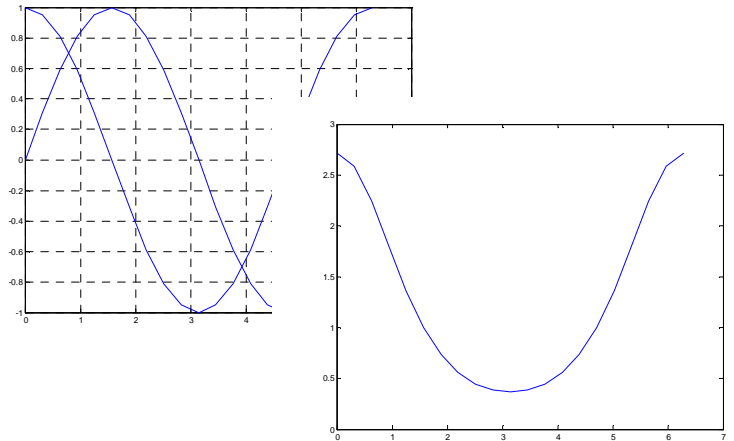


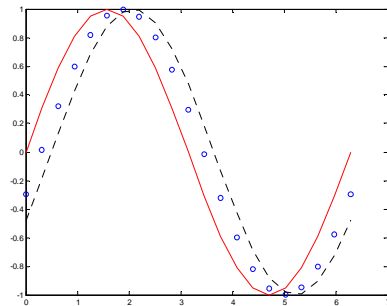
Ex 1.1

```
x=0:pi/10:2*pi;  
y1=sin(x);  
plot(x,y1);  
grid on;  
hold on;  
y2=cos(x);  
plot(x,y2);  
figure ;  
y3=exp(cos(x));  
plot(x,y3);
```



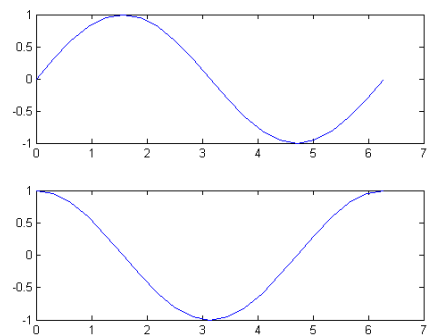
Ex 1.2

```
x=0:pi/10:2*pi;  
y1=sin(x);  
y2=sin(x-0.3);  
y3=sin(x-0.5);  
plot(x,y1,'-r',x,y2,'ob',x,y3,':k');
```



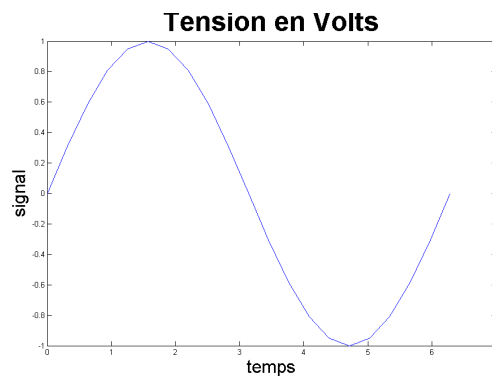
Ex. 1.3

```
x=0:pi/10:2*pi;  
y1=sin(x);  
y2=cos(x);  
subplot(2,1,1);  
plot(x,y1);  
subplot(2,1,2);  
plot(x,y2);
```



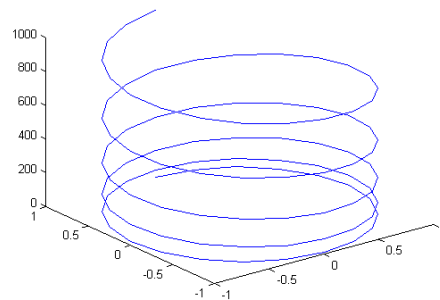
Ex. 1.4

```
x=0:pi/10:2*pi;  
y1=sin(x);  
plot(x,y1);  
xlabel('temps','FontSize',24);  
ylabel('signal','FontSize',24);  
title('Tension en Volts','FontName','helvetica','FontSize',36,'FontWeight','bold');
```



Ex. 1.5

```
t=0:pi/10:10*pi;  
x=sin(t);  
y=cos(t);  
z=t.^2;  
plot3(x,y,z);
```



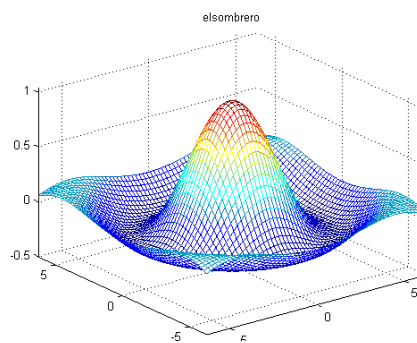
Ex. 1.6

Dans elsombrero.m :

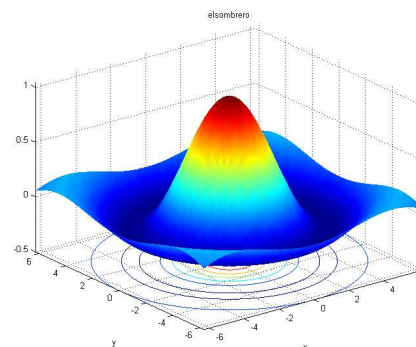
```
function z= elsombrero(x,y)  
r = sqrt(x.^2 + y.^2);  
z = sin(r)./r;
```

à partir de la fenêtre de commande :

```
ezmesh( @elsombrero );
```

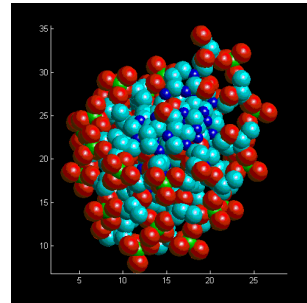
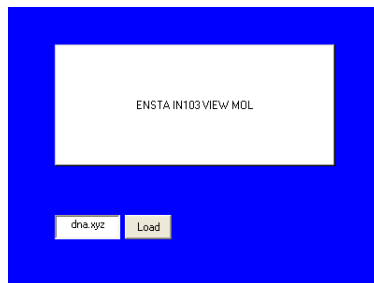
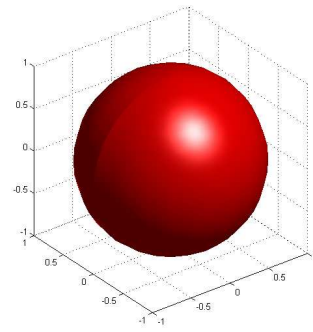


```
ezsurf( @elsombrero );  
shading interp;
```



Ex. 2.1

```
[X, Y, Z] = sphere(20);  
surf(X,Y,Z,'FaceColor','red','EdgeColor','none');  
axis equal;  
lighting phong;  
camlight right;
```



Ex. 2.2

Rôle de chaque appel de uicontrol :

h1 : titre ' ENSTA IN103 VIEW MOL'

h2: case ou l'on peut écrire le nom du fichier

h3 : bouton load qui en le cliquant fait exécuter « close(b); prinmol; »

A la fin du fichier intermol.m, taper:

```
h4 = uicontrol(a,...  
'Units','characters',...  
'Callback','close(a); close(b);',...  
'ListboxTop',0,...  
'Position',[60 4 14 2],...  
'String','Quit',...  
'Tag','Quit');
```

