

MATLAB OKTATÁS

3. ELŐADÁS

DIAGRAMOK

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WORKSPACE VÁLTOZÓK MENTÉSE

- `save(filename)`
- `save(filename,variables)`
- `save(filename,variables,fmt)`

`save test.mat % command form`
`save('test.mat') % function form`

- `load(filename)`
- `load(filename,variables)`
- `load(filename,'-ascii')`

Value of fmt	File Format
'-mat'	Binary MAT-file format.
'-ascii'	Text format with 8 digits of precision.
'-ascii','-tabs'	Tab-delimited text format with 8 digits of precision.
'-ascii','-double'	Text format with 16 digits of precision.
'-ascii','-double','-tabs'	Tab-delimited text format with 16 digits of precision.

MENTÉS PÉLDA

```
clear all; %  
close all;  
a=1:0.1:10;  
b=sin(a);  
save('mintafile');  
save('mintafilea','a');  
save minta.txt a b -ascii  
clear all;  
load('mintafile')  
%%  
clear all;  
load('mintafile','a')
```

DIAGRAMOK KÉSZÍTÉSE

- **figure** parancs
 - létrehoz egy új képet
 - **figure(n)** –n szám azonosítóval hoz létre ábrát
- **close**
 - **close (n)** az n számmal, vagy a vektorban jelzett számokkal azonosított ábrákat bezárja
 - **close all** minden ábrát bezár

LINE PLOTS

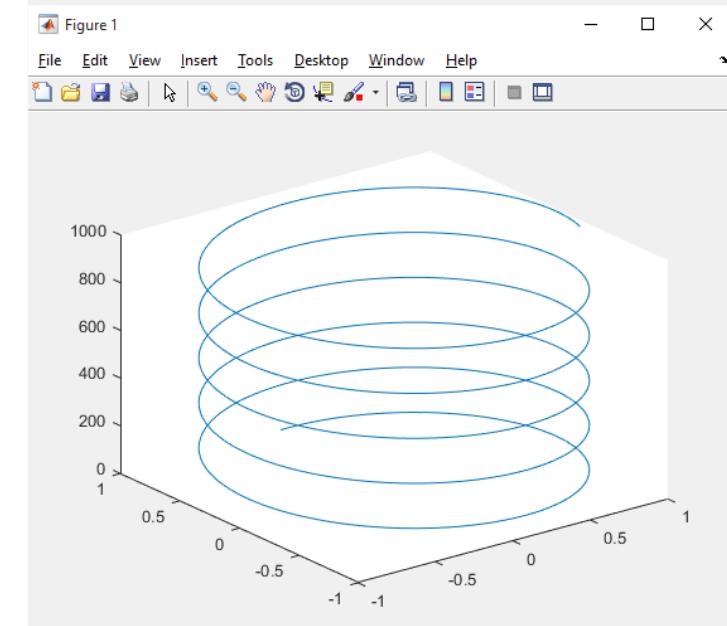
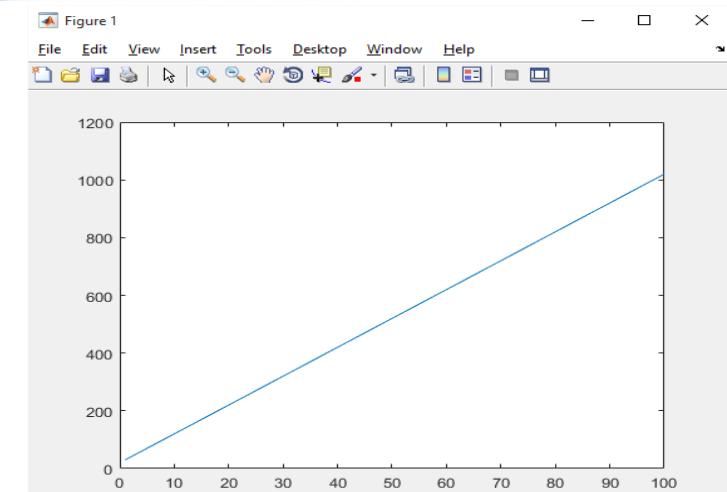
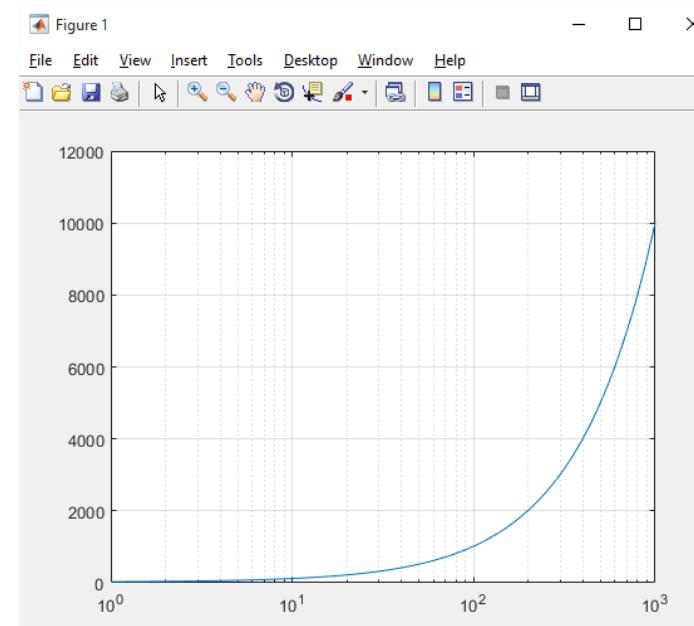
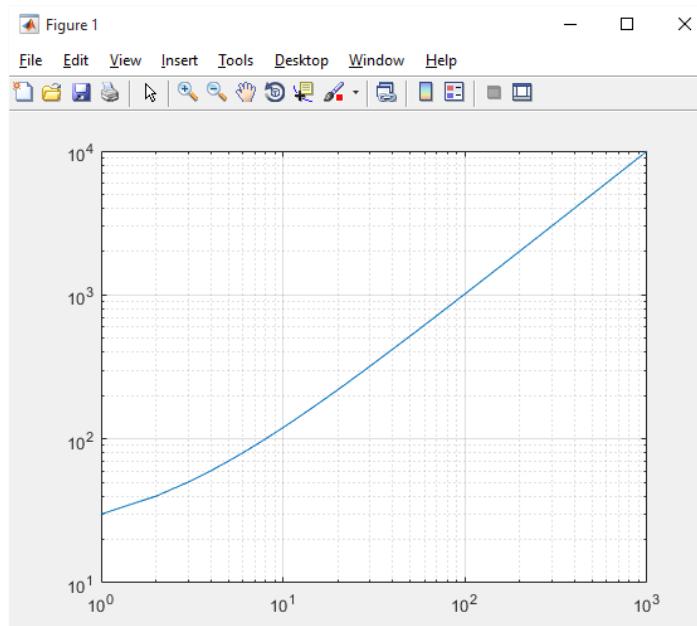
plot 2-D line plot

