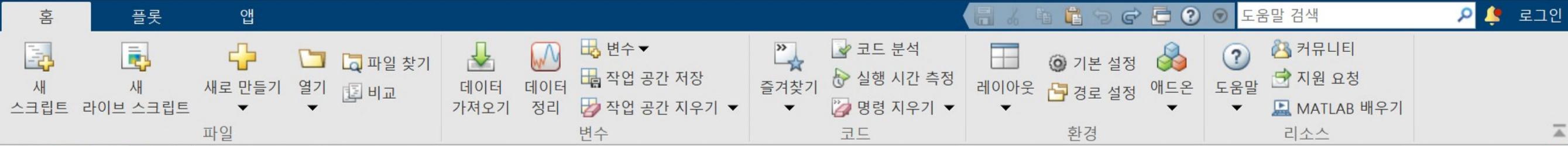
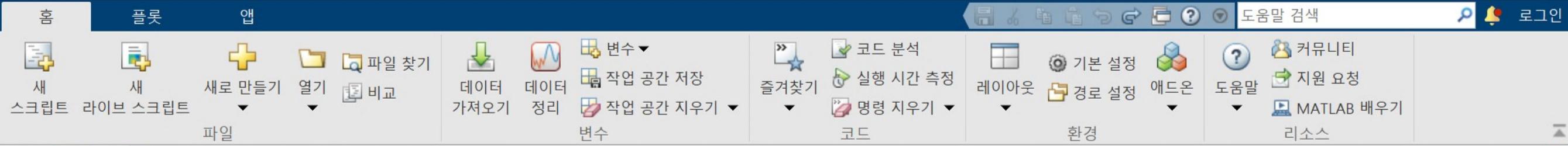


```
... 편집기 - C:\Users\박주현\Desktop\untitled.m 명령 창
a =
1.0e+03 *
0.0010    0.0020
0.0035    0.0045
0.1000    1.0000
>> Random_matrix=rand(2,3)
Random_matrix =
0.8147    0.1270    0.6324
0.9058    0.9134    0.0975
>> rand('seed',3)
>> rand(2,3)
ans =
0.5387    0.0512    0.3010
0.3815    0.2851    0.1277
fx >>
```



```
명령 창
...
>> 1+3
ans =
4
>> 13-4
ans =
9
>> 12*3
ans =
36
>> 36/3
ans =
12
>> x=[1 2 3 4 5]; y=[5 4 3 2 1];
fx >> x<y
```



명령 창

```
>> x=[1 2 3 4 5]; y=[5 4 3 2 1];
>> x<y

ans =
1×5 logical 배열
1 1 0 0 0

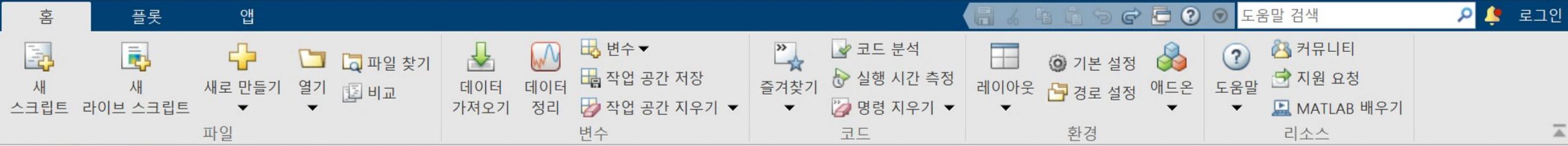
>> x <= y

ans =
1×5 logical 배열
1 1 1 0 0

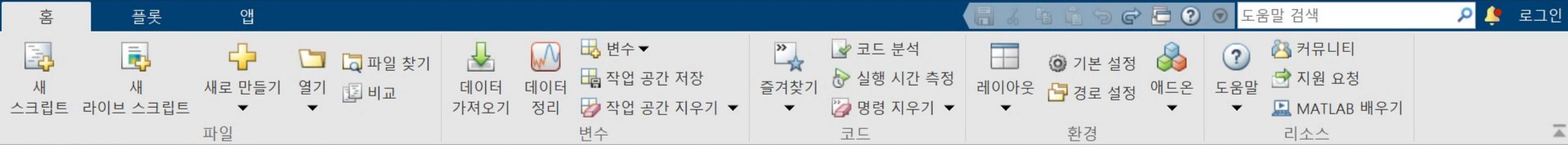
>> x == y

ans =
1×5 logical 배열
0 0 1 0 0

fx >> x >= y
```



