

## Functions

<b>Hilfe und Abfrage</b>			
lookfor	search for	whatsnew	Display ReadMe files
help	Online help	what	List files in directory
demo	Run demo program	which	Locate a file
info	Info about MATLAB	why	Give philosophic advice
ver	MATLAB version info	path	List accessible directories

  

<b>Command Window Control</b>			
clc	Clear command window	home	Send cursor home
format	Set screen output format	echo	Echo command in script file
more	Control paged screen output	↑, ↓	Recall previous commands

  

<b>Arbeiten mit Dateien und Verzeichnissen</b>			
pwd	Short current directory	delete	Delete files
cd	Change current directory	diary	Save text of MATLAB session
dir, ls	List directory contents	type	Show contents of file
mkdir	Create a new directory	!	Access operating system

  

<b>Variable und Workspace</b>			
clear	Clear variables and functions	length	Length of a vector
who, whos	List current variables	size	Size of a matrix
load	Load variables from file	pack	Consolidate memory space
save	Save variables in MAT-file	disp	Display text or matrix

  

<b>Start und Exit</b>			
matlabrc	Master startup file	quit	Quit MATLAB
startup	M-file executed at startup	exit	wie quit

  

<b>Uhrzeit und Datum</b>			
clock	Wall clock time	etime	Elapsed time function
cputime	Elapsed CPU time	tic	Start stopwatch timer
date	Date, month, year	toc	Read stopwatch timer

## Constante

Konstante		Variable	
Pi	$\pi (= 3,14159...)$	ans	Default output variable
Inf	$\infty$	flops	Count of floating point ops
NaN	Not-a-Number	computer	Computertyp
i, j	Imaginäre Einheit ( $\sqrt{-1}$ )	nargin	
eps		nargout	
realmax			
realmin			

## Input/ooutput and control functions

Declarations/Definitions		
Function	global	nargchk

  

Interactive Input Functions		
input	keyboard	menu
ginput	pause	

  

Control Flow Functions		
for	while	end
if	elseif	else
(switch)	(case)	(otherwise)
error	break	return

  

Debugging				
dbclear	dbcont	dbstep	dbstack	dbstatus
dbup	dbdown	dbtype	dbstop	dbquit

## Open/close the file

<b>Öffnen, schließen und lokalisieren von Dateien</b>					
fopen	Fclose	fseek	ftell	frewind	ferror

<b>Lesen und schreiben von Dateien</b>					
fread	Fwrite	fprintf	fscanf	fgetl	fgets

## Operations and logical function

<b>Arithmetische Operatoren</b>					
<i>Matrix-Operatoren</i>			<i>Array-Operatoren</i>		
+	Addition		+	Addition	
-	Subtraktion		-	Subtraktion	
*	Multiplikation		.*	Array Multiplikation	
^	Exponent		.^	Array Exponent	
/	Left division		./	Array Left division	
\	Right division		(.\)	Array Right division)	

<b>Relationale Operatoren</b>			<b>Logische Operatoren</b>		
<	Kleiner als		&	Logisches AND	
<=	Kleiner als oder gleich			Logisches OR	
>	Größer als		~	Logisches NOT	
>=	Größer als oder gleich		xor	Logisches EXCLUSIVE OR	
==	Gleich				
~=	Ungleich				

<b>Logische Funktionen</b>			
all	any	exist	find
finite	isempty	isinf	isnan
isiee	issparse	isstr	(isfinite)

## Matematical functions

Trigonometrische Funktionen			
sin	asin	sinh	asinh
cos	acos	cosh	acosh
tan	atan,atan2	tanh	atanh
cot	acot	coth	acoth
sec	asec	sech	asech
csc	acscc	csch	acsch

Exponentialfunktionen			
exp	log	log10	sqrt (Quadratwurzel)