plot3 3-D line plot

loglog Log-log scale plot

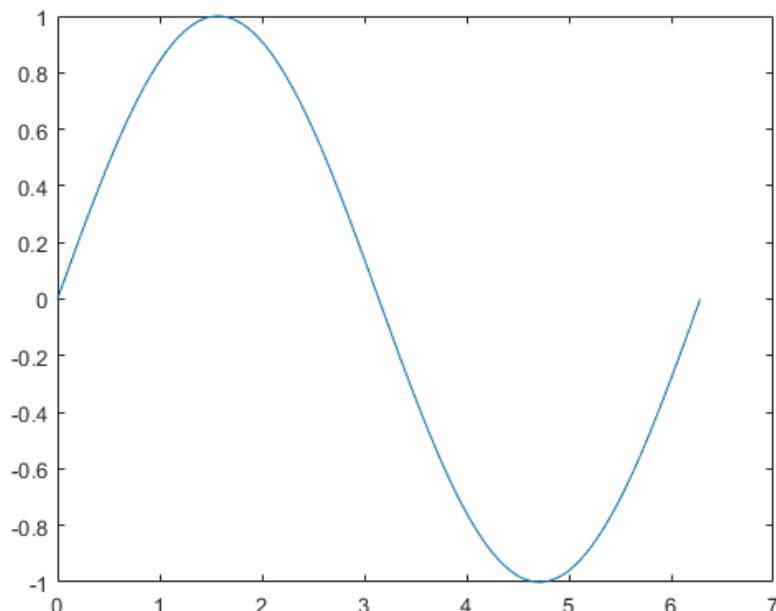
semilogx Semilogarithmic plot

semilogy Semilogarithmic plot

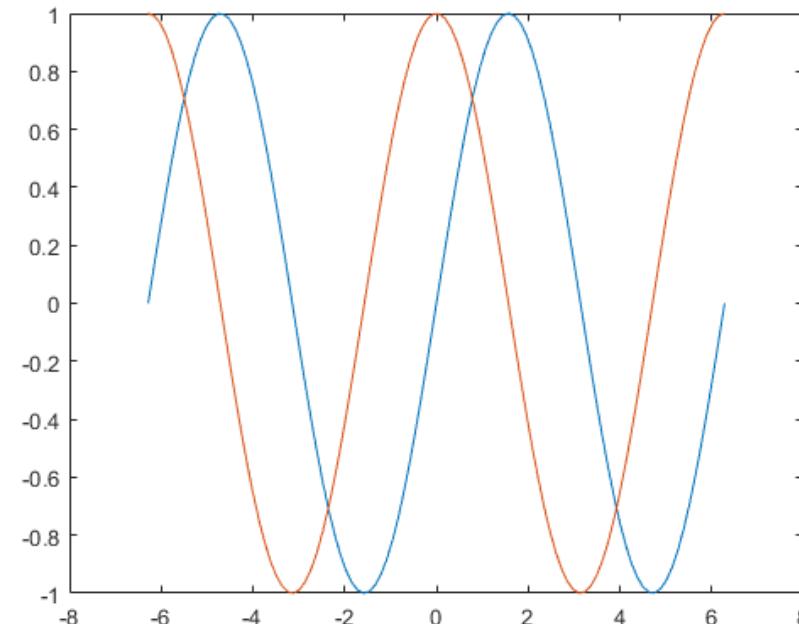


PLOT

```
x = 0:pi/100:2*pi;  
y = sin(x);  
Create a line plot of the data.  
figure % opens new figure window  
plot(x,y)
```



