

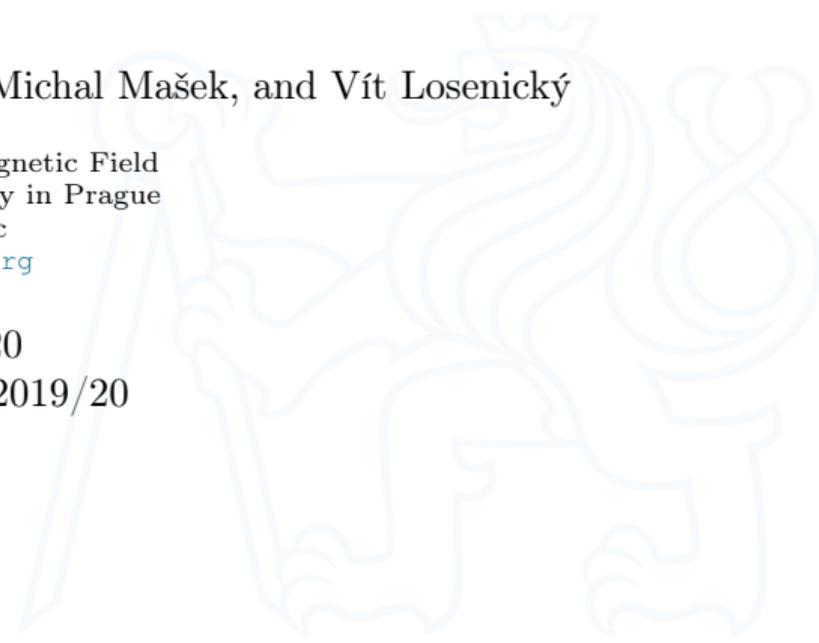
Lecture 7: Visualization

BE0B17MTB – Matlab

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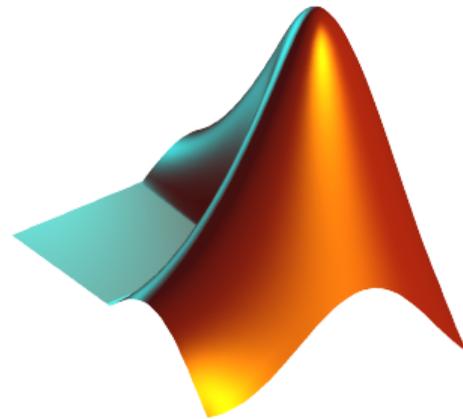
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1. Visualizing in MATLAB
2. Exercises





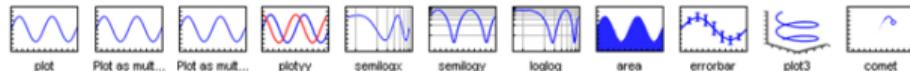
Introduction to Visualizing

- ▶ We have already got acquainted (marginally) with some of MATLAB graphs.
 - ▶ `plot`, `stem`, `semilogx`, `pcolor`
- ▶ In general, graphical functions in MATLAB can be used as:
 - ▶ **higher** level
 - ▶ Access to individual functions, object properties are adjusted by input parameters of the function.
 - ▶ The first approx. 7 weeks of the semester.
 - ▶ **lower** level
 - ▶ Calling and working with objects directly.
 - ▶ Knowledge of MATLAB handle graphics (OOP) is required.
 - ▶ Opens wide possibilities of visualization customization.
- ▶ Details to be found in help:
 - ▶ MATLAB ← Graphics

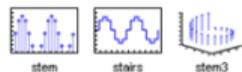


Selected Graphs I.

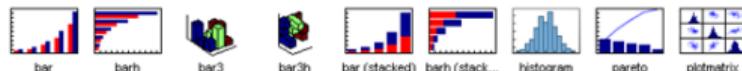
MATLAB LINE PLOTS



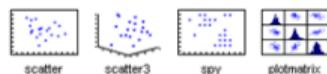
MATLAB STEM AND STAIR PLOTS



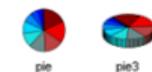
MATLAB BAR PLOTS



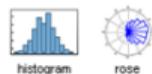
MATLAB SCATTER PLOTS



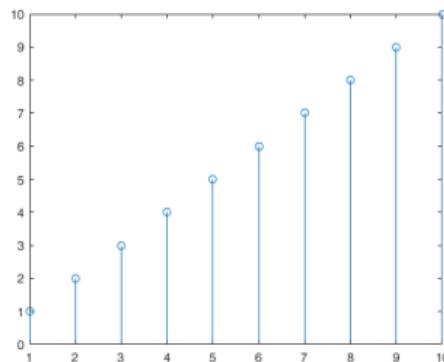
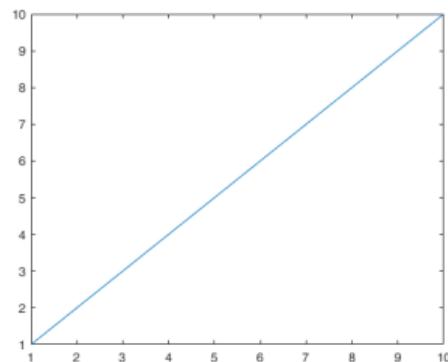
MATLAB PIE CHARTS



MATLAB HISTOGRAMS



```
plot(linspace(1,10,10));
stem(linspace(1,10,10));
% ... and others
```



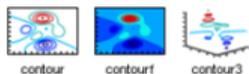


Selected Graphs II.

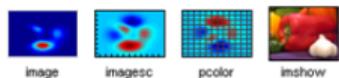
MATLAB POLAR PLOTS



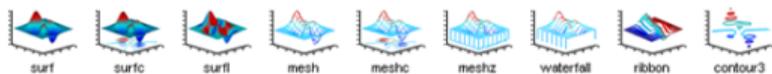
MATLAB CONTOUR PLOTS



MATLAB IMAGE PLOTS



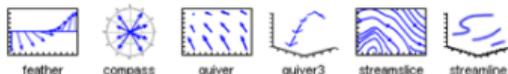
MATLAB 3-D SURFACES



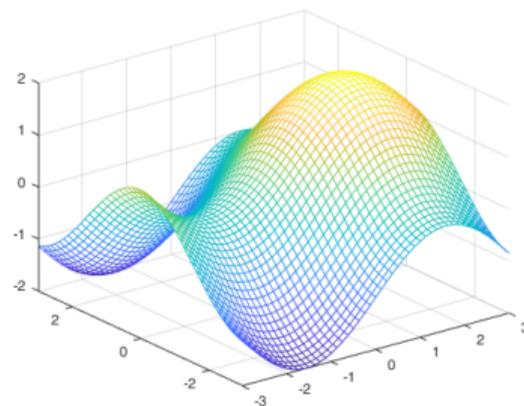
MATLAB VOLUMETRICS



MATLAB VECTOR FIELDS



```
x = -3:0.125:3;
y = x. ';
z = sin(x) + cos(y);
mesh(x, y, z);
axis([-3 3 -3 3 -2 2]);
```

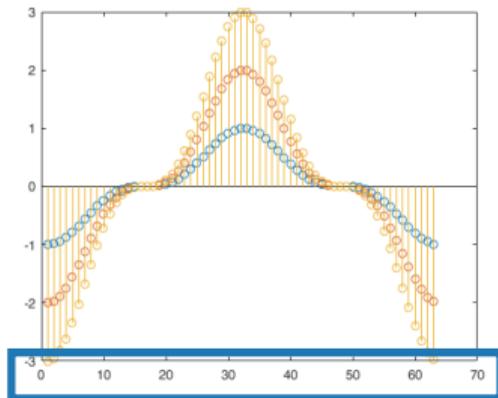




Function figure

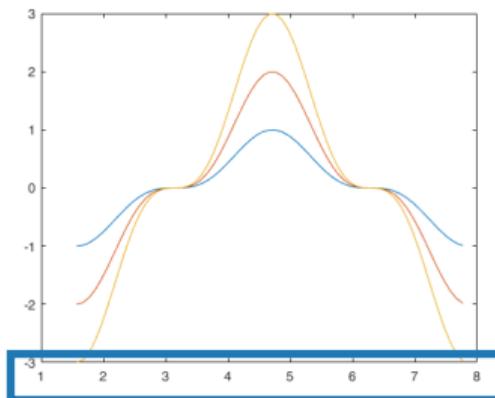
- ▶ figure opens empty figure to plot graphs.
 - ▶ The function returns object of class `matlab.ui.Figure`.
 - ▶ It is possible to plot matrix data (column-wise).
 - ▶ Don't forget about x-axis data!

```
figure;
stem(fx.');
```



```
x = (0:0.1:2*pi) + pi/2;
fx = -[1 2 3].'*sin(x).^3;
```

```
figure;
plot(x, fx);
```





LineStylec – Customizing Graph Curves I.

