Quiz in TSRT04 Introduction in Matlab: Preparations

Functions: Learn the basic syntax of the built-in functions zeros, ones, eye, sin, sum, prod, max, min, mean, abs, find, floor, ceil, round, disp.

Plotting: Learn the basic commands to make a plot of a curve (e.g., sinus from 0 to 1). Learn how to make subplots and how to name the axes.

Indexing: Learn how to extract a specific element, row, or column from a matrix. Learn how to replace a certain part of a matrix with new numbers.

Logical operations: Learn how to use operators such as $> = = \&\& || \sim = < <=$ to check which properties that are fulfilled by the elements of a matrix.

Function: Learn the basic syntax of a function. Here is an example:

```
function minperkm = computeRunPace(dist, min, s)
  totalMinutes = min + s/60;
  minperkm = totalMinutes/dist;
end
```

Control structures: Learn the syntax of basic control structures. Here are some examples:

```
if amount >= 0
    interest = 0.02*amount;
else
    interest = 0.14*amount;
end
for index = 2:24
    currentSaving(index) = currentSaving(index-1) + monthlySaving;
end
while currentLoan >= 0
    currentLoan = currentLoan - monthlyPayment;
end
```

Quiz in TSRT04 Introduction in Matlab: Example

The real quiz contains 3 questions that resembles the following examples.

- 1. Create a vector with all integers between 5 and 400.
- 2. Given a matrix Z of dimension 4×2 , extract the third row and store it in **x**. Then replace the values on the third row with zeros.
- 3. Given a vector Z, find its largest value.
- 4. Given a matrix Z, replace all zero elements with -1.
- 5. What is stored in \mathbf{x} after running the following code?

- 6. Write a function **integerdivision** that takes two input numbers and divides the first one with the second one. The function should return the result, truncated to the closest smaller integer.
- 7. Sketch the figure generated by running the following commands:

```
plot(5:-1:0);
xlabel('Day');
ylabel('Money');
title('Loss');
```

8. The last four lines below contains coding mistakes that will cause errors. Point out and explain at least three of these mistakes.

x = [-1 2 -3 7]; % this line is correct! x(-3) = 3; Plot(x); z = x*x;