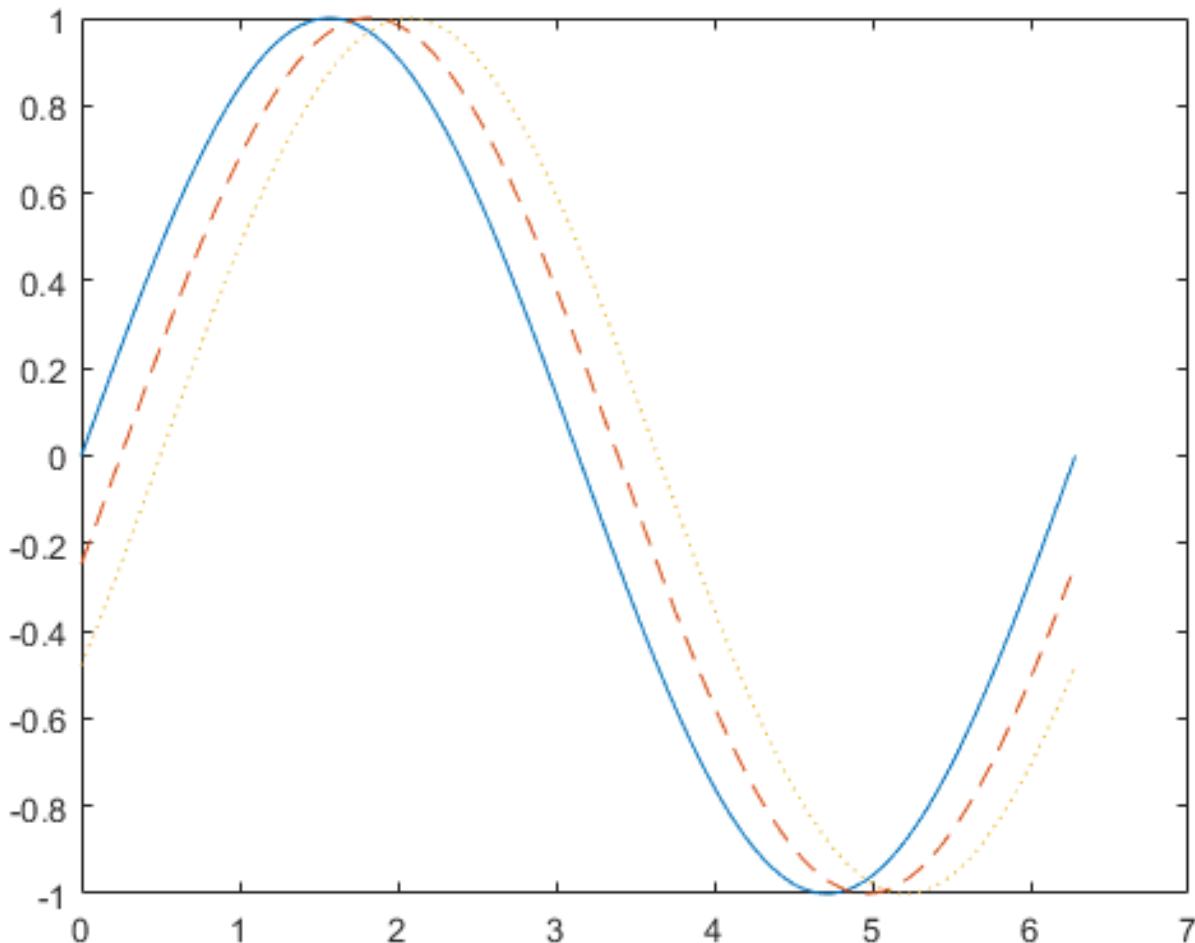
```
x = linspace(-2*pi,2*pi);  
y1 = sin(x);  
y2 = cos(x);  
figure  
plot(x,y1,x,y2)
```



LINE STYLE

```
x = 0:pi/100:2*pi;  
y1 = sin(x);  
y2 = sin(x-0.25);  
y3 = sin(x-0.5);
```

```
figure  
plot(x,y1,x,y2,'--',x,y3,:')
```



LINE STYLE 2

- Solid line (default)

-- Dashed line

: Dotted line

-. Dash-dot line

y yellow

m magenta

c cyan

r red

g green

b blue

w white

k black

o Circle

+

Plus sign

*

Asterisk

.