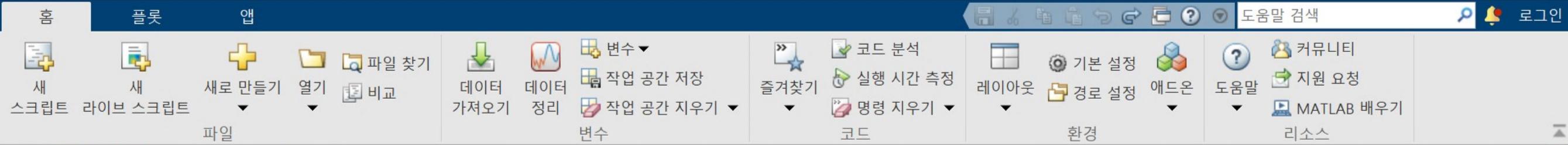
```
명령 창
...
>> x >= y
ans =
1×5 logical 배열
0 0 1 1 1
>> x>y
ans =
1×5 logical 배열
0 0 0 1 1
>> for x=0:2:10
a=2^x
end
a =
1
fx
```



명령 창

```
a =  
    4  
  
a =  
    16  
  
a =  
    64  
  
a =  
    256  
  
a =  
    1024
```

fx



The Command Window displays a script named *fx* with the following MATLAB code:

```
>> a=3;
>> if a<1
b=a+1
else
c=a+2
end

c =

      5

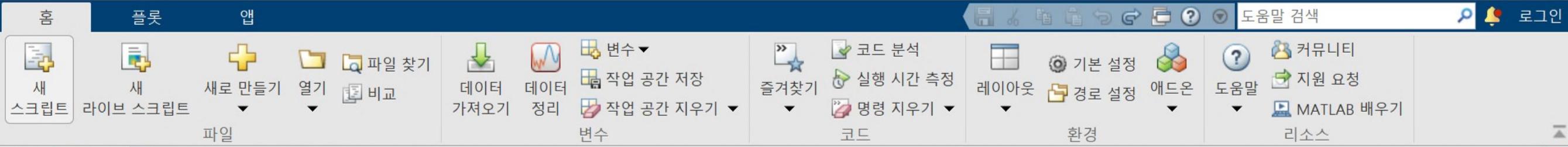
>> a=1;
>> while a<4
a=a+1
end

a =

      2

a =

      3
```



```
명령 창
else
c=a+2
end

c =
5

>> a=1;
>> while a<4
a=a+1
end

a =
2

a =
3

a =
4
```

The Command Window displays a script named "명령 창" (Command Window) containing the following MATLAB code:

```
else
c=a+2
end

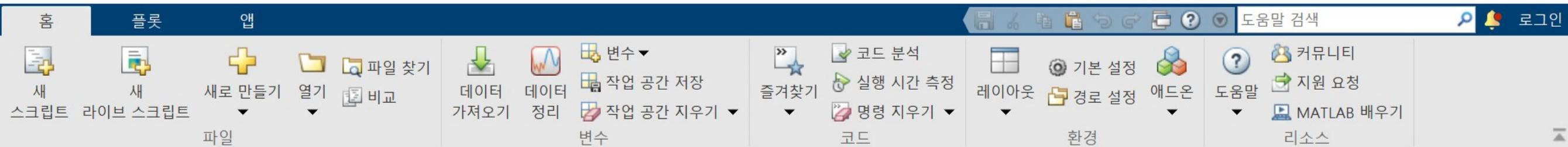
c =
5

>> a=1;
>> while a<4
a=a+1
end

a =
2

a =
3

a =
4
```