Komplexe Funktionen			
abs	angle	conj	
real	imag		

Rundungsfunktionen			
fix	floor	ceil	round
rem	sign		

Spezielle mathematische Funktionen			
bessel	besselk	beta	betain
ellipj	ellipke	erf	erfinv
gamma	gammainc	log2	rat

## Functions for the matrix

Elementarmatrizen			
eye	ones	zeros	rand
randn	linspace	logspace	meshgrid
Spezielle Matrizen			
compan	hadamard	hankel	hilb
invhilb	magic	pascal	rosser
toeplitz	vander	wilkinson	gallery
Funktionen zur Matrixmanipulation			
diag	fliplr	flipud	reshape
rot90	tril	triu	:
Matrix- (mathematische) Funktionen			
expm	logm	sqrtm	funm
Matrixanalyse			
cond	det	norm	null
orth	Rank	rref	trace
eig	balance	poly	hess
Faktorisierung und Inversion von Matrizen			
chol	Lu	qr	qz
schur	Svd	inv	pinv

Funktionen für geringfügig besetzte Matrizen:

z.B.: spdiag, spexe, sprandn, full, sparse, spconvert, spalloc, spfun, condest, normest, sprank, gplot und spy.

## Funktionen Zeichenfolgen

<b>Allgemeine Zeichenfolge-Funktionen</b>					
abs	(char)	eval	setstr	(strcat)	(strvcat)
<b>Zeichenfolge ↔ Zahlenumwandlung</b>					
int2str	num2str	sprintf	dec2hex	(mat2str)	
str2num	sscanf	hex2dec	hex2num	(dec2bin)	

## Graphical functions

<b>2-D-Graphik</b>				
plot	loglog	semilogx	semilogy	fplot
<b>3-D-Graphik</b>				
plot3	fill3	mesh	meshc	meshz
surf	surfc	surfl	cylinder	sphere
<b>Konturplots</b>				
contour	contour3	contourc	clabel	pcolor
<b>Graphikbeschriftung</b>				
xlabel	ylabel	zlabel	title	legend
text	gtext	grid	(plotedit)	
<b>Darstellung von Achsen und Graphen</b>				
axis	colormap	hidden	shading	view
<b>Erstellung und Steuerung von Fenstern</b>				
clf	close	figure	gcf	subplot

<b>Erzeugung und Steuerung von Achsen</b>				
axes	axis	caxis	cla	gca

<b>Handhabung graphischer Objekte und Operationen</b>				
axes	line	patch	surface	text
figure	image	uicontrol	uimenu	
delete	drawnow	get	reset	set

<b>Animation und Film</b>				
comet	getframe	movie	moviein	

<b>Hardcopy, Verschiedenes</b>				
print	orient	(ptintopt)	ginput	hold

<b>Farbsteuerung und Ausleuchtung</b>				
caxis	colormap	flag	hsv2rgb	rgb2HSV
bone	copper	gray	hsv	pink
cool	hot	shading	brighten	diffuse
surfl	specular	rgbplot		

## Anwendungsfunktionen

- Datenanalyse und Fourier-Transformationen

Zur Online-Hilfe eingeben: help datafun

<b>Grundlegende Statistikbefehle</b>				
mean	median	std	min	max
prod	cumprod	sum	cumsum	sort
<b>Korrelation und finite Differenz</b>				
corrcoef	cov	del2	diff	gradient
<b>Fourier-Transformationen</b>				
fft	fft2	fftshift	ifft	ifft2
abs	angle	cplxpair	nextpow2	unwrap
<b>Filterung und Konvolution</b>				
conv	conv2	(dconv)	filter	filter2

- Polynome und Dateninterpolation

Zur Online-Hilfe eingeben: help polyfun

<b>Polynome</b>				
poly	polyder	polyfit	polyval	polyvalm
conv	(deconv)	residue	roots	
<b>Dateninterpolation</b>				
interp1	interp2	interpft	griddata	
<b>Fourier-Transformationen</b>				
fft	fft2	fftshift	ifft	ifft2
abs	angle	cplxpair	nextpow2	unwrap
<b>Filterung und Konvolution</b>				
conv	conv2	dconv	filter	filter2

