

1.	% MATLAB , which stands for Matrix Laboratory, is a program
2.	% for performing numerical and symbolic calculations. It is widely used
3.	% in science and engineering, as well as in mathematics.
4.	% The MathWorks, Inc. 3 Apple Hill Drive, Natick, MA 01760, www.mathworks.com
5.	cos(pi/5) % result sent to the variable ans
6.	format rat % returns rational expressions
7.	x=5.4 % sends a number to the variable x
8.	format compact % eliminates the extra spacing
9.	
10.	format long
11.	% format short 4 decimal places (with or without e) - DEFAULT
12.	% format long 15 decimal places (with or without e)
13.	disp('----- format long')
14.	
15.	clear % name1 name2 use clear for your convenience
16.	% removes all (or specified) variables from workspace
17.	
18.	s = 1 -1/2 + 1/3 ... % continuation
19.	- 1/4 + 1/5 - 1/6
20.	i, j^2 % two commands in one line
21.	y=sqrt(-x); % do not display the result
22.	disp(y) % displays a variable on the screen
23.	L = input('liczba = '); % prompt and waiting for input from keyboard
24.	
25.	disp('----- special variables')
26.	disp([' eps = ',num2str(eps)]) % precision
27.	disp([' realmin = ',num2str(realmin),', realmax = ',num2str(realmax)])
28.	disp([' 1/0 --> ',num2str(Inf), ', 0/0 --> ',num2str(NaN)])
29.	
30.	% Legal names consist of any combination of letters and digits,
31.	% starting with a letter. Do not use: pi, eps, i, j, Inf, NaN. realmin, realmax
32.	% Variable names are case sensitive, so X and x are not equal.
33.	%
34.	% To avoid having to retype long expressions use the up arrow key to scroll through
35.	% lines previously typed. Typing one or more characters and then the up arrow key
36.	% displays previous lines that begin with those characters.
37.	%
38.	% Built-In Functions:
39.	% sqrt, exp, log, log10, sin, cos, tan, asin, acos, atan, sinh, cosh, tanh
40.	% abs, sign, conj, imag, real, angle, round, rem
41.	% EXERCISE: use 1,i,pi,e in an expression yielding 0
42.	
43.	% System commands: pwd, ls, dir, type, date, cputime, lookfor
44.	disp('----- Help')
45.	help rem, lookfor TXT, playshow intro % see also Help box in MATLAB desktop

46.	disp('----- Matrices and Vectors')
47.	A=[5 3 1; 6 9 4; 1 2 8] % ; separates rows
48.	A(2,3), A(1,:), A(:,2), A(:,[1,3]), % selected row, column, columns, entry
49.	A', E=inv(A) % transposition, inversion
50.	c=[1; 2; 3];
51.	x=A\c % solve system of equations Ax=c, also over- & under- determined
52.	
53.	disp('----- eigenvalues')
54.	[P,L]=eig(A)
55.	cond(A), det(A)
56.	spectrum=diag(L);
57.	sort(spectrum)
58.	
59.	disp('----- selected operations')
60.	a=[1:3] % collon notation
61.	a(2), a(1,2), a(1:2:3)
62.	b=[10:2:14]
63.	B=[a;b]
64.	B(:,1)=[]
65.	l=length(b)
66.	[m,n]=size(B)
67.	
68.	cross(a,b)
69.	dot(a,b), sum(a.*b) % .* - componentwise operation
70.	norm(a) % Euklidean for vector
71.	norm(A) % Spectral radius (maximum singular value in general)
72.	% other: norm(X,1), norm(X,inf), norm(X,'fro')
73.	d=diag([21,22,23,24,25])+eye(5) % diagonal and unit matrices
74.	
75.	% Built-In Functions
76.	% length, size, dot, cross, eye, diag (create or extract diagonals)
77.	% cond, norm, rank, det, trace, chol, \, inv, eig, svd, min, max
78.	% EXERCISE: a) solve a system of linear equations, b) verify the result,
79.	% c) solve the equations again, using the inverse matrix,
80.	% d) evaluate eigenvalues and conditioning number,
81.	% e) evaluate norms of the matrix, its inverse and the solution,
82.	% f) evaluate the angle between two vectors (1,2,3), (-1,2,3) (answer: ~31deg)
83.	%
84.	%>>> disp('----- Symbolic operations')
85.	%>>> solve('sin(x)+x=5')
86.	%>>> solve('a*x^2+b*x+c','x')
87.	%>>> S=solve('x+y=a','x+2*y=b'), S.x, S.y % data structure
88.	%>>> syms r d f %>>> x = r*cos(d)*cos(f); y = r*cos(d)*sin(f); z = r*sin(d);
89.	%>> J = jacobian([x; y; z], [r d f]), detJ=det(J), detJ=simple(detJ) → -cos(d)*r^2
90.	%>> v=subs(detJ,[r,d,f],[3,2,1]), double(v) → -9*cos(2) → 3.7453
91.	%>> f=sin(x)*cosh(x)*y, diff(f,x,2), int(f,x)