- ▶ What do plot function parameters mean?
 - ▶ See >> doc [LineStylec](#).
 - ▶ The most frequently customized parameters of graph's lines:
 - ▶ Color (can be entered also using matrix [R G B], where R, G, B vary between 0 a 1),
 - ▶ marker shape,
 - ▶ line style.

line color		marker	
'r'	red	'+'	plus
'g'	green	'o'	circle
'b'	blue	'*'	asterisk
'c'	cyan	'.'	dot
'm'	magenta	'x'	x-cross
'y'	yellow	's'	square
'k'	black	'd'	diamond
'w'	white	'^'	triangle
		and others	>> doc LineStylec

```
plot(x, f, 'bo-');
plot(x, f, 'g*--');
```

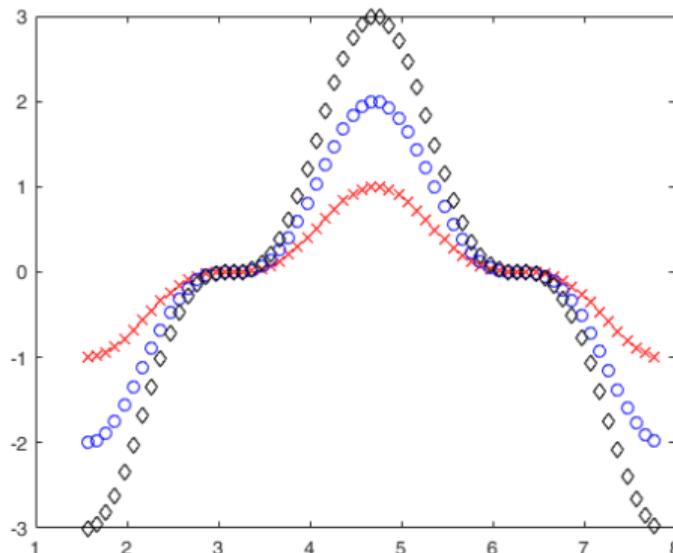
line style	
'-'	solid
'--'	dashed
':'	dot
'-.'	dash-dot
'none'	no line



hold on

- ▶ Function `hold on` enables to plot multiple curves in one axis.
- ▶ It is possible to disable this feature by typing `hold off`.
- ▶ Functions `plot`, `plot3`, `stem` and others enable to add optional input parameters (as strings).

```
x = (0:0.1:2*pi) + pi/2;
fx = -[1 2 3].'*sin(x).^3;
figure;
plot(x, fx(1, :), 'xr');
hold on;
plot(x, fx(2, :), 'ob');
plot(x, fx(3, :), 'dk');
```





Selected Functions for Graph Modification

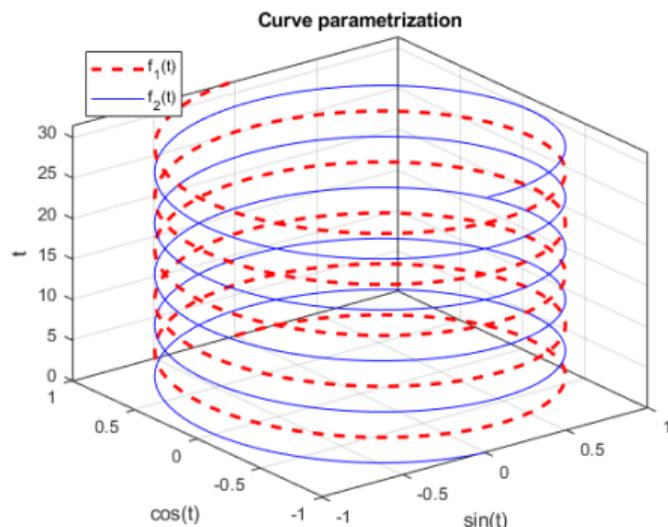
- ▶ Graphs can be customized in many ways, the basic ones are:

function	description
<code>title</code>	title of the graph
<code>xlabel</code> , <code>ylabel</code> , <code>zlabel</code>	label axes
<code>grid on</code> , <code>grid off</code>	turns grid on / off
<code>hold on</code>	enables to add another graphical elements while keeping the existing ones
<code>xlim</code> , <code>ylim</code> , <code>zlim</code>	set axes' range
<code>legend</code>	display legend
<code>subplot</code>	create more axes in one figure
<code>yyaxis</code>	create chart with two y-axes
<code>box on</code>	display axes outline
<code>text</code>	adds text to graph
and others	



Visualizing

- ▶ The example below shows plotting a spiral and customizing plotting parameters.
- ▶ It is possible to use additional name-value pair arguments with majority of plotting functions.



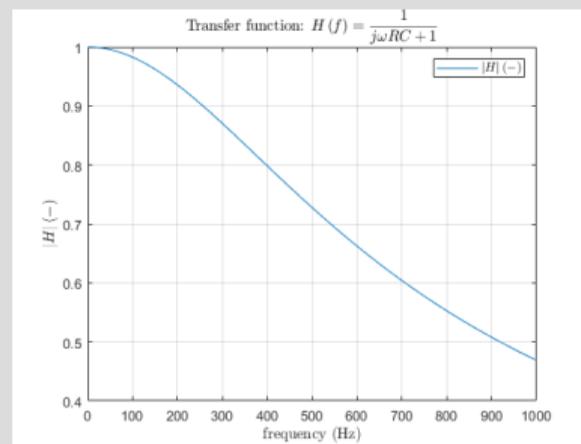
```
figure('color', 'w');
t = 0:0.05:10*pi;
plot3(sin(t), cos(t), t, 'r--', ...
      'LineWidth', 2);
hold on;
plot3(-sin(t), -cos(t), t, 'b');
box on;
grid on;
xlabel('sin(t)');
ylabel('cos(t)');
zlabel('t');
title('Curve parametrization');
legend('f_1(t)', 'f_2(t)', ...
      'Location', 'northwest');
```



L^AT_EX in Figures

- ▶ Labels and titles in figure have 'Interpreter' property.
- ▶ Possible values are 'tex', 'latex' and 'none'.
- ▶ Font is default L^AT_EX font.

```
figure;
f = 1:1e3; R = 100; C = 3e-6;
Hf = abs(1./(1j*2*pi*f*R*C + 1));
plot(f, Hf);
grid on;
xlabel('frequency (Hz)', 'Interpreter', 'latex');
ylabel('$$\left| H \right|\left( - \right)$$', ...
    'Interpreter', 'latex');
title(['Transfer function: $$H\left( f \right)$$', ...
    ' = \frac{1}{j\omega RC + 1}$$'], ...
    'Interpreter', 'latex');
hL=legend('$$\left| H \right|\left( - \right)$$');
hL.Interpreter = 'latex';
```





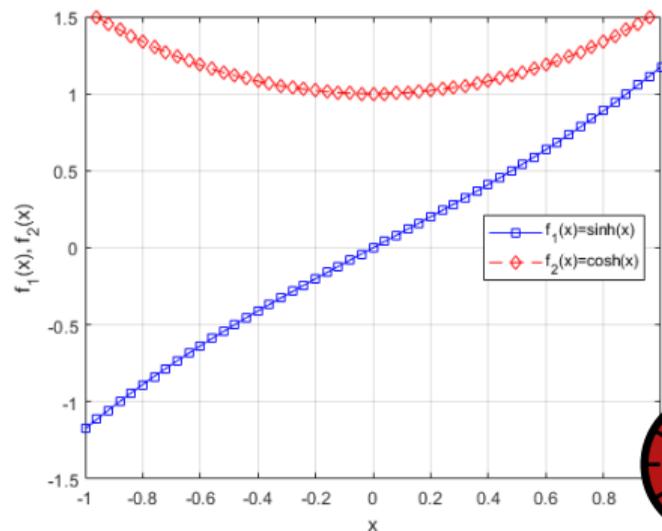
LineStyle – Customizing Graph Curves II.a

- ▶ Evaluate following two functions in the interval $x \in \langle -1, 1 \rangle$ for 51 values:

$$f_1(x) = \sinh(x), \quad f_2(x) = \cosh(x)$$

- ▶ Use the function `plot` to depict both f_1 and f_2 so that:

- ▶ both functions are plotted in the same axis,
- ▶ the first function is plotted in blue with \square marker as solid line,
- ▶ the other function is plotted in red with \diamond marker and dashed line,
- ▶ limit the interval of the y -axis to $[-1.5, 1.5]$,
- ▶ add a legend associated to both functions,
- ▶ label the axes (x -axis: x , y -axis: $f_1(x), f_2(x)$),
- ▶ apply grid to the graph.

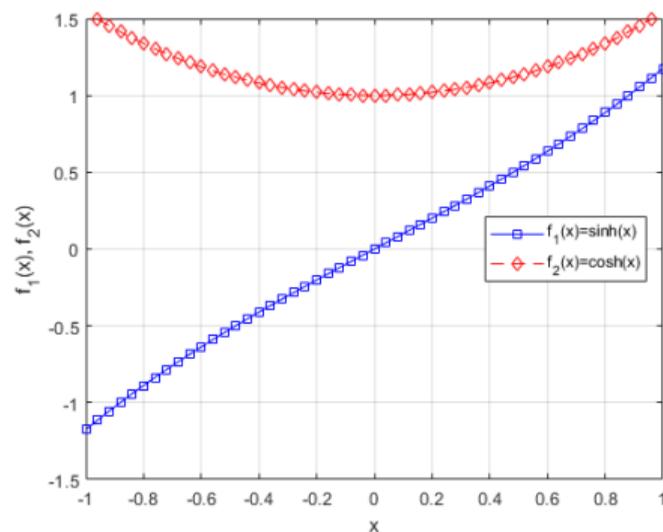


450

LineSpec – Customizing Graph Curves II.b



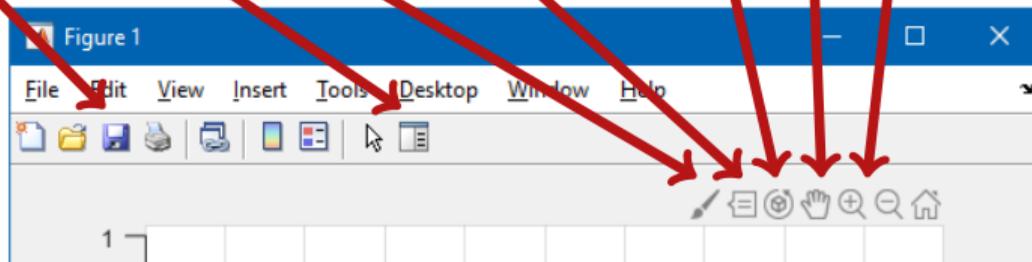
$$f_1(x) = \sinh(x), \quad f_2(x) = \cosh(x)$$





Visualizing – Plot Tools

- ▶ It is possible to keep on editing the graph by other means.
- ▶ All operations can be carried out using MATLAB functions.
 - ▶ `saveas`, `inspect`, `brush`, `datacursormode`, `rotate3d`, `pan`, `zoom`

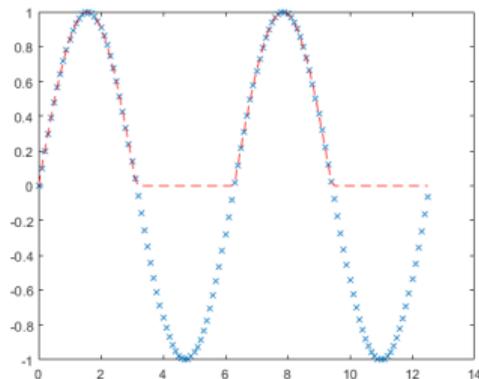


- ▶ Properties of all graphical objects can be set programmatically (see later).
 - ▶ Preferred for good-looking graphs with lot of graphical features.



