Lab Exercises 1 Basic MatLab Exercises

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- 1. With x = 5 and y = 2, compute the following quantities:
 - u = x + y v = xy w = x/y $z = w^3$
 - $s = xy^2/(x-y)$ p = 3x/2y r = 3xy/2 $t = x^5/(x^5-1)$
- 2. With x = 10 and y = 3, compute the following quantities:
 - $r = 8\sin(y)$ $s = 5\sin(2y)$ $z = \sin(x)$

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$$w = 2(\sin(x))/5$$
 $p = e^{x-1}$ $u = 2 + \cos(2\pi x)$ $m = \sqrt{x} + 4 + \sin(0.2\pi) + e^2$

3. With x = 3 and y = 4, compute the following quantities:

$$\frac{3}{2}xy \qquad (1-\frac{1}{x^5})^{-1} \qquad \frac{4(y-5)}{3x-6}$$

Then compute the same quantities as above with:

• $x = \begin{bmatrix} 3 \ 1 \ 0 \end{bmatrix}$ ' and $y = \begin{bmatrix} 0 \ 1 \ 1 \end{bmatrix}$ '. • $x = \begin{bmatrix} -3 & 1 & 0 \\ 1 & 0 & 1 \end{bmatrix}$ and $y = \begin{bmatrix} 1 & 1 & 1 \\ 2 & 0 & -2 \end{bmatrix}$. *Vector element-by-element Arithmetics*

4. With $A = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$, perform the following operations:

- (a) Extract the 3rd column of matrix A and store it in vector B.
- (b) Extract the 1st and 3rd columns of matrix A and store them in matrix C.
- (c) Add the 1st and 3rd rows of matrix A together and store the result in vector D

- (d) Change the value in the 2nd row and 3rd column of A to 7 (instead of +7) and call the result AA (do not destroy/change the original A matrix).
- (e) Create a matrix that contains rows 1 and 3 from A, the second row of AA, and the result of step (c). The resultant 4x4 matrix should be

$$BB = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 9 & 10 & 11 & 12 \\ 5 & 6 & -7 & 8 \\ 10 & 12 & 14 & 16 \end{bmatrix}$$

5. Find a *short* MatLab expression to build the matrix:

$$A = \begin{bmatrix} 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 9 & 7 & 5 & 3 & 1 & -1 & -3 \\ 4 & 8 & 16 & 32 & 64 & 128 & 256 \end{bmatrix}$$

6. Evaluate the function

$$y = \frac{x}{x + \frac{1}{x^2}}$$

for x = 3 to x = 5 in step of 0.01 and make its plot.

- 7. Let be the function $y = \sin(x^2), x \in [0, 2\pi]$
 - make a simple plot with x=[0:2*pi] (plot(x,y)),
 - this might look a bit funny, so try making the step smaller,
 - add some labels (xlabel, ylabel),
 - and a title (title),
 - and a legend (legend),
 - finally add a grid (grid on).

Type help plot and use the information to change color and marker.