- Nichtlineare numerische Methoden

Zur Online-Hilfe eingeben: help funfun

<b>Funktionen</b>					
fmin	fmins	fzero	trapz	quad	quad8
ode23	ode45	(ode113)	(ode23t)	(ode23s)	(odefile)

## Grafikbefehle

- **2D Plots**

**fplot:**

```
fplot('x.*sin(x)', [0 10*pi])
```

**semilogx:**

```
t=linspace(0,2*pi, 200);  
x = exp(-t); y = t;  
semilogx(x,y), grid
```

**semilogy:**

```
t=linspace(0,2*pi, 200);  
semilogy(t,exp(t))  
grid
```

**loglog:**

```
t=linspace(0,2*pi,200);  
x = exp(t);  
y = 100+exp(2*t);  
loglog(x,y), grid
```

**polar:**

```
t=linspace(0,2*pi,200);  
r=sqrt(abs(2*sin(5*t)));  
polar(t,r)
```

**fill:**

```
t=linspace(0,2*pi,200);  
r=sqrt(abs(2*sin(5*t)));  
x=r.*cos(t);  
y=r.*sin(t);  
fill(x,y,'k'),  
axis('square')
```

**bar:**

```
t=linspace(0,2*pi,200);  
r=sqrt(abs(2*sin(5*t)));  
y=r.*sin(t);  
bar(t,y)  
axis([0 pi 0 inf]);
```

**errorbar:**

```
x=0: .1 : 2;  
aprx2=x-x.^3/6;  
er=aprx2-sin(x);  
errorbar(x,aprx2,er)
```

**hist:**

```
cont=char('Asia','Europe', 'Africa',...
          'N. America', 'S. America');
pop = [3332;696;694;437;307];
barh(pop)
for i=1 : 5,
    gtext(cont(i,:));
end
xlabel( 'Population in millions')
Title ('World Population(1992)',...'fontsize',18)
```

**plotyy:**

```
x=1: .1:10;
y1 = exp(-x).*sin(x);
y2 = exp(x);
Ax = plotyy(x,y1,x,y2);
hy1 = get(Ax(1) , 'ylabel');
hy2 = get(Ax(2), 'ylabel');
set(hy1,'string','e^-x sin(x)');
set(hy2,'string','e^x');
```

**area:**

```
x=linspace(-3*pi,3*pi,100);
y=-sin(x)./x;
area(x,y)
xlabel('x') , ylabel('sin(x) ./x')
hold on
x1=x(46:55) ; y1=y(46:55);
area(x1,y1,'facecolor','y')
```

**pie:**

```
cont=char('Asia','Europe', 'Africa',...
          'N. America', 'S. America');
pop = [3332;696;694;437;307];
pie(pop)
for i=1:5,
    gtext(cont(i,:));
end
Title('World Population',...'fontsize',18)
```

**hist:**

```
y=randn (50,1);
hist(y)
```

**stem:**

```
t=linspace(0,2*pi,200);
f=exp(-.2*t).*sin(t);
stem(t,f)
```

**stairs:**

```
t=linspace(0,2*pi,200);
r=sqrt(abs(2*sin(5*t)));
y=r.*sin(t);
stairs(t,y)
axis([0 pi 0 inf]);
```

**compass:**

```
th=-pi : pi/5:pi;
zx=cos(th);
zy=sin(th);
z=zx+i*zy;
compass(z)
```

**comet:**

```
q=linspace(0,10*pi,200);
y=q.*sin(q);
comet(q,y)
```

**contour:**

```
r=-5:.2:5;
[X,Y]=meshgrid(r,r);
Z=-.5*X.^2 + X.*Y + Y.^2;
cs=contour(X,Y,Z);
clabel(cs)
```

**quiver:**

```
r=-2:.2:2;
[X,Y]=meshgrid(r,r);
Z=X.^2 -5*sin(X.*Y) + Y.^2;
[dx,dy]=gradient (Z, .2, .2);
quiver(X,Y,dx,dy,2);
```