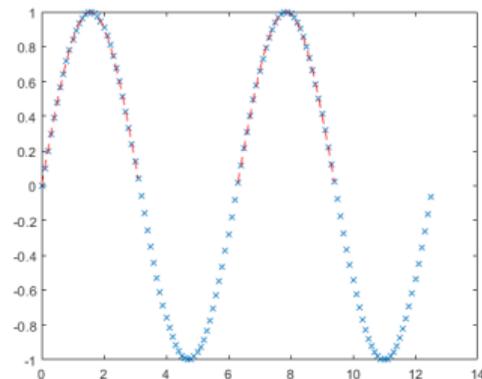
Visualizing — Use of NaN Values

- ▶ NaN values are not depicted in graphs.
 - ▶ It is quite often needed to distinguish zero values from undefined values.
 - ▶ Plotting using NaN can be utilized in all functions for visualizing.



```
x = 0:0.1:4*pi;
fx = sin(x);
figure;
plot(x, fx, 'x');
hold on;
fx2 = fx;
fx2(fx < 0) = 0;
plot(x, fx2, 'r--');
```

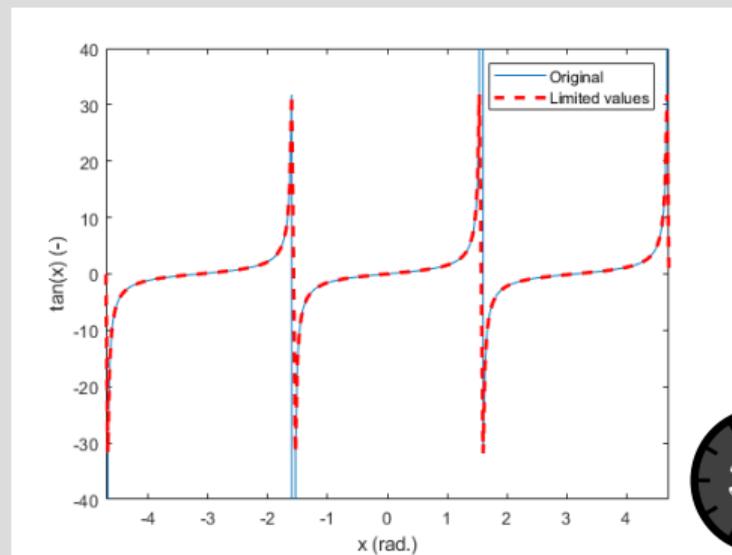
```
% ...
fx2(fx < 0) = NaN;
% ...
```





Rounding

- ▶ Plot function $\tan(x)$ for $x \in \langle -3/2\pi, 3/2\pi, \rangle$ with step $\pi/100$.
- ▶ Limit depicted values by ± 40 .
- ▶ Values of the function with absolute value greater than 1.10^{10} replace by 0.
 - ▶ Use logical indexing.
- ▶ Plot both results and compare them.

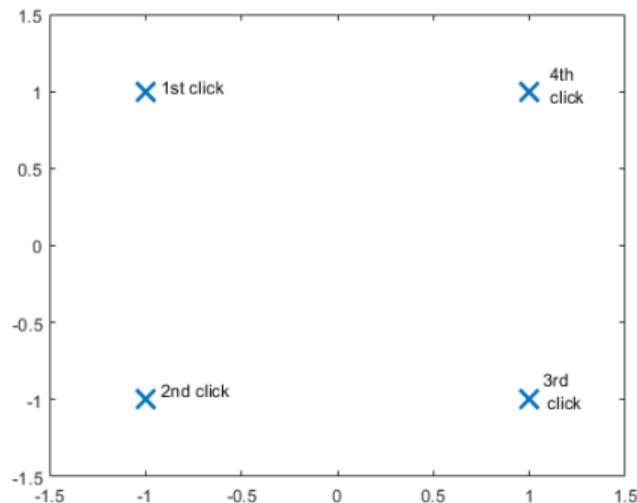




Function gtext

- ▶ Function `gtext` enables placing text in graph.
 - ▶ The placing is done by selecting a location with the mouse.

```
plot([-1 1 1 -1], [-1 -1 1 1], ...  
     'x', 'MarkerSize', 15, ...  
     'LineWidth', 2);  
xlim(3/2*[-1 1]); ylim(3/2*[-1 1]);  
  
gtext('1st click');  
gtext('2nd click');  
gtext({'3rd'; 'click'});  
gtext({'4th', 'click'});
```



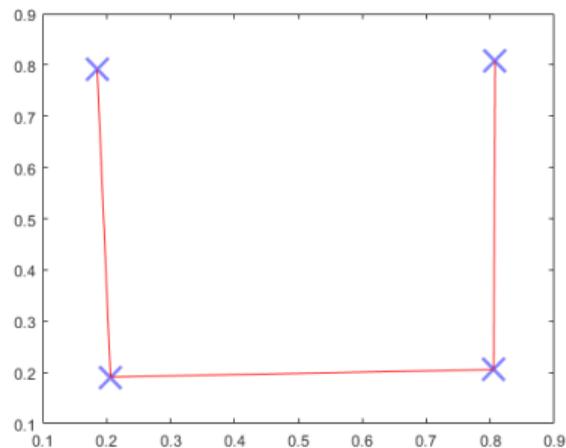


Function ginput

- ▶ Function `ginput` enables selecting points in graph using the mouse.
 - ▶ We either insert requested number of points ($P = \text{ginput}(x)$) or terminate by pressing Enter.

```
P = ginput(4);
```

```
plot(P(:, 1), P(:, 2), ...
     'LineStyle', 'none', ...
     'LineWidth', 2, ...
     'Color', [0.5 0.5 1], ...
     'Marker', 'x', ...
     'MarkerSize', 20);
hold on;
plot(P(:, 1), P(:, 2), 'r');
```





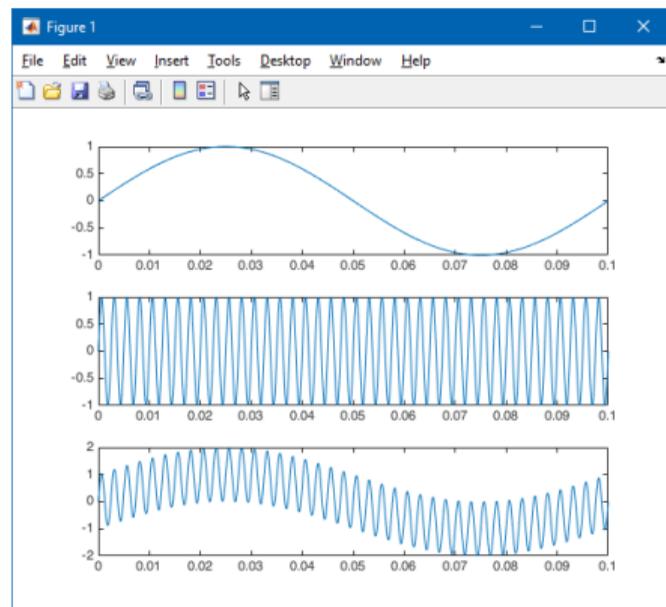
More Graphs in a Figure I. – subplot

- ▶ Inserting several different graphs in a single window figure.
 - ▶ Function `subplot(m, n, p)`:
 - ▶ `m` is number of rows,
 - ▶ `n` is number of columns,
 - ▶ `p` is position.

```
t = linspace(0, 0.1, 0.1*10e3);
f1 = 10; f2 = 400;

y1 = sin(2*pi*f1*t);
y2 = sin(2*pi*f2*t);
y3 = y1 + y2;

figure('color', 'w');
subplot(3, 1, 1); plot(t, y1);
subplot(3, 1, 2); plot(t, y2);
subplot(3, 1, 3); plot(t, y3);
```





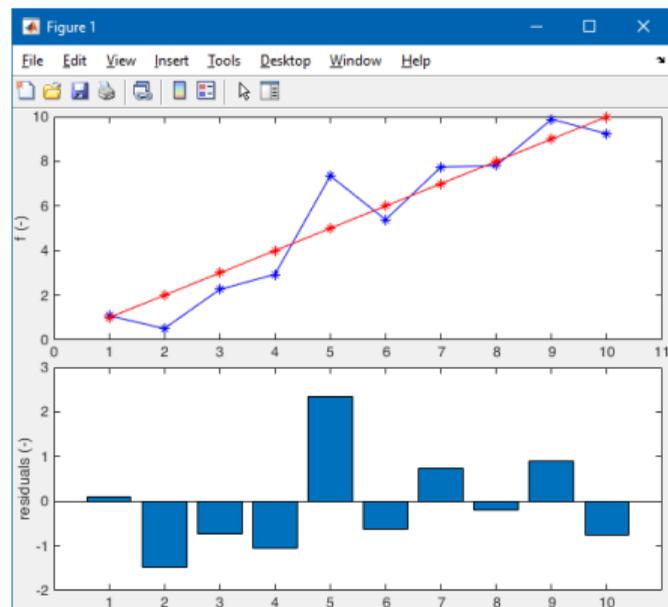
More Graphs in a Figure II. – tiledlayout, nexttile

- ▶ tiledlayout creates invisible grid for advanced axes placement.
- ▶ Properties TileSpacing and Padding set grid spacing and edges.

```
x = 1:10;
f = x + randn(size(x));

figure;
tiledlayout(2, 1, ... grid 2x1
    'TileSpacing', 'none', ...
    'Padding', 'none');
nexttile;
plot(x, f, '*-b', x, x, '*-r');
xlim([0 11]);
ylabel('f (-)');

nexttile;
bar(x, f - x); xlim([0 11]);
ylabel('residuals (-)');
```



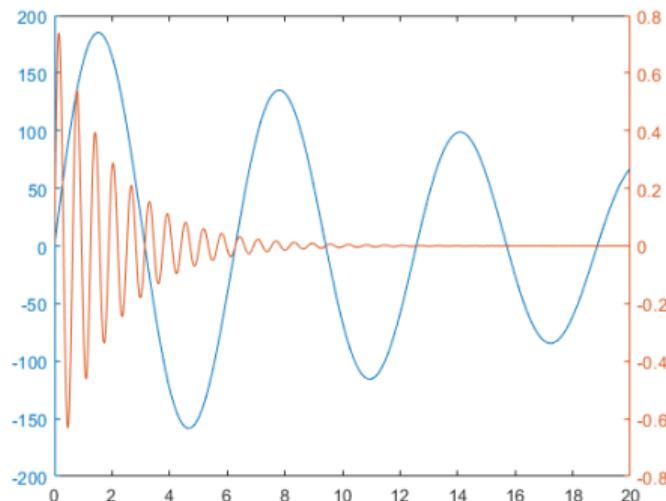


Double y Axis — yyaxis I.