Point

x Cross

s Square

d Diamond

^ Upward-pointing triangle

v Downward-pointing triangle

> Right-pointing triangle

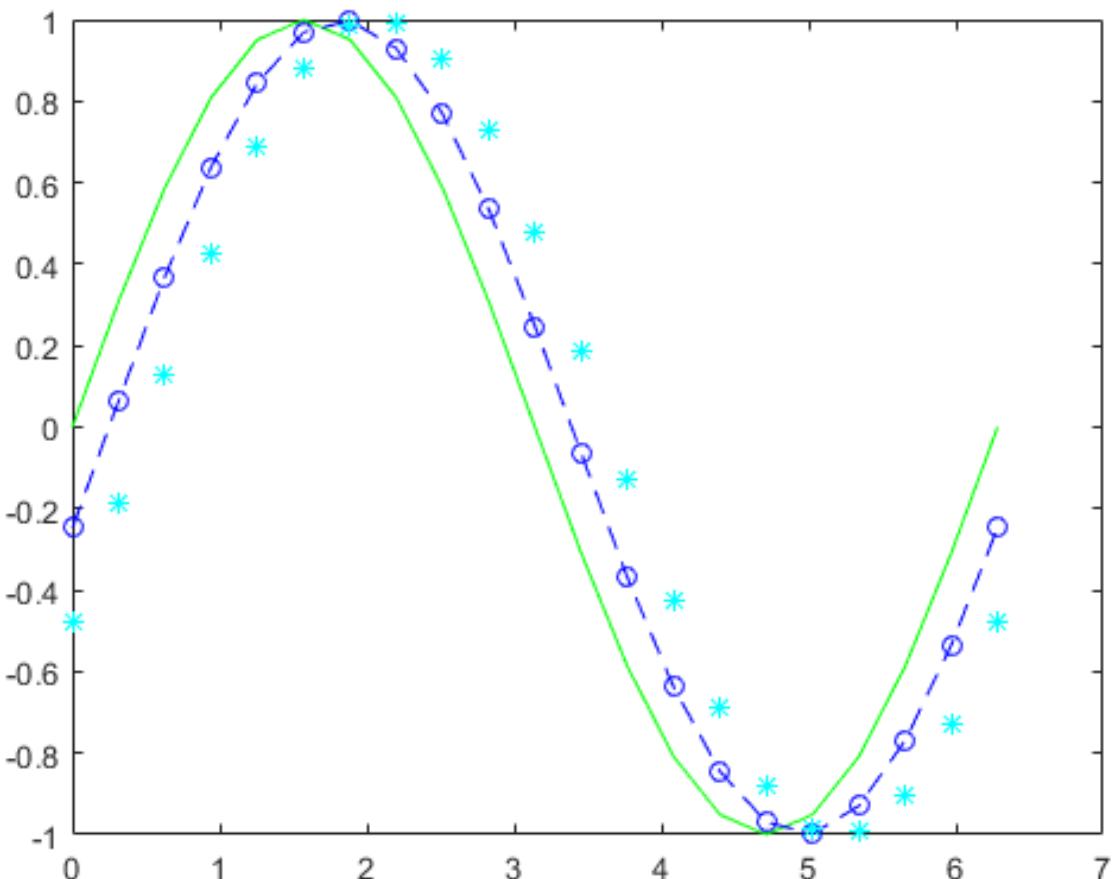
< Left-pointing triangle

p Pentagram

h Hexagram

LINE STYLE 3

```
x = 0:pi/10:2*pi;  
y1 = sin(x);  
y2 = sin(x-0.25);  
y3 = sin(x-0.5);  
figure  
plot(x,y1,'g',x,y2,'b--o',x,y3,'c*')
```



LINE PROPERTIES 1

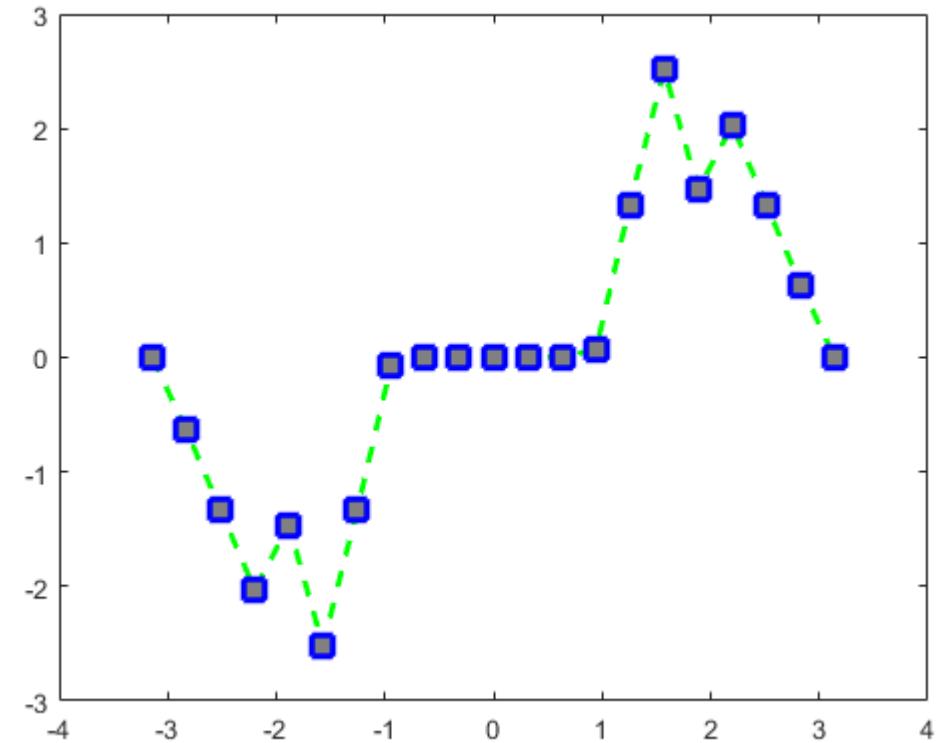
```
x = -pi:pi/10:pi;  
y = tan(sin(x)) - sin(tan(x));  
  
figure  
plot(x,y,'--gs',...  
      'LineWidth',2,...  
      'MarkerSize',10,...  
      'MarkerEdgeColor','b',...  
      'MarkerFaceColor',[0.5,0.5,0.5])
```

