
```

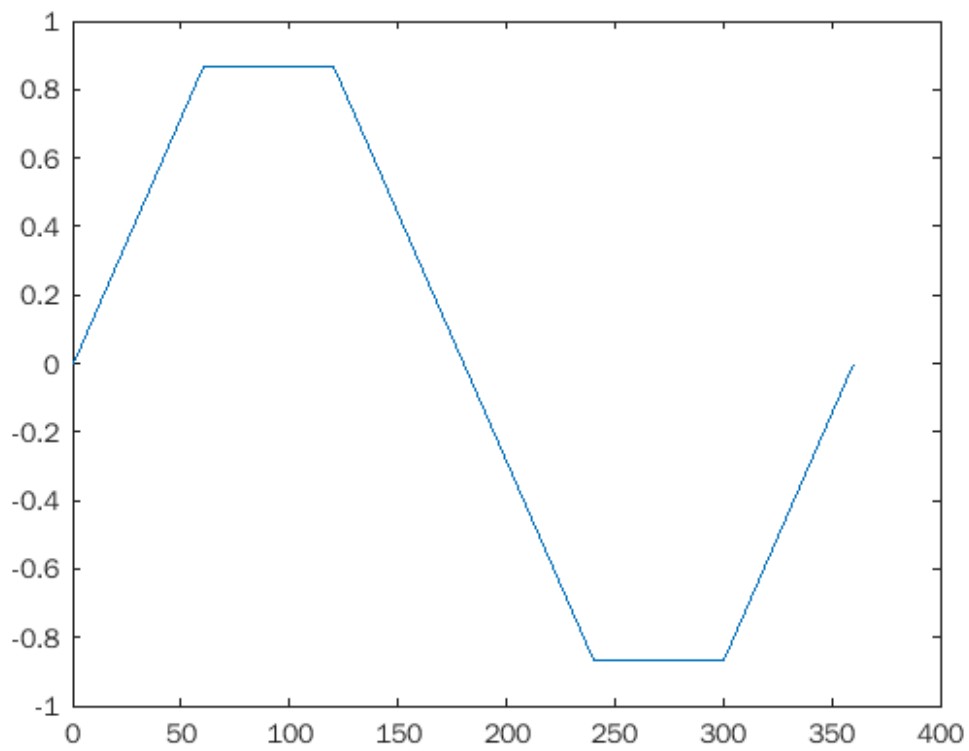
[1 2; 3 4] .\ [2 4; 6 8]
x = 0:60:360; plot(x, sind(x))
snapnow
% Square
plot([0, 0], [1, 1], 'r')
snapnow
plot([0, 1], [0, 1], 'r')
snapnow
plot([0, 0, 1, 1], [0, 1, 1, 0], 'r')
snapnow
plot([0, 0, 1, 1, 0], [0, 1, 1, 0, 0], 'r')
snapnow
% Circle
plot(sind(0:360), sind(0:360), '.')
snapnow
plot(sind(0:360), cosd(0:360), '.')
snapnow
plot(-1:0.01:1, sqrt(1 - (-1:0.01:1).^2), '.')