- Enable to draw more curves to a single graph with two y axis with different ranges.

```
x = 0:0.01:20;
y1 = 200 * exp(-0.05*x) .* sin(x);
y2 = 0.8 * exp(-0.5*x) .* sin(10*x);

figure('color', 'w');
yyaxis left; plot(x, y1);
yyaxis right; plot(x, y2);
```





Logarithmic Scale

- Functions `semilogy`, `semilogx`, `loglog`.

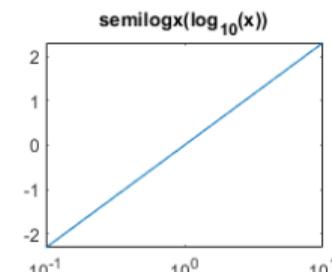
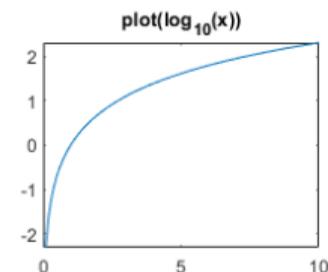
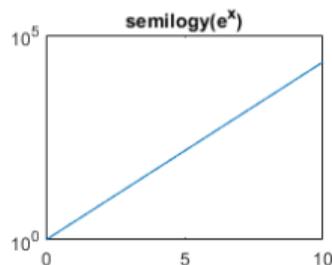
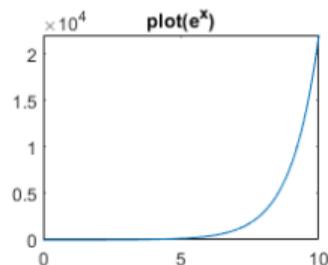
```
x = 0:0.1:10;
y1 = exp(x);
y2 = log(x);

figure('color', 'w');
subplot(2, 2, 1); plot(x, y1);
title('plot(e^x)');

subplot(2, 2, 2); semilogy(x, y1);
title('semilogy(e^x)');

subplot(2, 2, 3); plot(x, y2);
title('plot(log_1_0(x))');

subplot(2, 2, 4); semilogx(x, y2);
title('semilogx(log_1_0(x))');
```

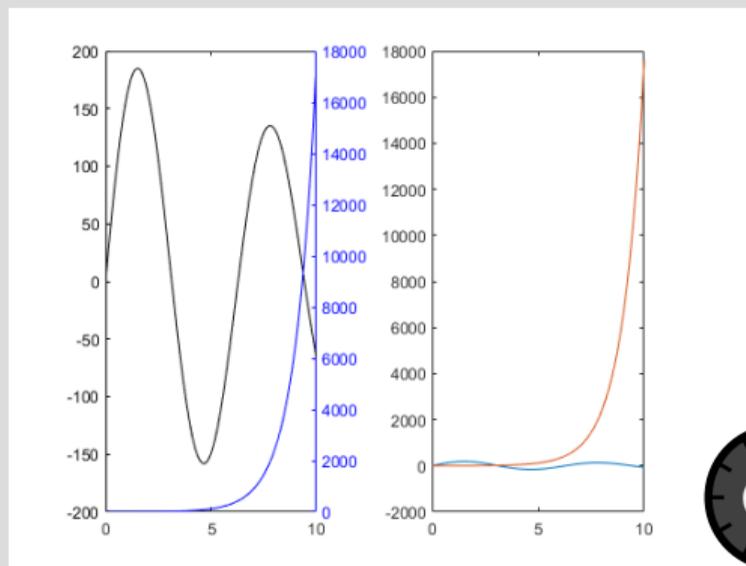




Double y Axis — `yyaxis` II.

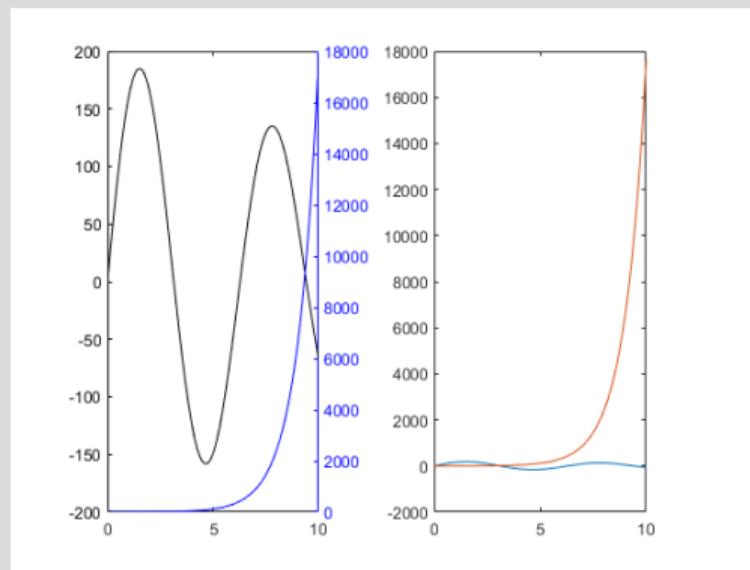
- ▶ Compare plot and `yyaxis` in one figure object (using `subplot`) for functions shown below.
 - ▶ In the object created by `yyaxis` change default colors of individual lines to blue and black (don't forget about the axes).

```
x = 0:0.1:10;
y1 = 200 * exp(-0.05*x) .* sin(x);
y2 = 0.8 * exp(x);
```





Double y Axis — `yyaxis` II.

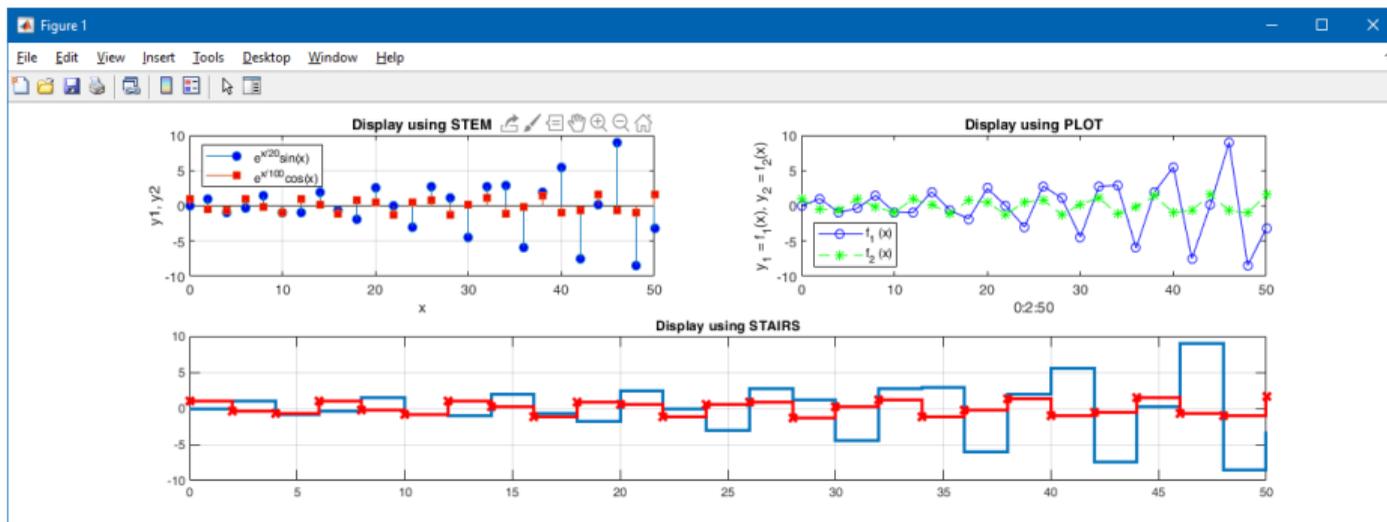




stem, stairs

- ▶ Try to imitate the figure where functions y_1 and y_2 are defined below.
 - ▶ See documentation of `stem` and `stairs` function.

```
x = 0:2:50;
y1 = exp(0.05*x) .* sin(x);
y2 = exp(0.01*x) .* cos(x);
```



stem, stairs





Plotting 2-D Functions

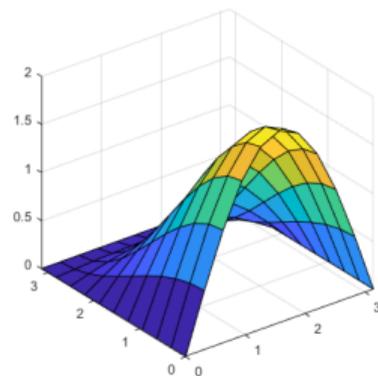
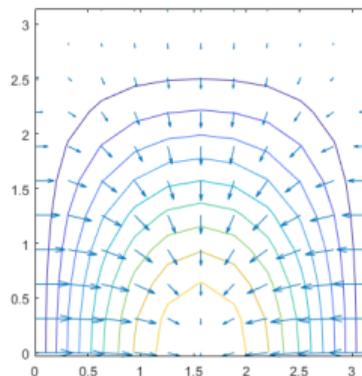
- contour, quiver, surf

```
x = 0:pi/10:pi;
y = x.';
z = sin(x) + cos(y).*sin(x);
[gx, gy] = gradient(z);

figure('Color', 'w');

subplot(1, 2, 1);
contour(x, y, z);
hold on;
quiver(x, y, gx, gy);

subplot(1, 2, 2);
surf(x, y, z);
```