LineWidth — Specifies the width (in points) of the line.

MarkerEdgeColor — Specifies the color of the marker or the edge color for filled markers (circle, square, diamond, pentagram, hexagram, and the four triangles).

MarkerFaceColor — Specifies the color of the face of filled markers.

MarkerSize — Specifies the size of the marker in points (must be greater than 0).

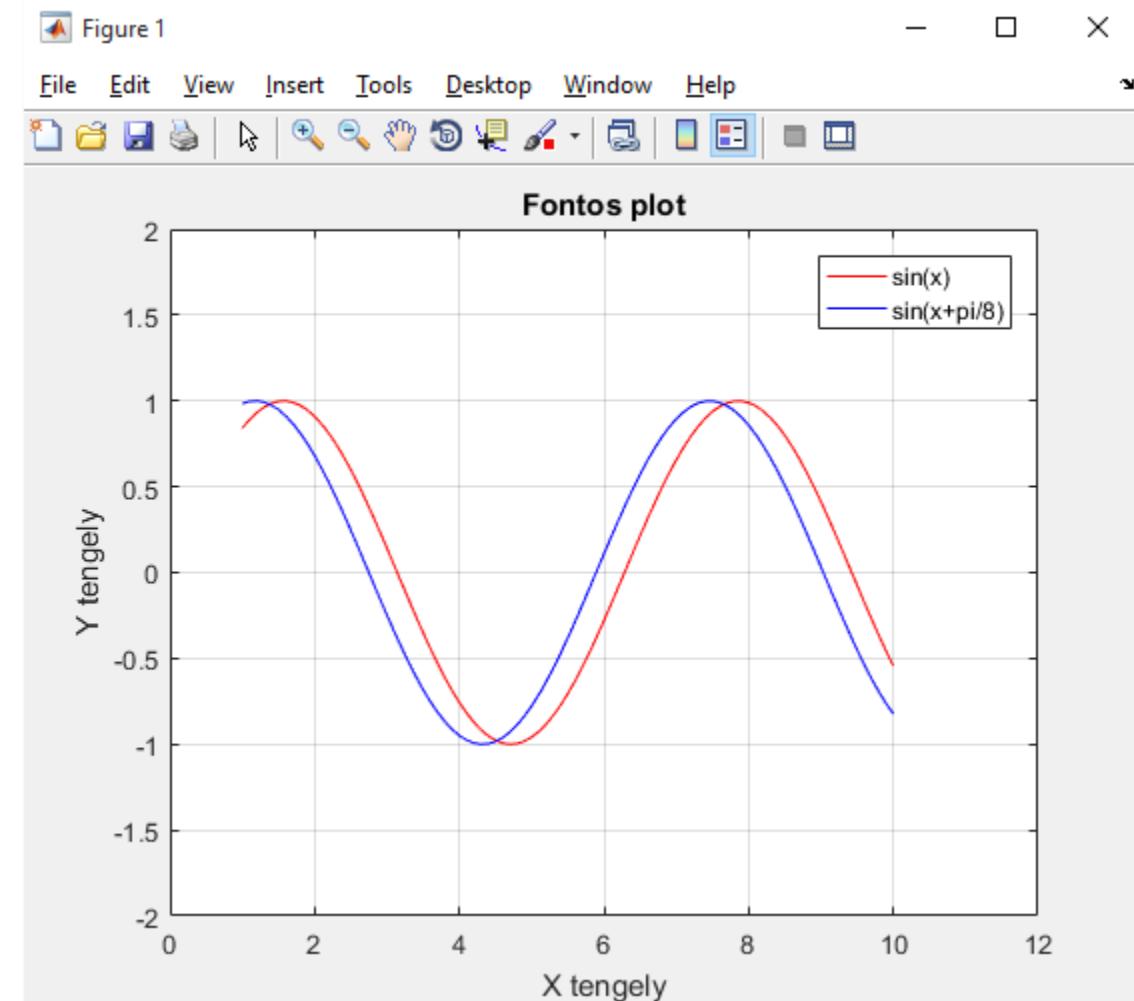


FORMATTING FIGURES

title	Add title to axes or legend
xlabel	Label x-axis
ylabel	Label y-axis
zlabel	Label z-axis
legend	Add legend to graph
hold	on/off Retain current plot when adding new plots
grid	on/off Display or hide axes grid lines
axis	[xmin xmax ymin ymax] Set the x-axis limits to range from xmin to xmax. Set the y-axis limits to range from ymin to ymax.

