## M241-MATLAB (P. Staley) Lesson Three

## **Command Line IO and Interactive Plotting**

#### Do the following:

- 1. Open MATLAB, choose MATLAB Help to open the help window, choose "Learning MATLAB; Matrices and Arrays; Controlling Command Window Input and Output" from the content tab of the Help Navigator Window. Fill out the appropriate student notes section below.
- 2. Read the "MATLAB; Graphics; MATLAB Plotting Tools; Plotting Tools—Interactive Plotting" Help section. Fill out the appropriate student notes section below.
- 3. Read the "MATLAB; Learning MATLAB; Graphics; Examples—Using MATLAB Plotting Tools " Help section.
- 4. Watch the plotting movie on the <u>www.staley-classes.org</u> website. The link to the movie is labeled " <u>Plotting Tools Movie</u> ".
- 5. Mimic the movie and create an equivalent figure. Use the figure file menu to generate an M-file for this figure. **Print out and turn in the m-file for the figure and the completed notes section below.**

Project Two is based on the material on these pages.

# **Lesson Three Student Notes**

# **Controlling Command Window Input and Output**

The	function controls the numeric	of the values displayed by
MATLAB. T	he function affects only how numbers are	e, not how
MATLAB	or them.	
If you simply	type a statement and press Return or En	ter, MATLAB automatically
	Howev	ver, if you end the line with a
	, MATLAB performs the computation b	ut does not
	<del>.</del>	
If a statement	does not fit on one line, use an	( periods),,
followed by F	Return or Enter to indicate that the statem	nent continues on the next line.
To recall a pr	revious command line for editing and ree	ntry you can use the key.
You can also	copy previously executed statements fro	m the
Interactive	Plotting	
MATLAB pro	ovides three basic plotting tools from the	View menu by selecting
	,	_, or
The Figure Pa	alette is used to create and arrange	, view and plot
	, and add	
The Plot Brov	wser is used to select and control the	of the axes or graphic
objects plotte	d in the figure. You can also	to any selected axes by
clicking the _	control.	

The Property Editor is used to set common	of the selected object. You can
also click the Inspector button to display the Proper	ty Inspector, which provides access to
all object	
The three panels for the Figure Palette are	(add 2-D or 3-D axes to
the figure), (browse and plot workspa	ace variables), and (add
to graphs).	
The Plot Browser provides a legend of all the	in the It lists each
and the (lines, surfaces, etc	c.) used to create the graph.
From the Plot Browser you can set the	of an individual
Start by double-clicking on the line in the Plot Brov	vser. Its properties are displayed in the
, which opens on the bo	ottom of the figure.
With the Plot Browser open if you select a line in th	ne graph, then the corresponding entry
in the Plot Browser is, enabling y	ou to see the specific portion of which
variable produced the line.	
The check box next to each item in the Plot Browse	r controls the object's
To add a new set of data to existing axes you select	the in the
and then click the bu	atton to display the
dialog. The	dialog enables you to
select a plot type and specify the workspace variable	es to pass to the plotting function.
You can also specify a MATLAB	, which is to
produce the data to plot.	