**pcolor:**

```
r=-2:.2 :2;
[X,Y]=meshgrid(r,r);
Z=X.^2 -5*sin(X.*Y) + Y.^2;
pcolor (Z), axis('off')
shading interp
```

• **3-Dplots**

**plot3:**

```
t=linspace(0,1,100);
x=t;y=t.^2;z=t.^3;
plot3(x,y,z),grid
```

**fill3:**

```
X=[0 0 0 0; 1 1 -1 1; 1 -1 -1 -1];  
Y=[0 0 0 0 ; 4 4 4 4 ; 4 4 4 4 ];  
Z=[0 0 0 0 ; 1 1 -1 -1; -1 1 1 -1];  
fill3(X,Y,Z,rand(3,4))  
view(120,30)
```

**contour3:**

```
r = linspace(-3,3,50);  
[x,y]=meshgrid(r,r);  
z=-5./(1+x.^2+y.^2);  
contour3(z)
```

**surf:**

```
u = -5:.2:5;  
[X,Y] = meshgrid(u, u);  
Z = cos(X).*cos(Y).*...  
    exp(-sqrt(X.^2+Y.^2)/4);  
surf(X,Y,Z)
```

**surfc:**

```
u = -5:.2:5;  
[X,Y] = meshgrid(u, u);  
Z = cos(X).*cos(Y).*...  
    exp(-sqrt(X.^2+Y.^2)/4);  
surfc(Z)  
view(-37.5,20)  
axis('off')
```

**surfl:**

```
u = -5:.2:5;  
[X,Y] = meshgrid(u, u);  
Z = cos(X).*cos(Y).*...  
    exp(-sqrt(X.^2+Y.^2)/4);  
surfl(Z)  
shading interp  
colormap hot
```

**mesh:**

```
x = linspace(-3,3,50);  
y = x;  
[x,y] = meshgrid(x,y);  
z=-5./(1+x.^2+y.^2);  
mesh(z)
```

**meshz:**

```
x = linspace(-3,3,50);  
y = x;  
[x,y] = meshgrid(x,y);  
z=-5./(1+x.^2+y.^2);  
meshz(z)  
view(-37.5, 50)
```

**waterfall:**

```
x = linspace(-3,3,50);  
y = x;  
[x,y] = meshgrid(x,y);  
z=-5./(1+x.^2+y.^2);  
waterfall(z)  
hidden off
```

**pie3:**

```
% popdata: As,Eu,Af,NA,SA  
pop=[3332;696;694;437;307];  
pie3(pop)  
Title('World Population')
```

**stem3:**

```
t=linspace(0,6*pi,200);  
x=t; y=t.sin(t);  
z=exp(t/10)-1;  
stem3(x,y,z,'filled')  
 xlabel('x'),  
 ylabel('x sin(x)')  
 zlabel('e^t/10-1')
```

**ribbon:**

```
t=linspace(0,5*pi,100);  
y1 = sin(t);  
y2 = exp(-.15*t) .*sin(t);  
y3 = exp(-.8*t) .*sin(t);  
y = [y1; y2; y3];  
ribbon(t',y', .1)
```

**sphere:**

```
[x,y,z]=sphere(20);  
surf(x,y,z)
```

**cylinder:**

```
z=[0: .02:1]';  
r=sin(3*pi*z)+2;  
cylinder(r)
```

**slice:**

```
v = [-3:.2:3];  
[x,y,z]=meshgrid(v,v,v);  
f=(x.^2+y.^2-z.^2);  
xrows=[10,31]; yrows=28;zrows=16;  
slice(f,xrows,yrows,zrows);  
view([-30 30])
```