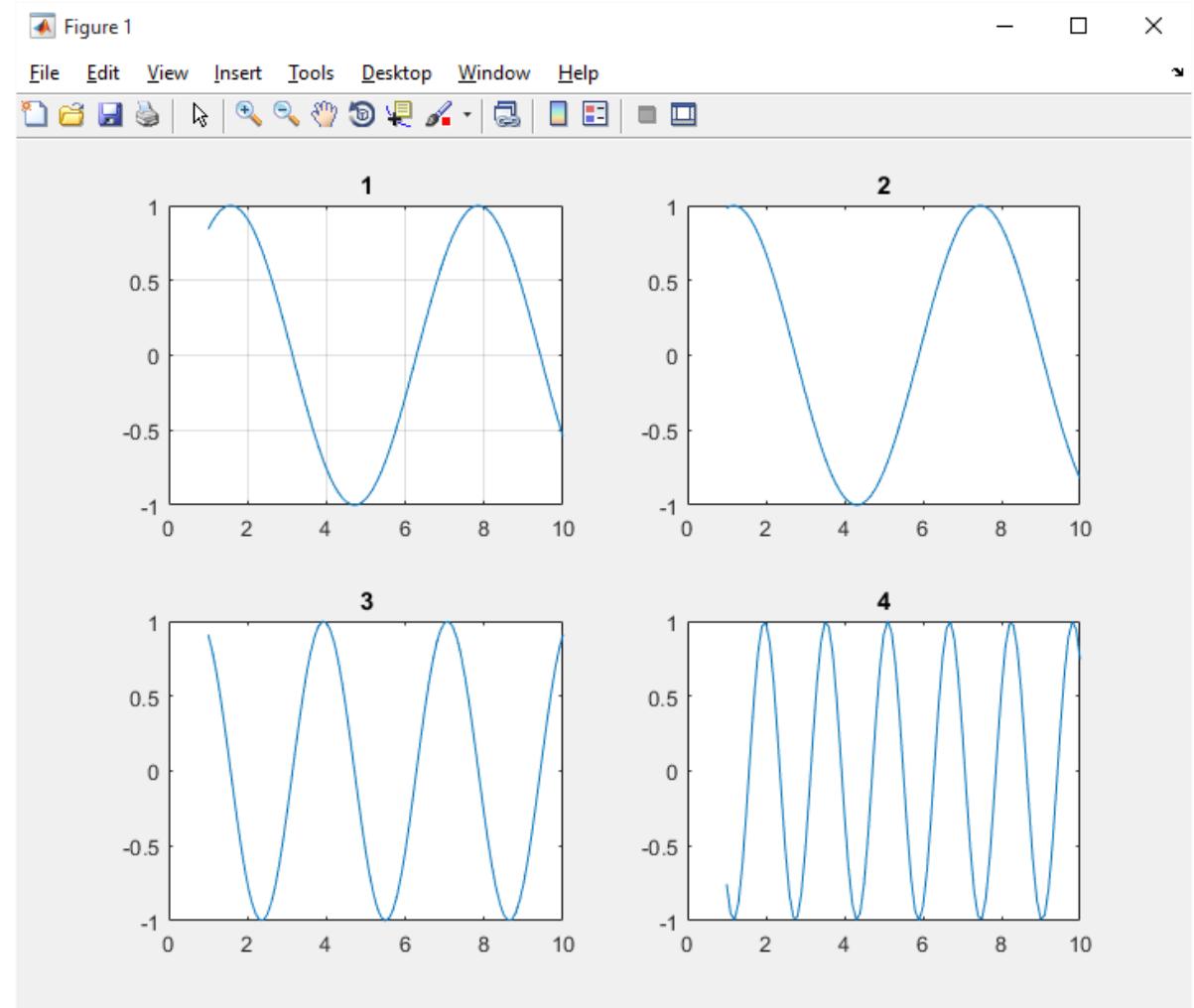
FORMATTING EXAMPLE

```
x=1:0.1:10;
y1=sin(x);
y2=sin(x+pi/8);
figure(1);
plot(x,y1, 'r');
hold on;
plot(x,y2, 'b');
title('Fontos plot');
xlabel('X tengely');
ylabel('Y tengely');
grid on;
legend('sin(x)', 'sin(x+pi/8)');
axis([0,12,-2,2]);
```



SUBPLOT

```
figure(1);
x=1:0.1:10;
y1=sin(x);
y2=sin(x+pi/8);
y3=sin(2*x);
y4=sin(4*x);
subplot(2,2,1);
plot(x,y1);
title('1');grid on;
subplot(2,2,2);
plot(x,y2);
title('2');
.....
```