Volumetric Visualizing

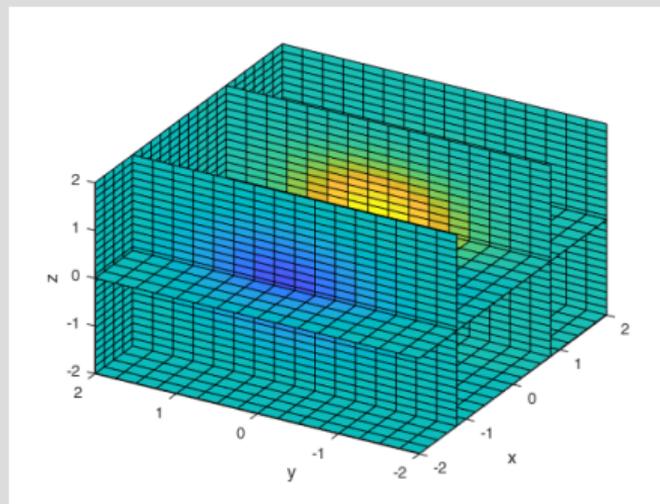
- ▶ Function slice.
 - ▶ Draw slices for the volumetric data.

```
x = -2:0.2:2;
y = (-2:0.25:2).';
z = shiftdim(-2:0.16:2, -1);

v = x.*exp(-x.^2 - y.^2 - z.^2);

xSlice = [-1.2, 0.8, 2];
ySlice = 2;
zSlice = [-2, 0];

figure('Color', 'w');
slice(x, y, z, v, xSlice, ySlice, zSlice);
xlabel('x'); ylabel('y'); zlabel('z');
% view(azimuth, elevation)
view(-60, 40);
```

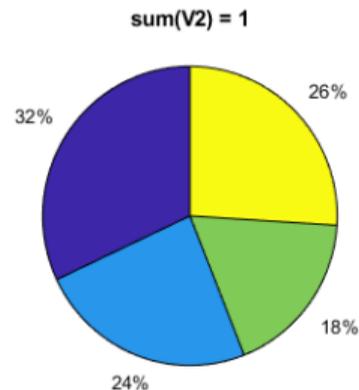
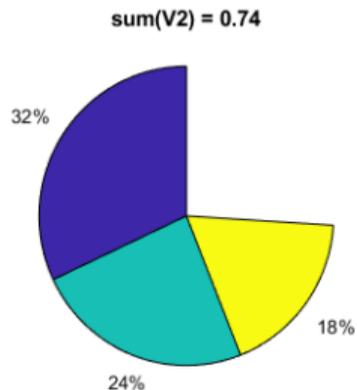
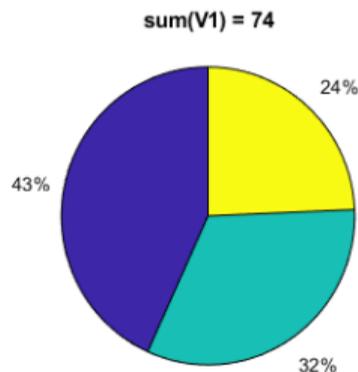




Pie Plot – pie, pie3

```
V1 = [32 24 18]; % sum(V1) = 74
V2 = V1/100; % sum(V2) = 0.74
V3 = [V2 1-sum(V2)]; % sum(V3) = 1
```

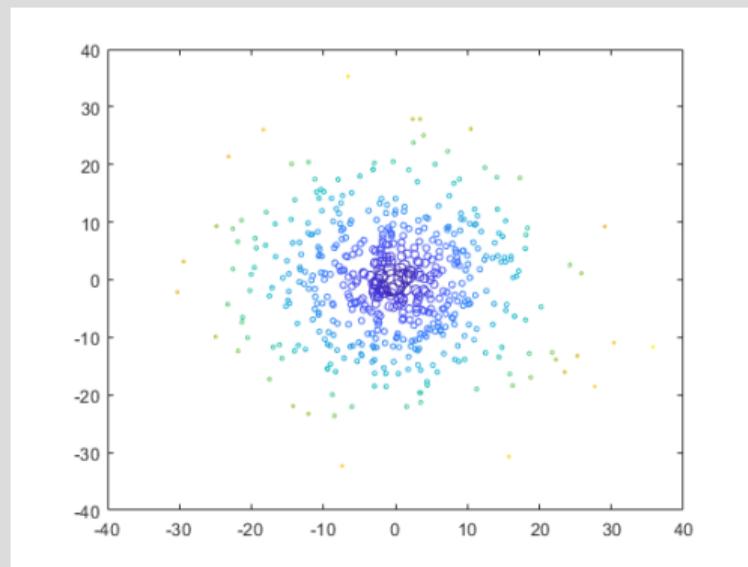
```
figure('Color', 'w');
subplot(1, 3, 1); pie(V1); title('sum(V1) = 74');
subplot(1, 3, 2); pie(V2); title('sum(V2) = 0.74');
subplot(1, 3, 3); pie(V3); title('sum(V2) = 1');
```





scatter

```
x = 10*randn(500, 1);  
y = 10*randn(500, 1);  
c = hypot(x, y);  
  
figure('color', 'w');  
scatter(x, y, 100./c, c);  
box on;
```



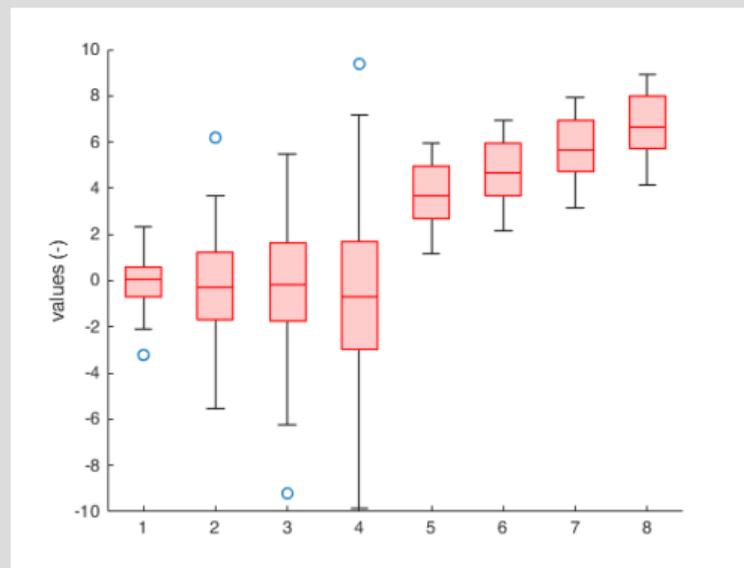


Box Plot – boxchart (2020a)

- ▶ Box plot shows basic statistical properties of random data.
 - ▶ Median, lower and upper quartiles, outliers and minimal/maximal values (outside outliers).

```
nSamples = 1e2;
data = [randn(nSamples, 4).*(1:4), ...
        5*rand(nSamples, 1) + (1:4)];

figure
boxchart(data, 'BoxFaceColor', 'r')
ylabel('values (-)')
```

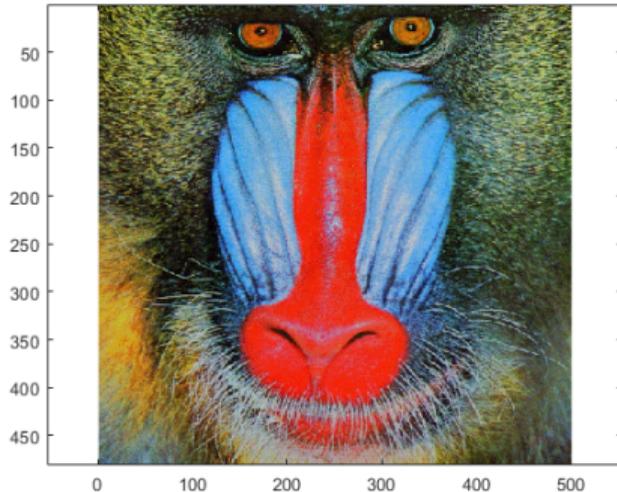




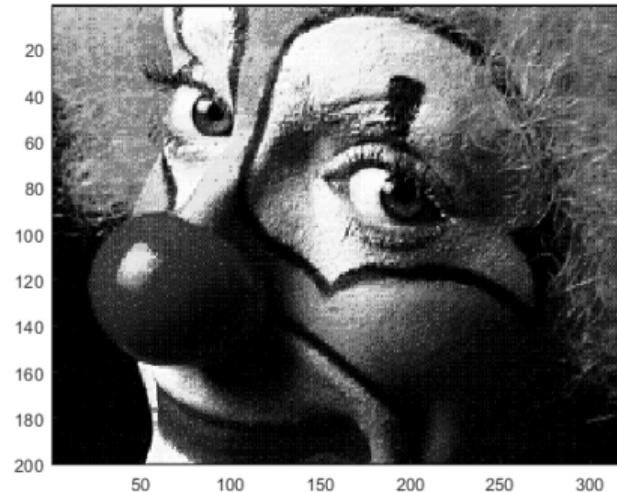
Picture Depiction

- Function `image`, `imagesc`, `colormap`.

```
load mandrill
image(X)
colormap(map)
axis equal
```



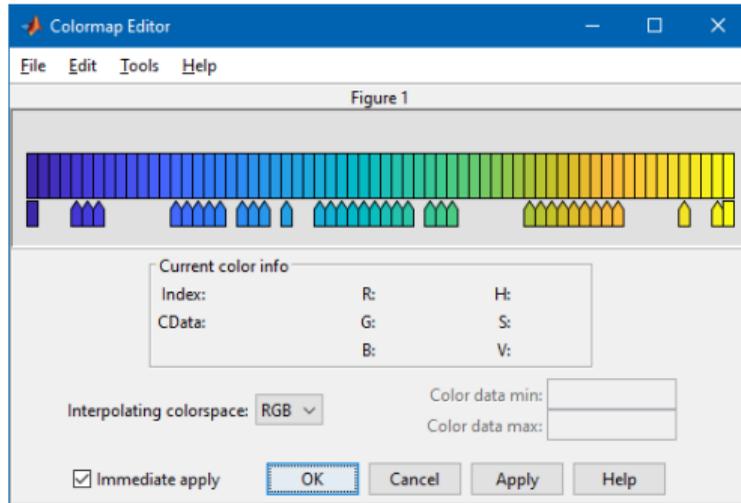
```
load clown
imagesc(X)
colormap(gray)
```





Function colormap

- ▶ Determines the scale used in picture color mapping.
- ▶ It is possible to create/apply an own one: `colormapeditor`.