명령 창

```
>> f=inline('x^3+6*x-2','x');
>> f(3)

ans =

    43

>> f=inline('x.^3+6*x-2','x');
>> f([3 4 5])

ans =

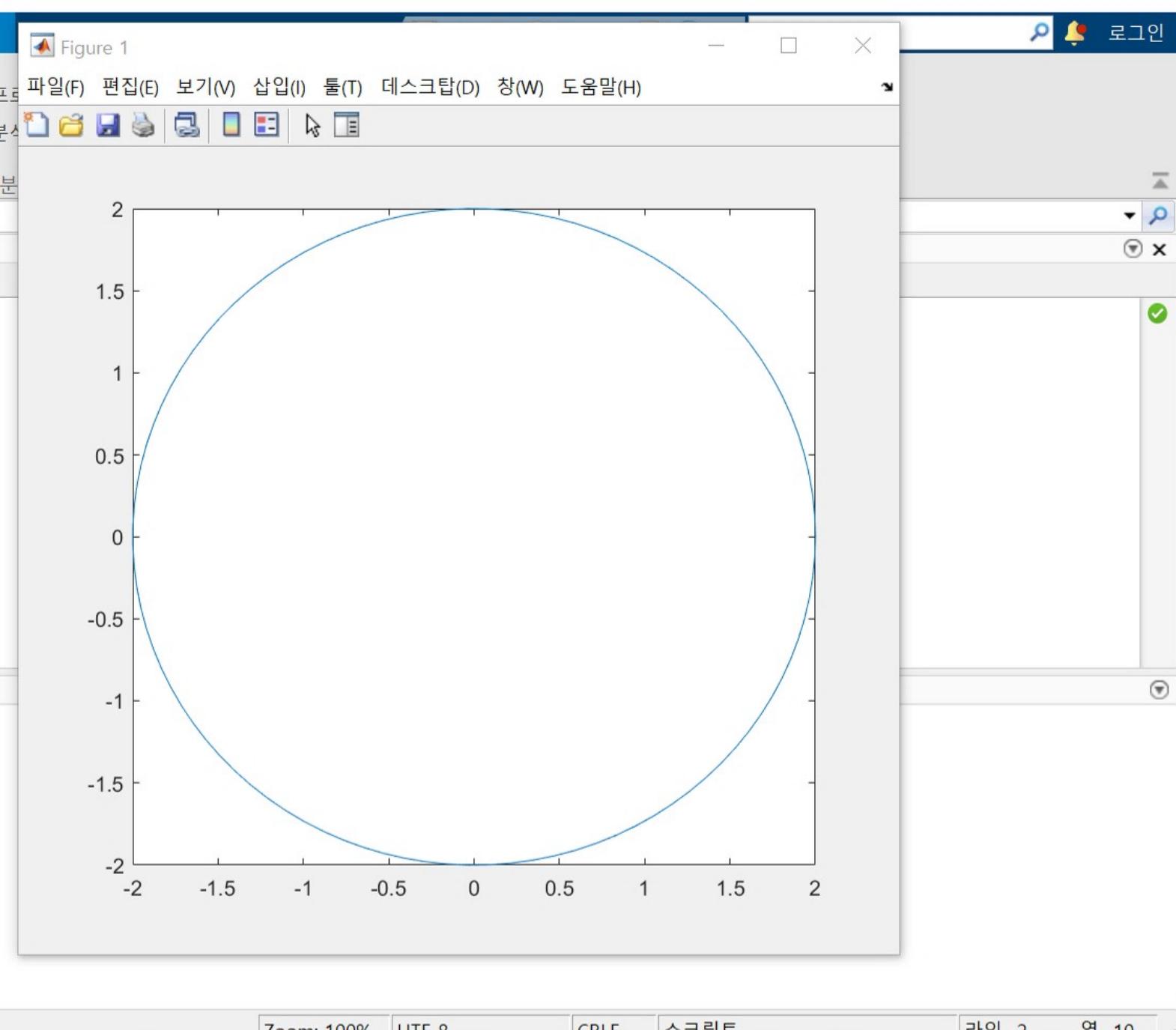