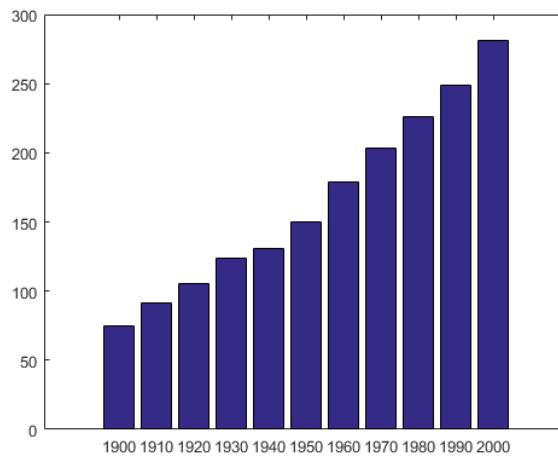
BAR PLOTS

- `bar(y)`
- `bar(x,y)`

```
x = 1900:10:2000;
```

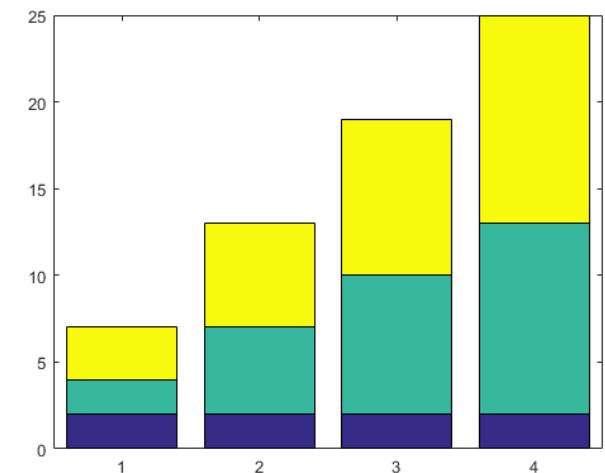
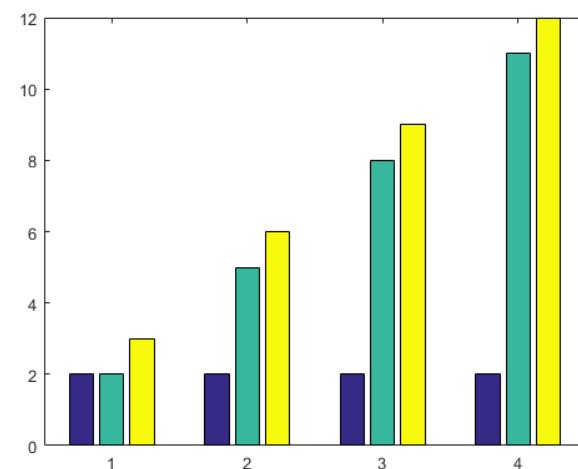
```
y = [75 91 105 123.5 131 150  
179 203 226 249 281.5];
```

```
bar(x,y)
```



```
y = [2 2 3; 2 5 6; 2 8 9; 2 11 12];  
bar(y)
```

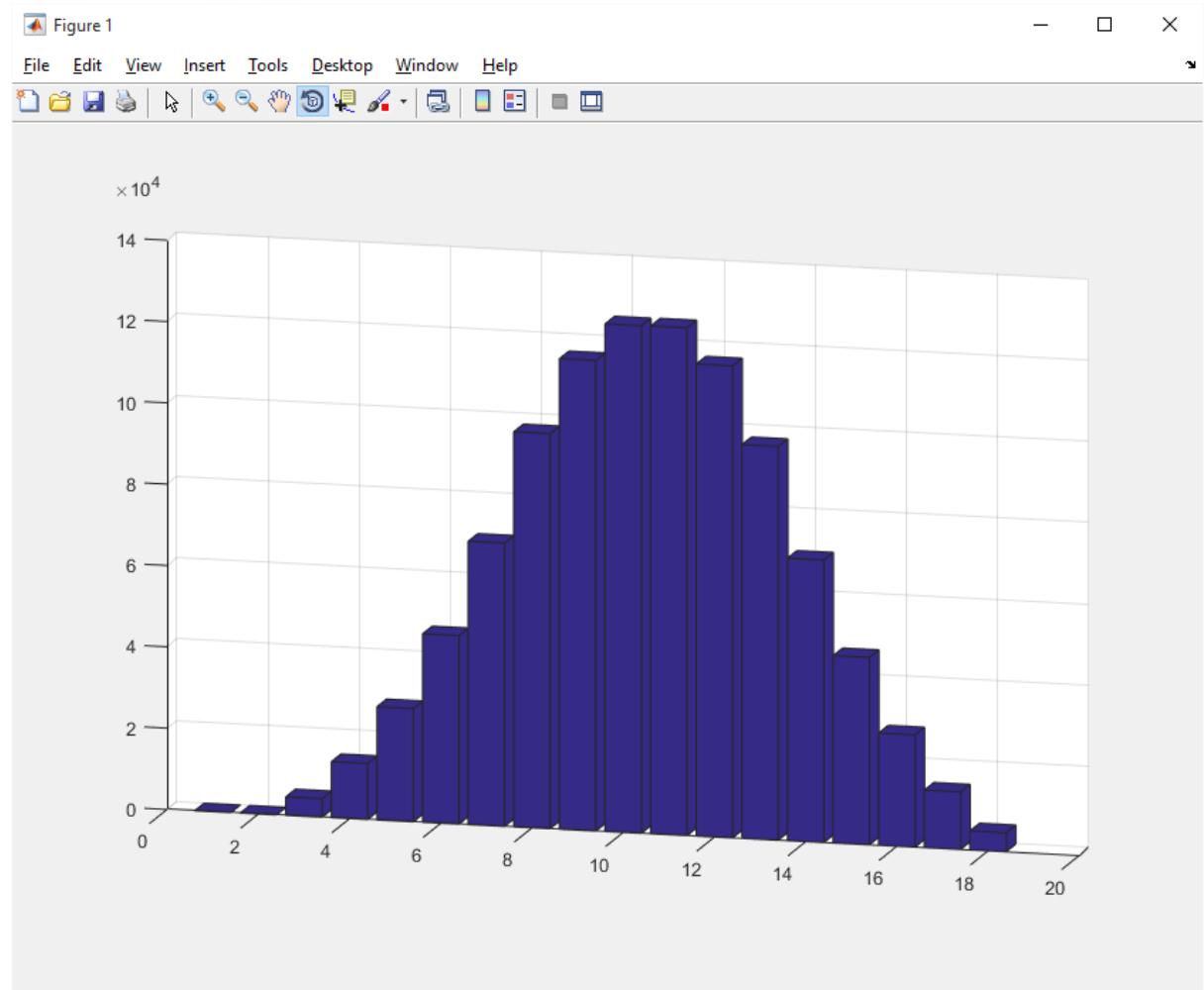
```
y = [2 2 3; 2 5 6; 2 8 9; 2 11 12];  
bar(y,'stacked')
```