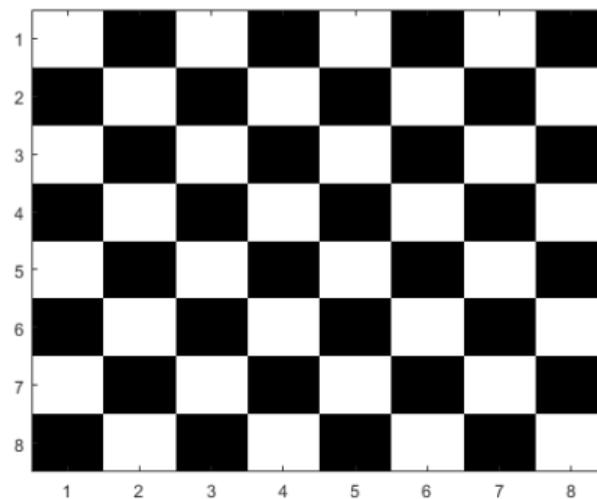


Colormap Name	Color Scale
parula	
jet	
hsv	
hot	
cool	
spring	
summer	
autumn	
winter	
gray	
bone	
copper	
pink	
lines	
colorcube	
prism	
flag	
white	



colormap

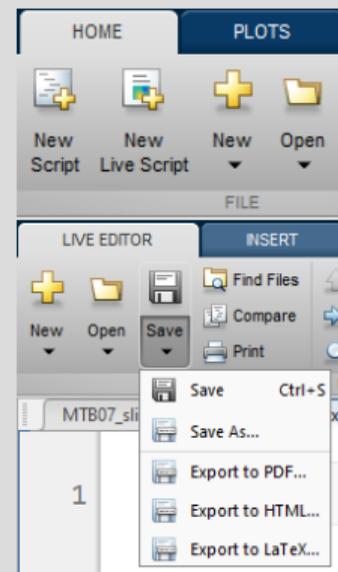
- ▶ Create a chessboard as shown in the figure.
 - ▶ The picture can be drawn using the function `imagesc`.
 - ▶ Consider `colormap` setting.



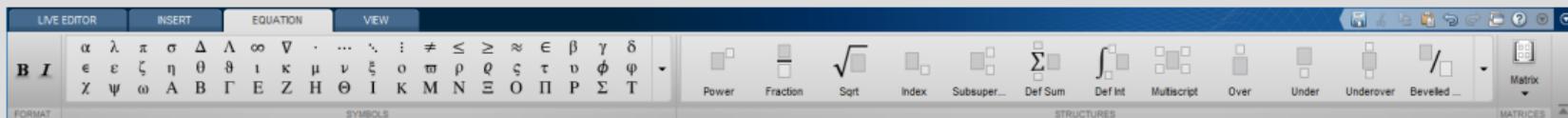


Live Script I.

- ▶ Live script can contain code, generated output, formatted text, images, hyperlinks, equations, ...
 - ▶ It is necessary to use Live Editor.
 - ▶ From MATLAB window: HOME → New Live Script.
 - ▶ From editor: EDITOR → New → Live Script
 - ▶ Editor creates *.mlx files.
- ▶ Export options: PDF, HTML, \LaTeX .
- ▶ Internal extensive equation editor.



Visualization





Live Script II.

Loan Repayment Live Script

Compound interest is the addition of interest to the principal sum of a loan or deposit.

Initialization of script

```

1 clear; clc; close all
2 r = 0.1:0.01:0.2;
3 A = 1e3;
4 n = 12;
5 k = (1:15).';

```

Computation

$$P = \frac{rA \left(1 + \frac{r}{n}\right)^{nk}}{n \left(\left(1 + \frac{r}{n}\right)^{nk} - 1 \right)}$$

```

6 P = r*A.*(1 + r/n).^(n*k) ./ ...
7     (n.*(1 + r/n).^(n*k) - 1));

```

Plot Results

```

8 surf(r, k, P)
9 xlabel('r (-)');
10 ylabel('k (years)');
11 zlabel('P (-)');

```

For more information:
https://en.wikipedia.org/wiki/Compound_interest

script Ln 11 Col 17



Object Handles I.

- ▶ Each individual graphical object has its own pointer ('handle' in Matlab terms).
- ▶ These handles are practically a reference to an existing object.
- ▶ Handle is always created by MATLAB, it is up to the user to store it.
- ▶ One handle can be saved to several variables but they refer to a single object.
- ▶ All graphical objects inherit superclass handle.
 - ▶ Inherits several useful methods (set, get, delete, isvalid, ...).

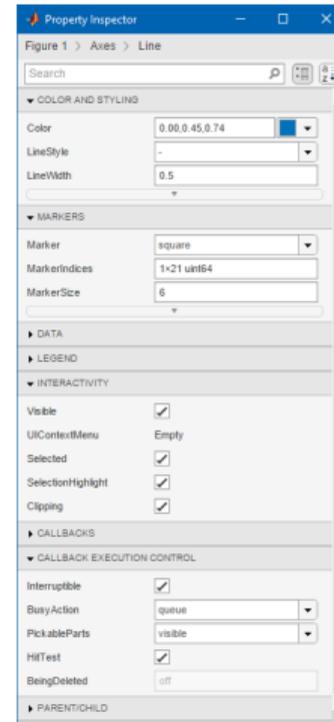
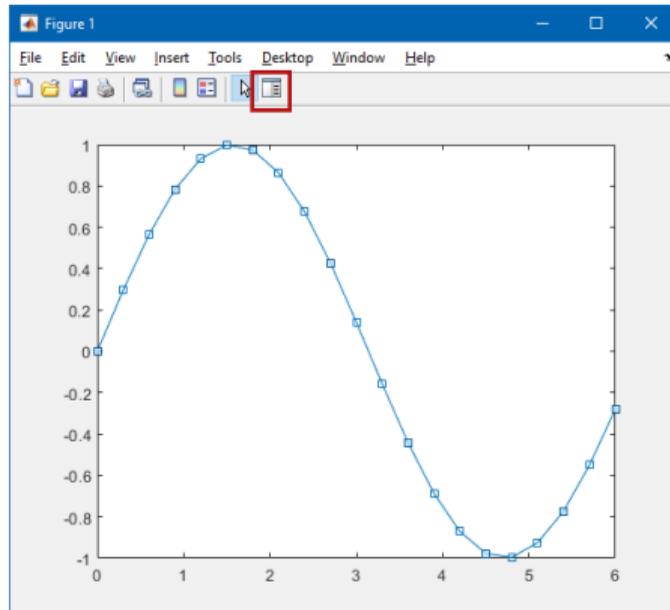
```
hFig = figure;  
hAx = axes('Parent', hFig);  
hLine1 = line('Parent', hAx);
```

- ▶ Graphical objects respect specific hierarchy.
- ▶ See help for list of properties (>> doc [Figure Properties](#), >> doc [Axes Properties](#), >> doc [Line Properties](#), ...)



Object Handles II.

- Property inspector (inspect).





Object Handles III.

- ▶ The way of setting handle object properties.
 - ▶ Using functions `set` and `get`.
 - ▶ Not case sensitive.

```
myLineObj = plot(1:10);  
get(myLineObj, 'color')
```

```
set(myLineObj, 'color', 'r')
```

- ▶ Dot notation.
 - ▶ Is cAsE sEnSiTiVe.

```
myLineObj = plot(1:10);  
myLineObj.Color
```

```
myLineObj.Color = 'r';  
myLineObj.Color
```

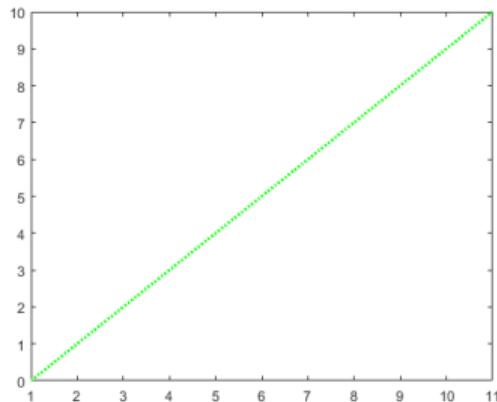


get and set Functions

- ▶ Create a graphic object in the way shown. Then using functions `get` and `set` perform following tasks.

```
myLineObj = plot(0:10);
```

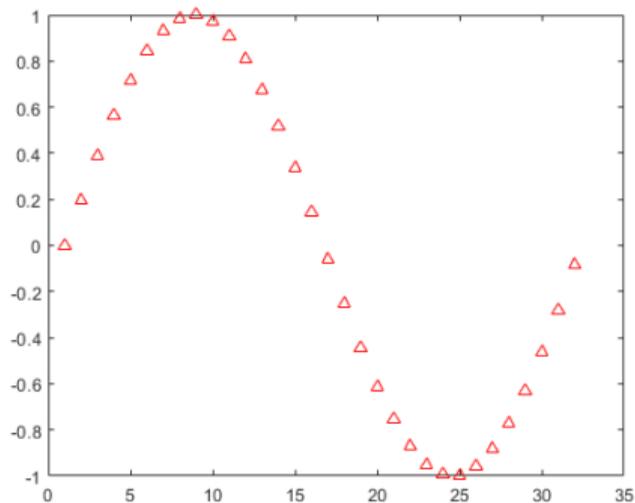
- ▶ Find out the thickness of the line and increase it by 1.5.
- ▶ Set the line color to green.
- ▶ Set the line style to dotted.