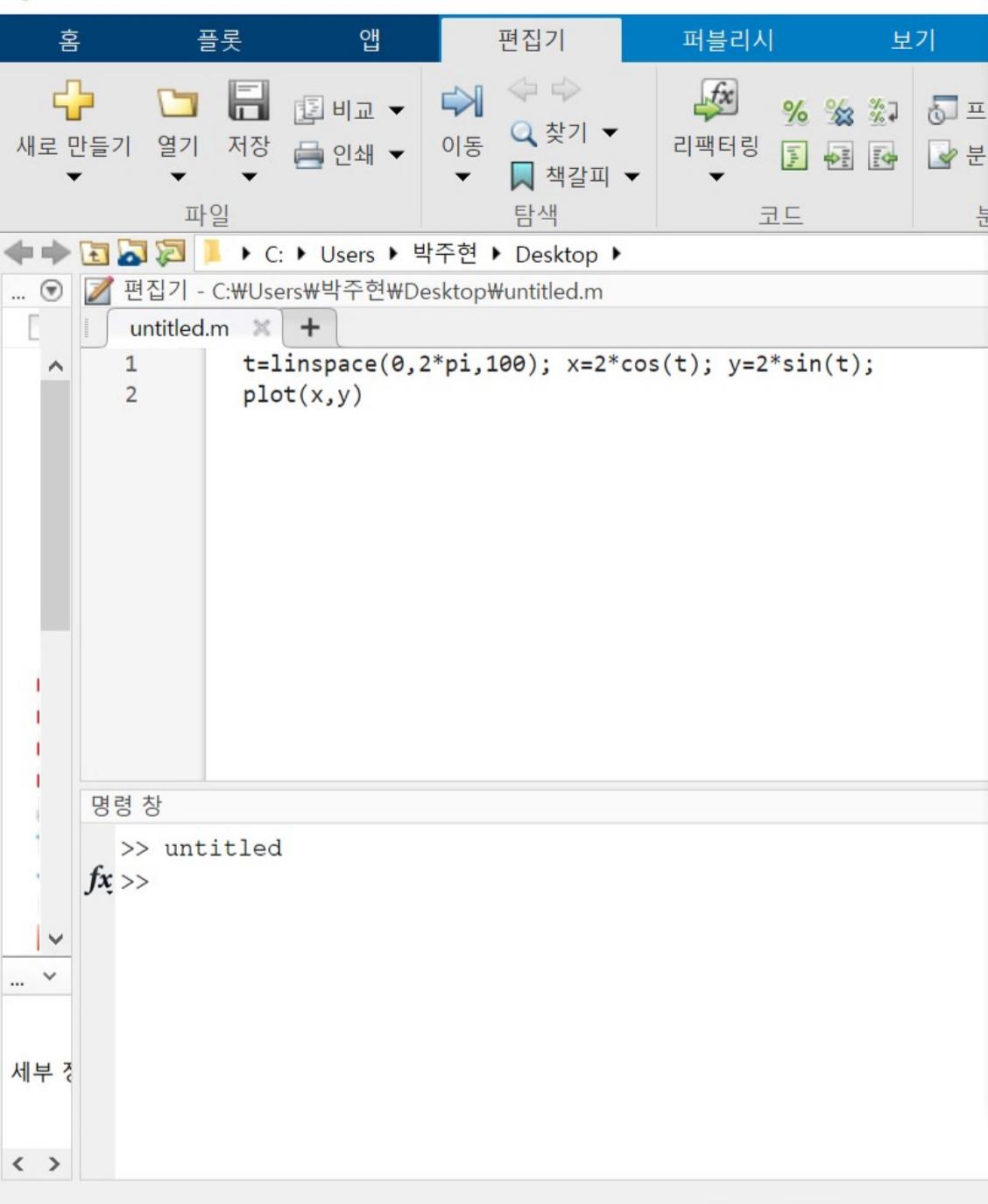
    43    86   153

>> x=linspace(0,5,6)

x =

    0    1    2    3    4    5

fx >>
```



