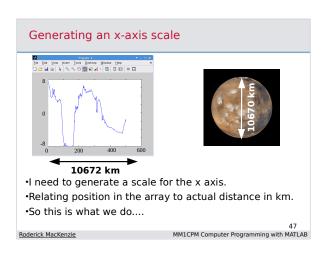


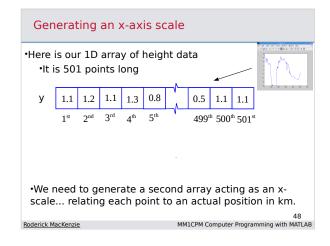


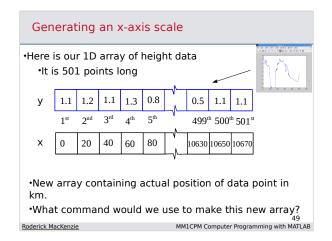


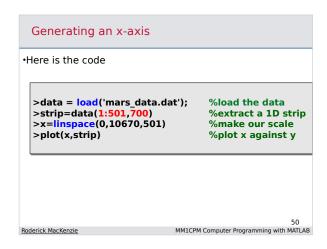


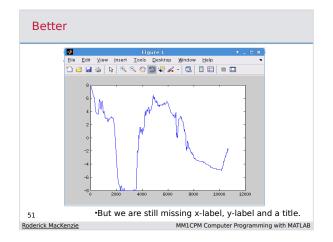


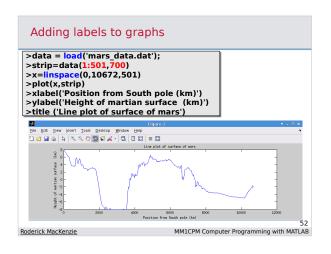












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