Dot Notation Application

- ▶ Using dot notation change the initial setting of the function shown to get plot as in the figure.

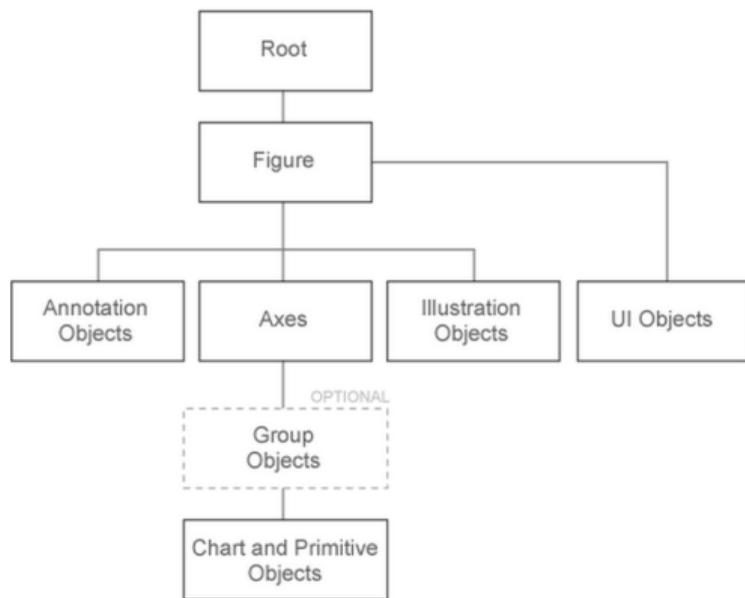


```
myLineObj = plot(sin(0:0.2:2*pi));
```



Graphics Object Hierarchy

- All graphical objects are connected in the hierarchy via Children and Parent properties.



```

hRoot = groot;
hFig = figure('Parent', hRoot);
hAx = axes('Parent', hFig);
hLine = line('Parent', hAx, ...
    'XData', -10:10, ...
    'YData', (-10:10).^3);
hTitle = title(hAx, 'Cubic fcn.');
```

```

hRoot.Children % ans = hFig
hFig.Children % ans = hAx
hAx.Children % ans = hLine
hLine.Children
% ans = 0x0 GraphicsPlaceholder
hTitle.Parent % ans = hAx
```

```
hRoot.Children.Children.Color = 'y';
```



LineStyle — Default Setting

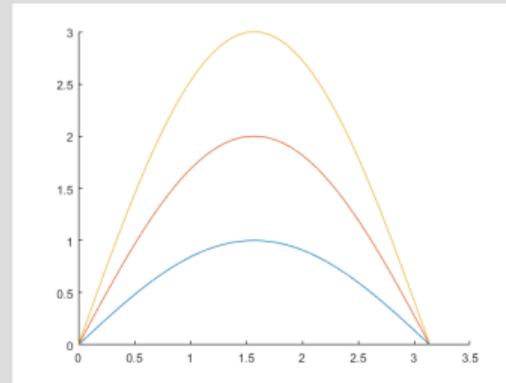
- ▶ Colors in given order are used when plotting more lines in one axis.
- ▶ It is not necessary to set color of each curve separately when using `hold on`, nor plotting matrix columns.

```
close all; clear; clc;
x = (0:0.01:pi).';
figure;
hold on;
plot(x, 1*sin(x));
plot(x, 2*sin(x));
plot(x, 3*sin(x));
```

```
figure, plot(x, 1:3*sin(x));
```

```
set(groot, 'defaultAxesColorOrder', ...
    myColors)
```

```
>> get(groot, 'DefaultAxesColorOrder')
% ans =
%      0      0.4470      0.7410
%      0.8500      0.3250      0.0980
%      0.9290      0.6940      0.1250
%      0.4940      0.1840      0.5560
%      0.4660      0.6740      0.1880
%      0.3010      0.7450      0.9330
%      0.6350      0.0780      0.1840
```

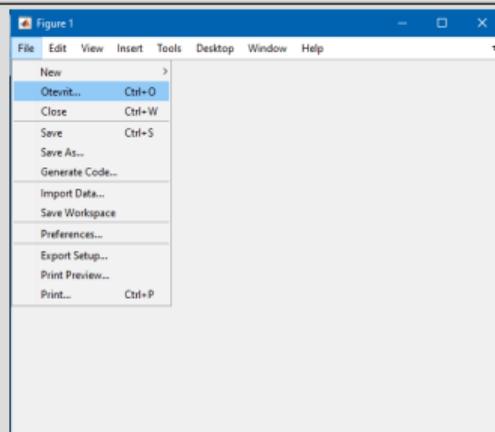
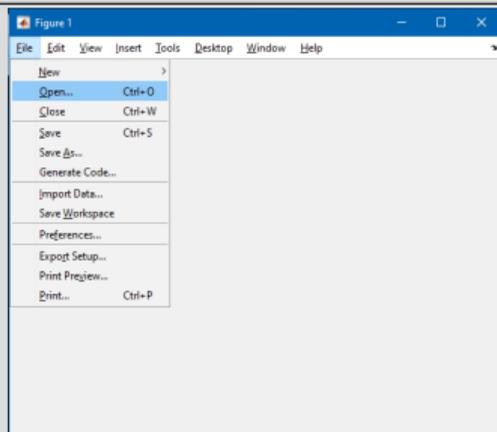




What Is Handle Good For?

- ▶ When having a handle, one can entirely control given object.
- ▶ The example below returns all identifiers existing in window figure.
- ▶ In this way we can, for instance, change item 'Open...' to 'Otevrit...'.
 - ▶ Or anything else (*e.g.* callback of file opening to callback of window closing :)).

```
hFig = figure('Toolbar', 'none');
allFigHndl = guihandles(hFig);
set(allFigHndl.figMenuOpen, 'Label', 'Otevrit...');
```



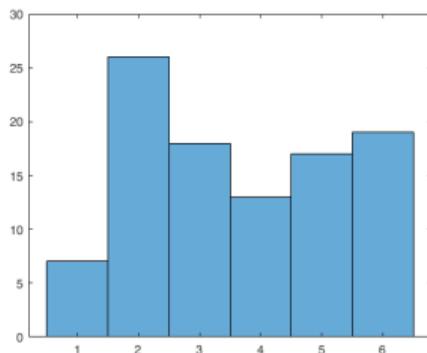
Exercises



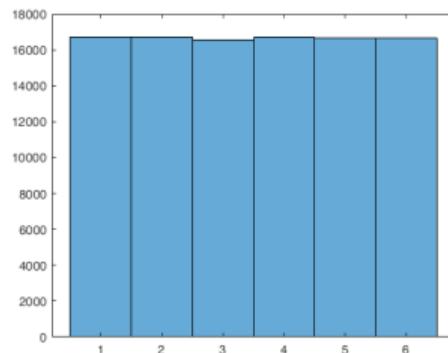
Exercise I.

- ▶ Create a script to simulate L roll of the dice.
 - ▶ What probability distribution do you expect?
 - ▶ Use `histogram` to plot the result.
 - ▶ Consider various number of tosses L (from tens to millions).

```
L = 1e2;
```



```
L = 1e5;
```

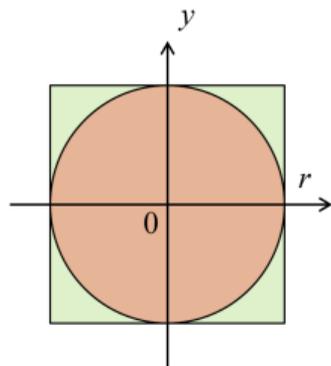




Exercise II.a

- ▶ Use Monte Carlo method to estimate the value of π .
 - ▶ Monte Carlo is a stochastic method using pseudo-random numbers.
- ▶ The procedure is as follows:
 - ▶ 1. Generate points (uniformly distributed) in a given rectangle.
 - ▶ 2. Compare how many points there are in the whole rectangle and how many there are inside the circle.

$$\frac{S_{\circ}}{S_{\square}} = \frac{\pi r^2}{(2r)^2} = \frac{\pi}{4} \approx \frac{\text{hits}}{\text{shots}}$$



- ▶ Write the script in the way that the number of points can vary.
 - ▶ Notice the influence of the number of points on accuracy of the solution.