홈      플롯      앱      편집기      퍼블리시      보기

새로 만들기      열기      저장      비교      이동      찾기      리팩터링      책갈피      코드      분석

파일      탐색     

Figure 1

파일(F) 편집(E) 보기(V) 삽입(I) 툴(T) 데스크탑(D) 창(W) 도움말(H)

Untitled.m

```
t=linspace(0,2*pi,100); x=2*cos(t); y=2*sin(t);
plot(x,y); axis square
```

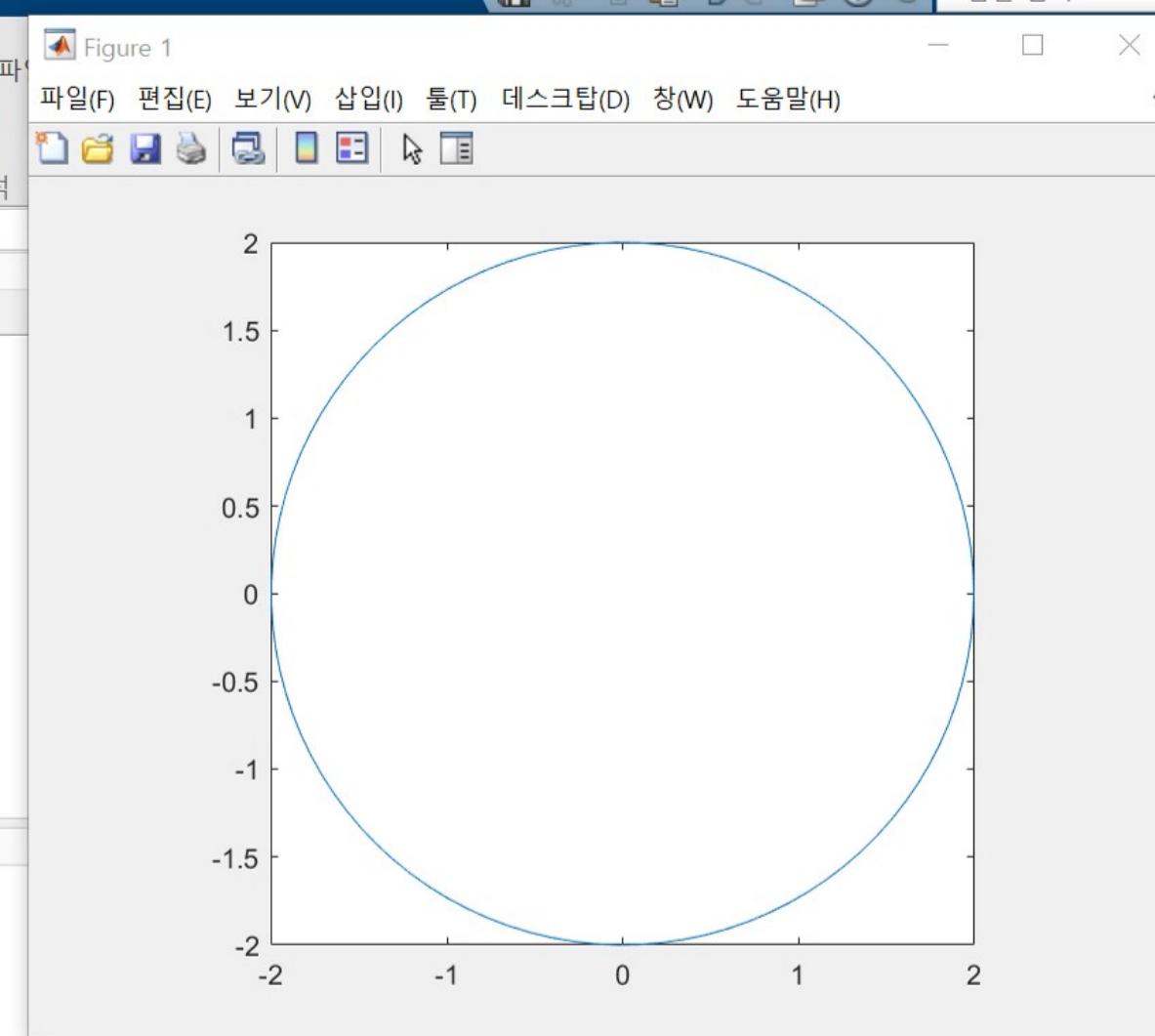
명령 창

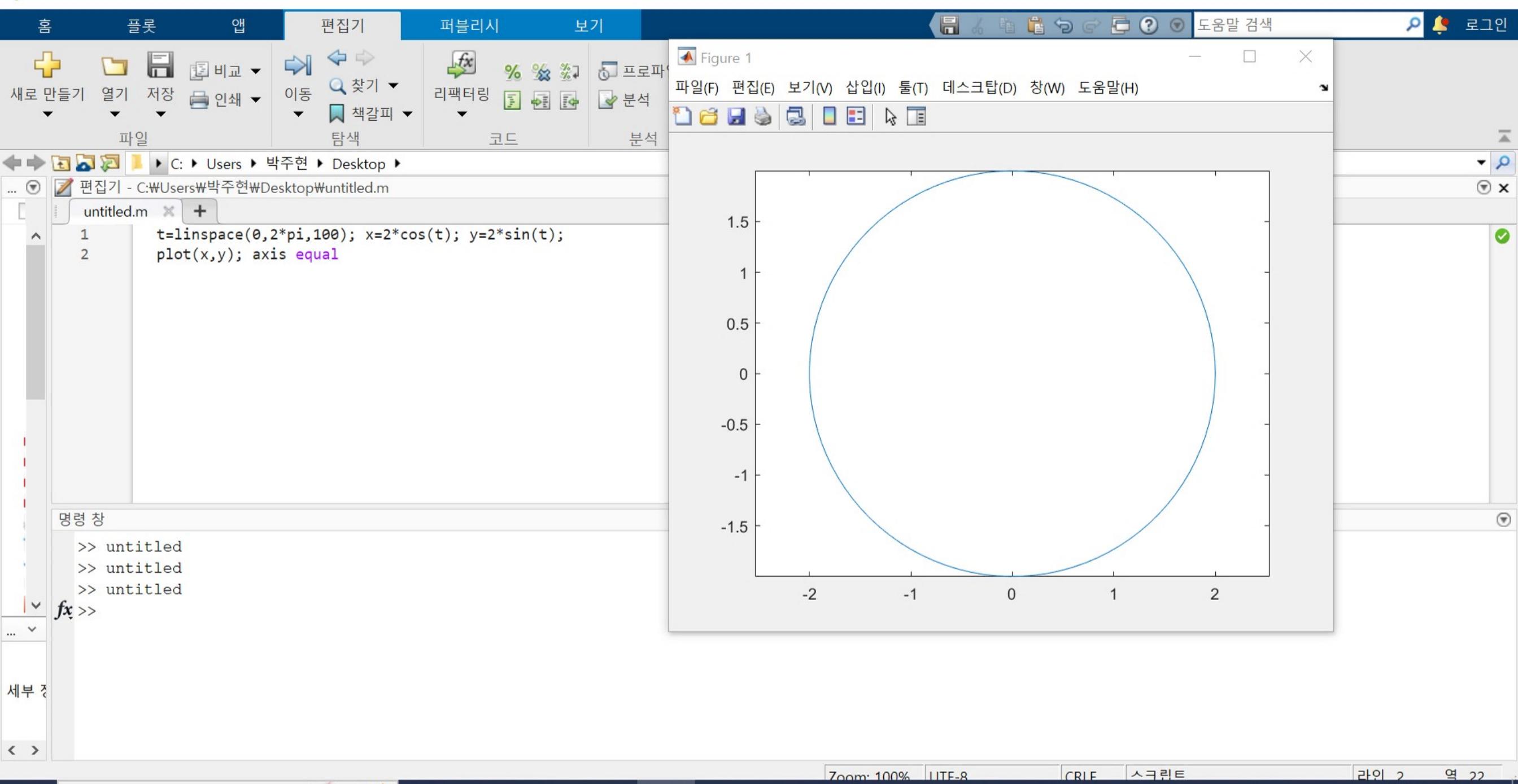
```
>> untitled
>> untitled
fx >>
```

세부 항

도움말 검색      로그인

Zoom: 100%      UTF-8      CRLF      스크립트      라이 2      역 23





홈      플롯      앱      편집기      퍼블리시      보기

새로 만들기      열기      저장      비교      이동      찾기      리팩터링      책갈피      코드      분석

파일      탐색     

Figure 1

파일(F) 편집(E) 보기(V) 삽입(I) 툴(T) 데스크탑(D) 창(W) 도움말(H)

Untitled.m

```
t=linspace(0,2*pi,100); x=2*cos(t); y=2*sin(t);
plot(x,y); axis image;
```