BAR3 PLOTS

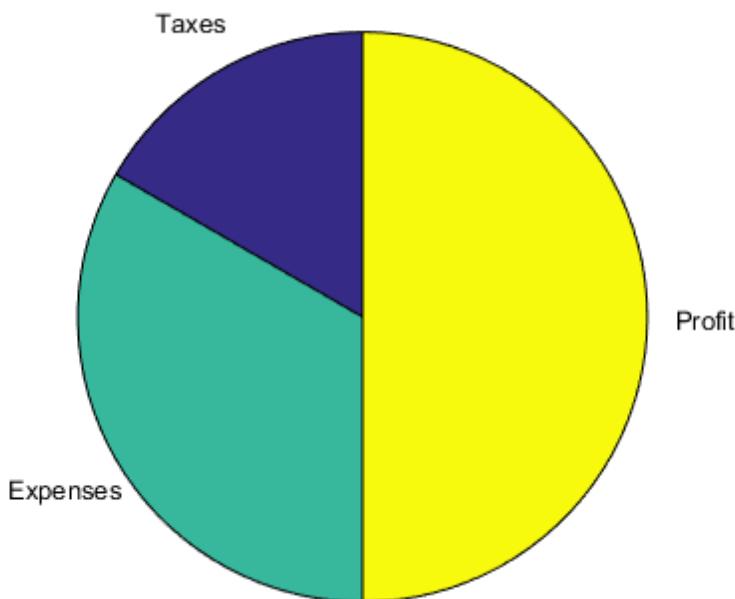
- `bar3(y)`
- `bar3(x,y)`

```
%3 dobókocka összege
x=1:18;
y=zeros(1,18);
for i=1:1000000
s=floor(rand*6) +
    floor(rand*6)+floor(rand*6)+3;
y(s)=y(s)+1;
end
figure(1);
bar3(x,y);
```

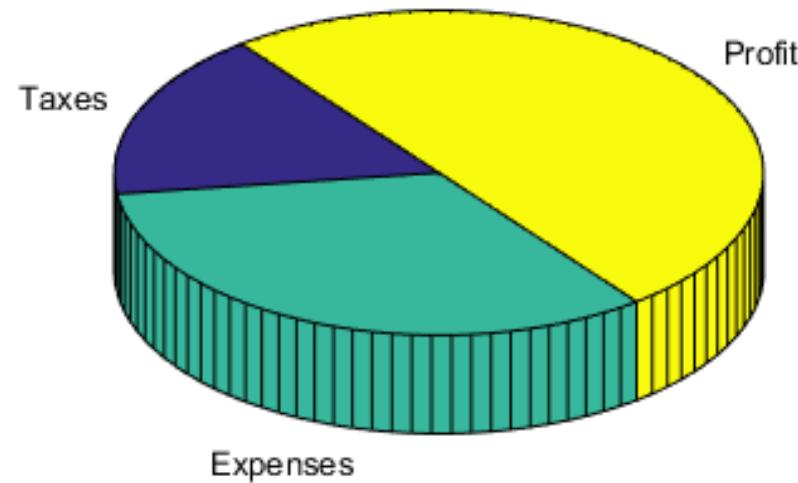


PIE

```
X = 1:3;  
labels = {'Taxes','Expenses','Profit'};  
pie(X,labels)
```



```
x = 1:3;  
labels = {'Taxes','Expenses','Profit'};  
pie3(x,labels)
```



SURF

```
x=-4:0.1:4;  
y=-4:0.1:4;  
z=sin(x'*y);  
surf(x,y,z);
```