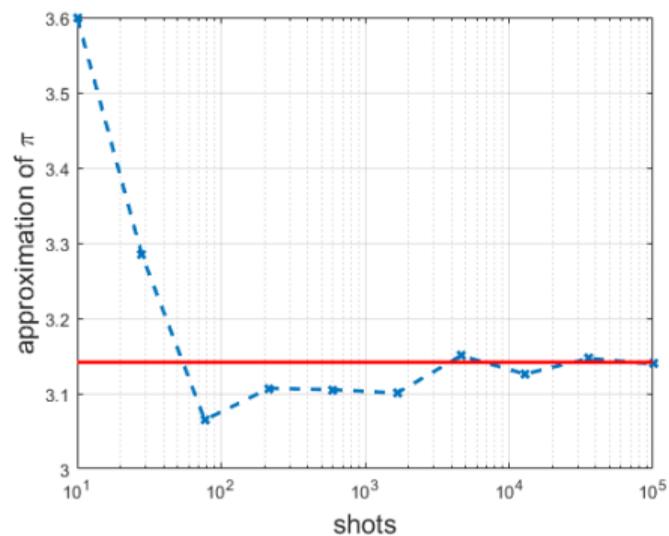
Exercise II.b

- ▶ Resulting code (circle radius $r = 1$):



Exercise II.c

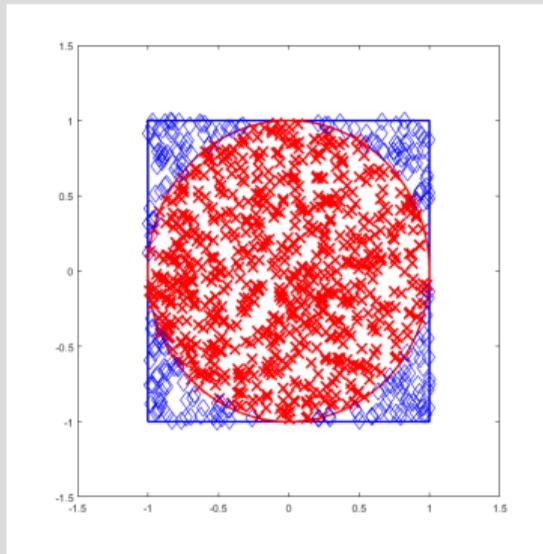
- Approximation of Ludolph's number - visualization:





Exercise II.d

- Visualization of the task:





Exercise III.a

- ▶ Create a script to simulate N series of trials, where in each series a coin is tossed M times (the result is either head or tail).
 - ▶ Generate a matrix of tosses (of size $M \times N$).
 - ▶ Calculate how many times head was tossed in each of the series (a number between 0 and M).
 - ▶ Calculate how many times more (or less) the head was tossed than the expected average (given by uniform probability distribution).
 - ▶ What probability distribution do you expect?
 - ▶ Plot resulting deviations of number of heads.
 - ▶ Use function `histogram`.



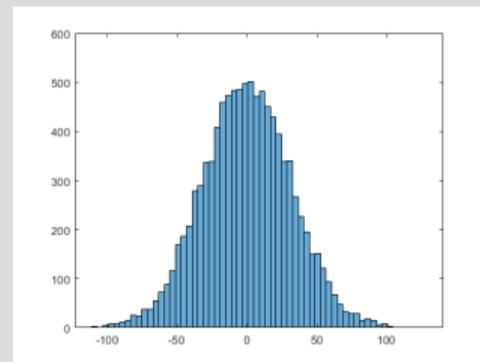


Exercise III.b

- Mean and standard deviation of nOnesOverAverage:

$$\mu = \frac{1}{N} \sum_i x_i \approx 0$$

$$\sigma = \sqrt{\frac{\sum_i (\mu - x_i)^2}{N}} = \sqrt{1000} \approx 31.62$$



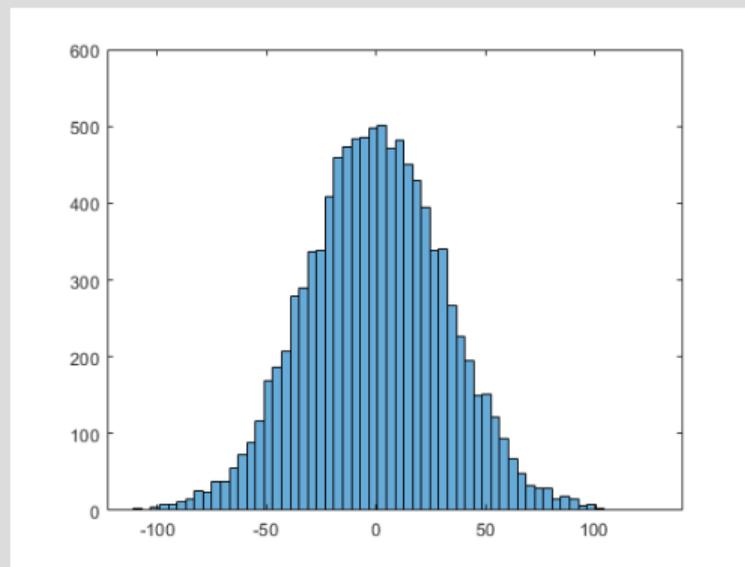


Exercise III.c

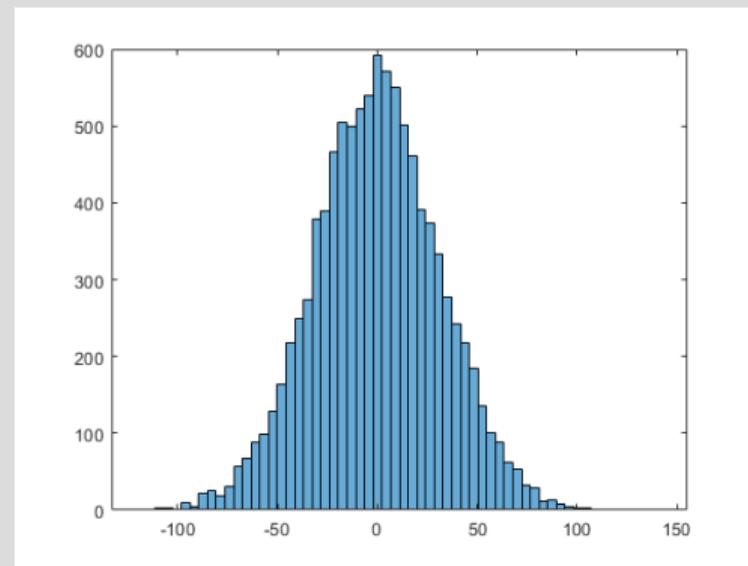
- To test whether we get similar distribution for directly generated data:

```
figure(2);  
histogram(0 + 31.62*randn(N,1), 60);
```

Coin toss:



Directly generated data:



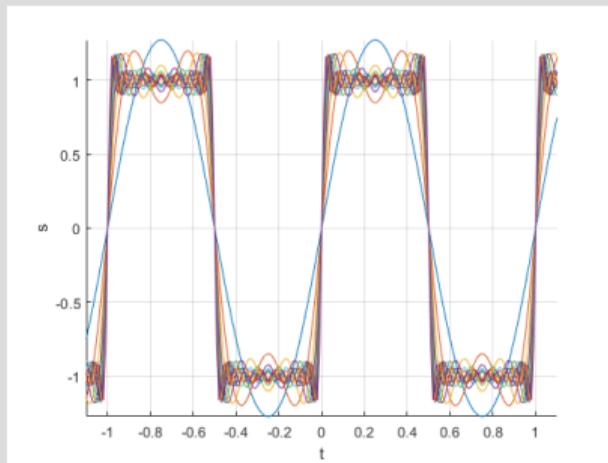


Exercise IV.

- Fourier series approximation of a periodic rectangular signal with zero direct component, amplitude A and period T is

$$s(t) = \frac{4A}{\pi} \sum_{k=0}^{\infty} \frac{1}{2k+1} \sin\left(\frac{2\pi t(2k+1)}{T}\right).$$

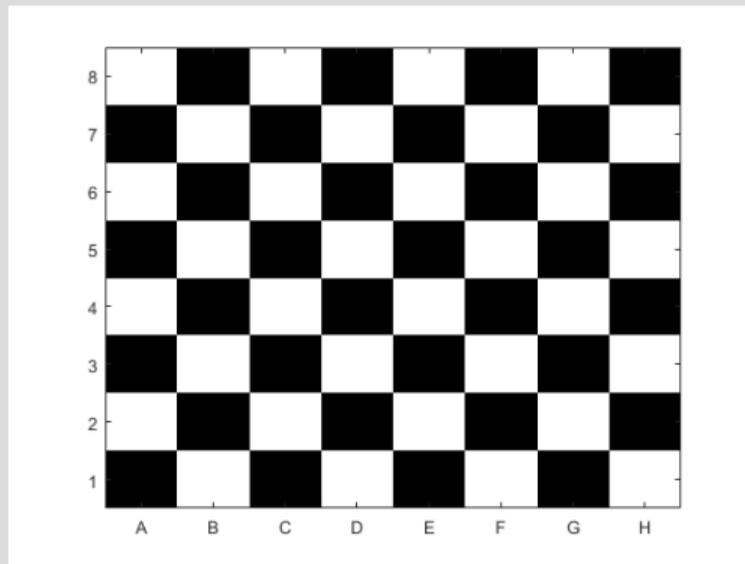
- Plot resulting signal $s(t)$ approximated by one to ten harmonic components in the interval $t \in \langle -1.1; 1.1 \rangle$ s; use $A = 1$ V and $T = 1$ s.





Exercise V.

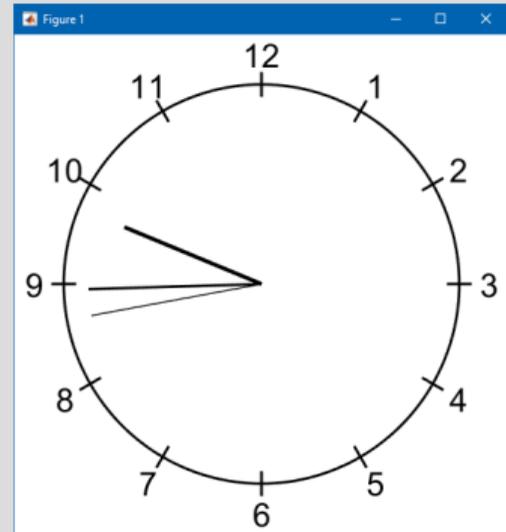
- Modify the axes of the chessboard so that it corresponded to reality:





Exercise VI.a

- ▶ Create a script which shows a figure with a clock face showing actual time.
- ▶ To determine actual time use function `clock`.



Exercise VI.b



Questions?

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