명령 창

```
>> untitled
>> untitled
>> untitled
>> untitled
fx >>
```

세부 항

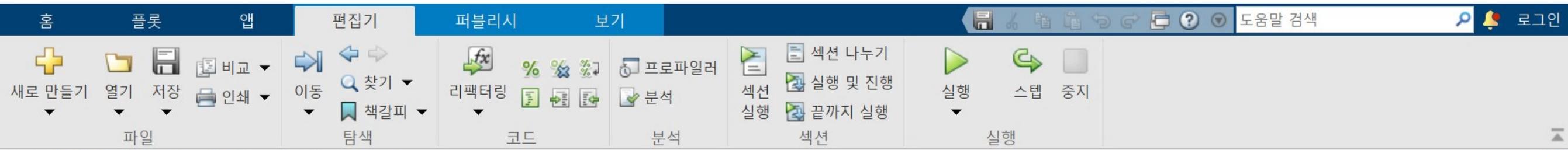
도움말 검색      로그인

Figure 1

1.5  
1  
0.5  
0  
-0.5  
-1  
-1.5

-1.5 -1 -0.5 0 0.5 1 1.5 2

Zoom: 100%      UTF-8      CRLF      스크립트      라이 2      역 23



편집기 - C:\Users\박주현\Desktop\untitled.m

```
>> untitled
>> untitled
>> untitled
>> untitled
>> ones(3)

ans =

1     1     1
1     1     1
1     1     1

>> zeros(2)

ans =

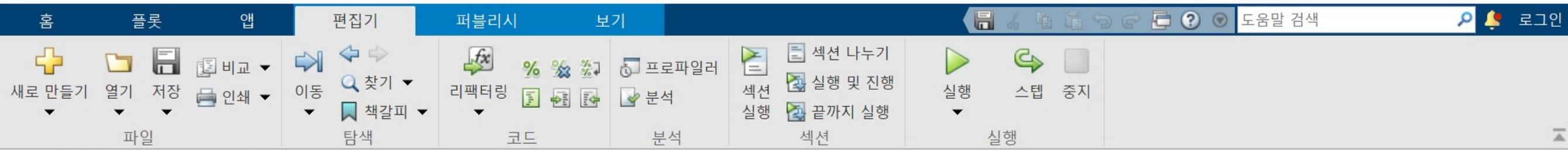
0     0
0     0

>> C=[1 2 3]; length(C)

ans =

3
```

fx



편집기 - C:\Users\박주현\Desktop\untitled.m

```
명령 창
ans =
    0     0
    0     0

>> C=[1 2 3]; length(C)

ans =
    3

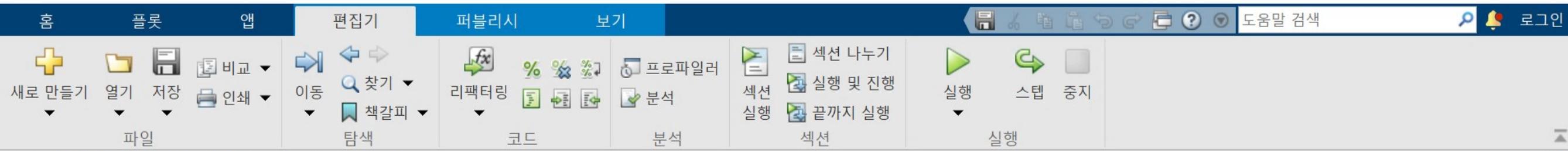
>> A=[1 2 3;4 5 6;7 8 9];
>> sum(A)

ans =
    12    15    18

>> abs(-3)

ans =
    3

fx >>
```



편집기 - C:\Users\박주현\Desktop\untitled.m

```
untitled.m
1 fp=fopen('test.m','w');
2 fprintf(fp,'%d %d\n',1,2);
3 fprintf(fp, '%f %f\n',3.5,4.5);
4 fprintf(fp, '%e %e\n',100,1000);
5 fclose(fp);
```

test.m

```
1 1 2
2 3.500000 4.500000
3 1.000000e+02 1.000000e+03
4
```

명령 창

```
>> a=load('test.m');
>> a

a =
```

1.0e+03 *
0.0010 0.0020
0.0035 0.0045
0.1000 1.0000

fx >>