92.	disp('----- Plots')	
93.	t=0:0.01:pi; tt = linspace(-pi,pi,25); % 25 points between $-\pi$ and π	
94.	x=sin(20*t).*exp(-pi*t); y=cos(5*t).*exp(-t);	
95.	plot(t,x,'k','linewidth',2), hold on, plot(t,y,'g--','linewidth',2), hold off	
96.		
97.	axis([0,3,-1,1]), grid, xlabel('\alpha'), ylabel('\beta'), title('t e x t')	
98.	% subplot(m,n,k)	
99.	save test.dat tt -ASCII -DOUBLE, pp = load('test.dat')	
100.	Q=t'*t; contourf(Q), bar([1,2,3,4,5],[1,3,5,4,2])	
101.	disp('----- Control flow')	
102.	n=123;	
103.	if rem(n,2)==0 & n>5 % IF % <= ~	
104.	b=1;	
105.	else	EXAMPLES
106.	b=0;	figure(2); hold on; axis equal
107.	end	axis([-1 1 -1 1]); axis off
108.		N=100; FI=3*pi;
109.	s=0;	for n=1:N
110.	for m=1:2:n % FOR	r= [1/N*(n-1) 1/N*n];
111.	s=s+m;	fi=[FI/N*(n-1) FI/N*n];
112.	end	x=r.*cos(fi); y=r.*sin(fi);
113.		plot(x,y,'c','linewidth',3);
114.	ds=0.1;	pause(0.01)
115.	while abs(ds)>1e-5 % WHILE	end
116.	ds=ds/5;	hold off
117.	s=s+ds;	%%%%%%%%%
118.	if s>1e5	
119.	break % BREAK	function [s]=silnia(n)
120.	end	% evaluates n!=1*2*3*...*n
121.	end	s=1;
122.		for k=1:n
123.	switch rem(n,4) % SWITCH	s=s*k;
124.	case {0,1}	end
125.	M = n	
126.	case {2,3}	
127.	M = 2*n	
128.	otherwise	
129.	error('This is impossible')	
130.	end	
131.	disp('----- Delaunay triangulation') %%%%%%%%%%	
132.	xy=[0 0; 1 0; 1 1; 0 1; 0.2 0.4; 0.8 0.6];	
133.	x = xy(:,1); y = xy(:,2); TRI = delaunay(x,y)	
134.	figure(3)	
135.	triplot(TRI,x,y,'y','linewidth',3), hold on;	
136.	voronoi(x,y,TRI,'r')	
137.	plot(x,y,'oc','linewidth',3), hold off; axis equal; axis([0,1,0,1])	

138.	% iloczyn skalarny
139.	a=[1:3], b=[10:2:14]
140.	dot(a,b)
141.	sum(a.*b)
142.	
143.	% kąt między wektorami
144.	phi=acos(dot(a,b)/(norm(a)*norm(b)))
145.	% iloczyn wektorowy
146.	% norma
147.	nw=norm(a)*norm(b)*sin(phi)
148.	nw1=norm(cross(a,b))
149.	c=cross(a,b)
150.	c1=cross(b,a)
151.	dot(a,c)
152.	dot(b,c)
153.	
154.	% transformacja wektora
155.	phi=pi/2
156.	T=[cos(phi) -sin(phi) 0; sin(phi) cos(phi) 0; 0 0 1]
157.	b1=T*b'
158.	norm(b), norm(b1)
159.	
160.	% gradient
161.	v = -2:0.2:2;
162.	[x,y] = meshgrid(v);
163.	z = x .* exp(-x.^2 - y.^2);
164.	[px,py] = gradient(z);
165.	contour(v,v,z)
166.	hold on
167.	quiver(x,y,px,py)
168.	
169.	% tensor
170.	a=rand(3)
171.	a1=T*a*T'
172.	det(a)
	det(a1)
173.	
174.	% wykresy
175.	surf(x,y,z)
176.	c=contourf(x,y,z)
177.	clabel(c)
178.	colorbar