snapnow
% Sin
plot(0:10:1800, sind(0:10:1800), '--')
snapnow
plot(0:90:1800, sind(0:90:1800), '--')
snapnow
plot(0:180:1800, sind(0:180:1800), '--')
snapnow
x = 0:1800; plot3(sind(x), cosd(x), x)
snapnow
% Pyramid
surf([0 0 0; 0 1 0; 0 0 0])
snapnow
surf([0 1 0; 0 1 0; 0 1 0])
snapnow
surf([0 0 0; 1 1 1; 0 0 0])
snapnow
% Plane
surf([0 1; 0 1], [0 0; 1 1], [1 1; 1 1])
snapnow
surf([0 1; 0 1], [0 1; 1 1], [1 1; 1 1])
snapnow
surf([0 1; 0 1], [1 0; 1 1], [1 1; 1 1])
snapnow
% Grid
x = repmat([1 2 3], [3 1]); y = repmat([1 2 3]', [1 3]);
surf(x + 2 * y)
snapnow
x = repmat([1 2 3]', [1 3]); y = repmat([1 2 3], [3 1]);
surf(x + 2 * y)
snapnow
% Bowl
x = repmat(-2:2, [5 1]); y = x';
surf(x, y, x.^2 + y.^2)

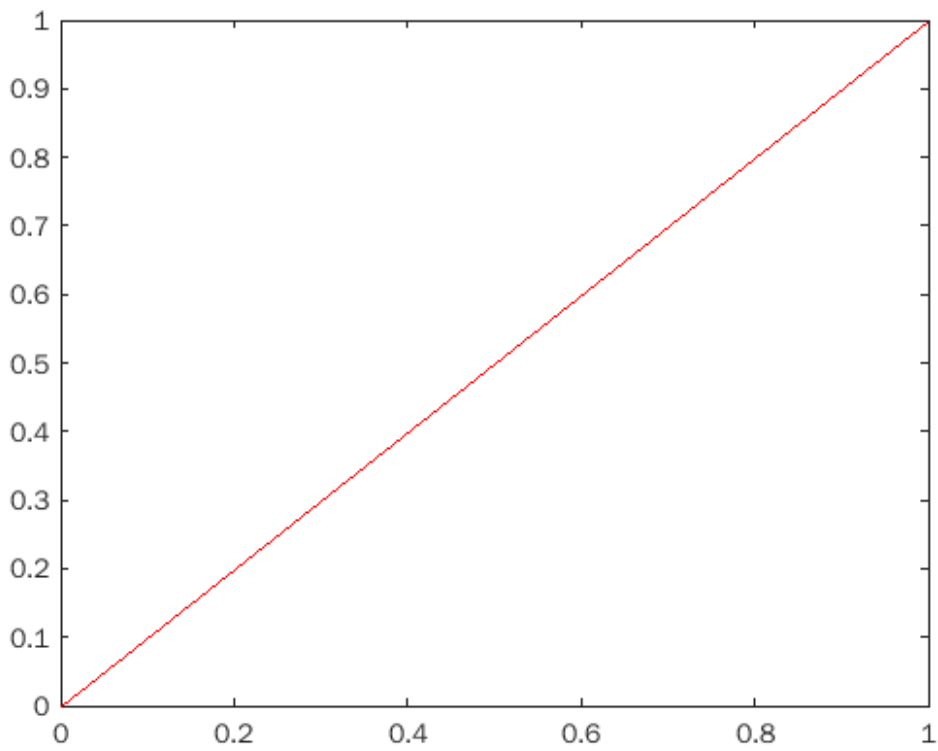
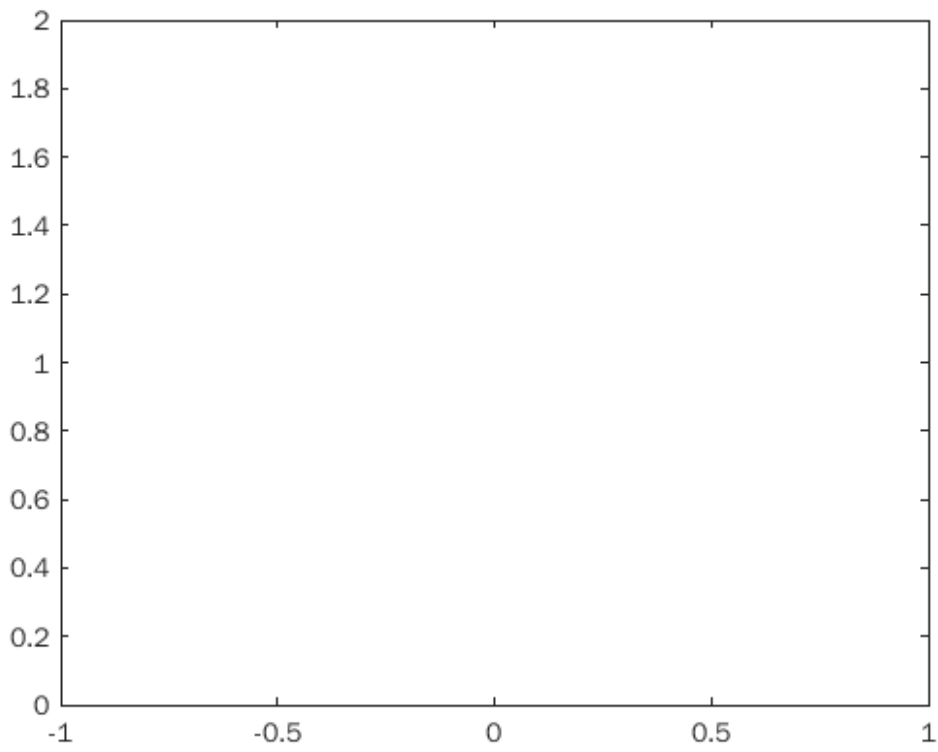
```

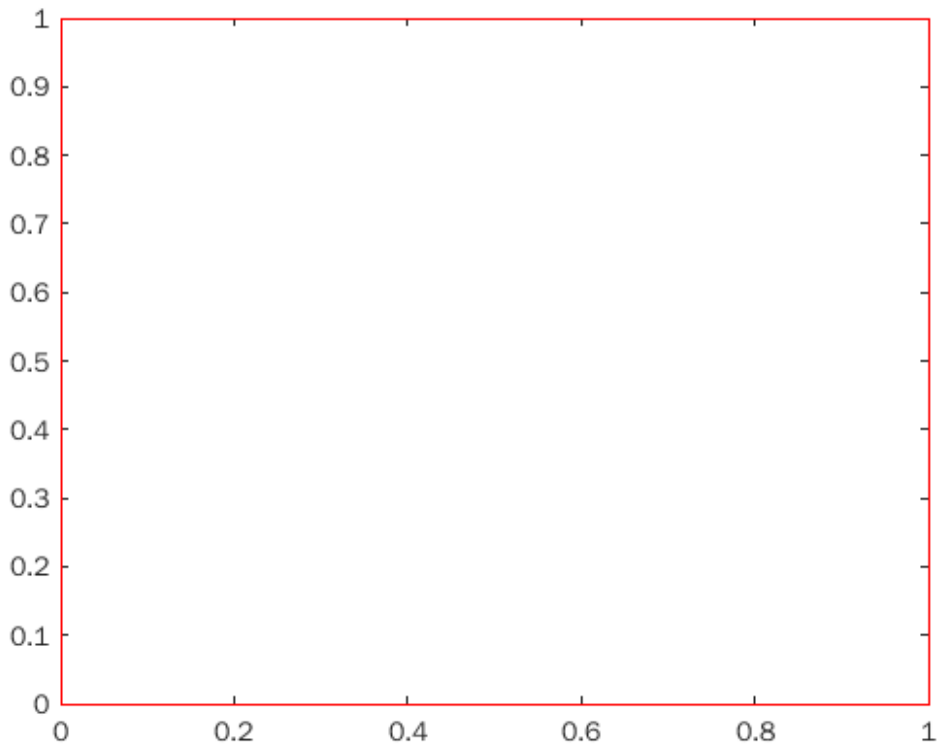
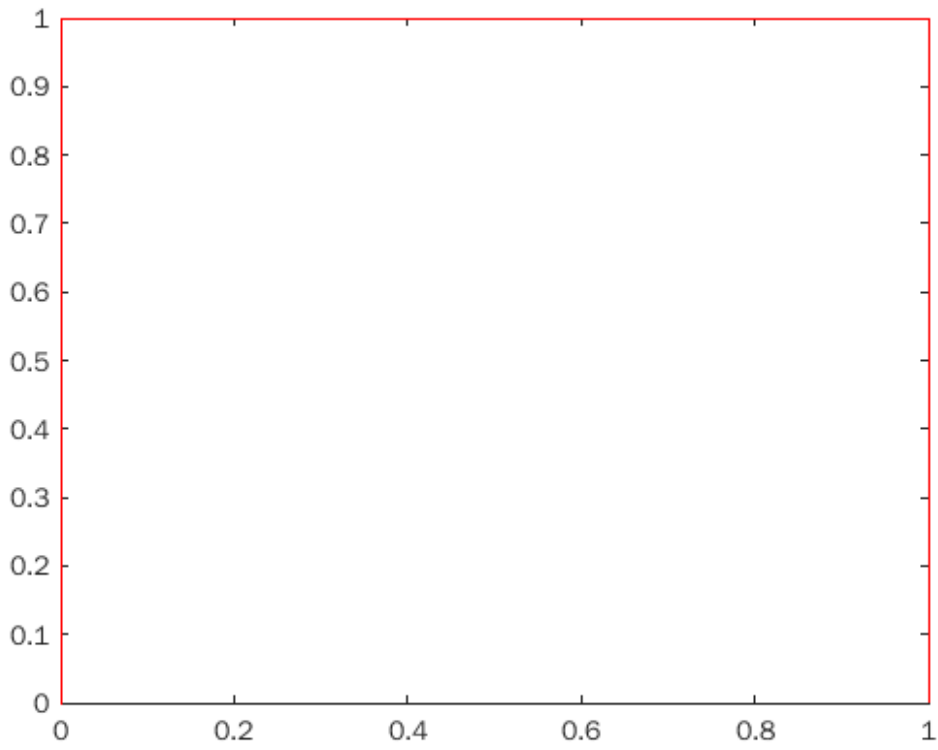
```
snapnow
[x, y] = meshgrid(-2:0.1:2, -2:0.1:2);
surf(x, y, x.^2 + y.^2)
snapnow
surf(x, y, x^2 + y^2)
snapnow
surf(x, y, x' * x + y' * y)
snapnow
```

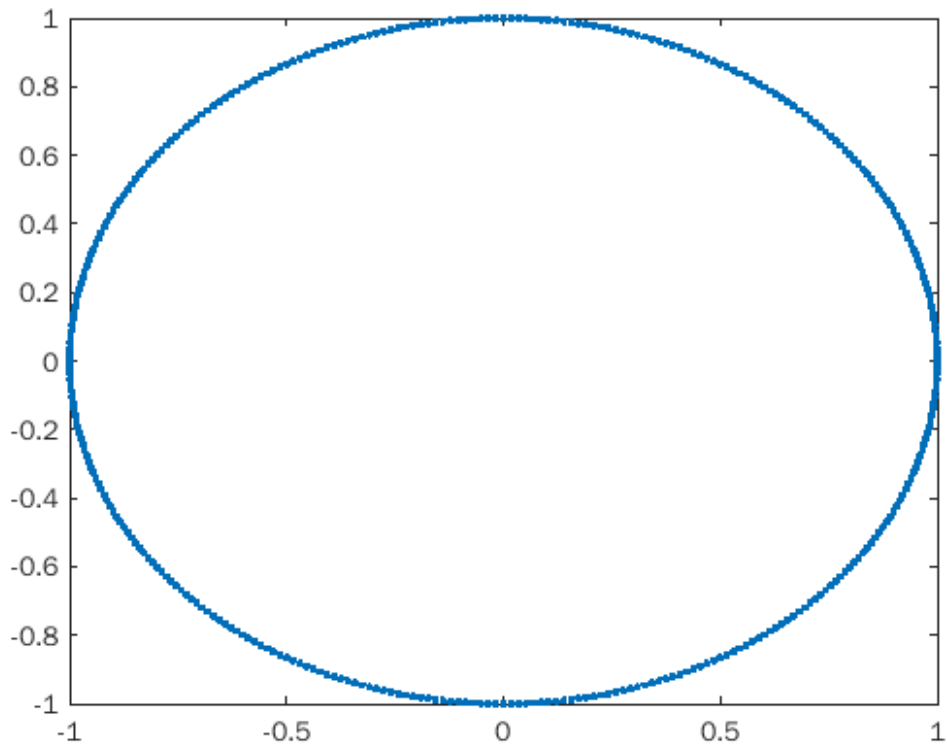
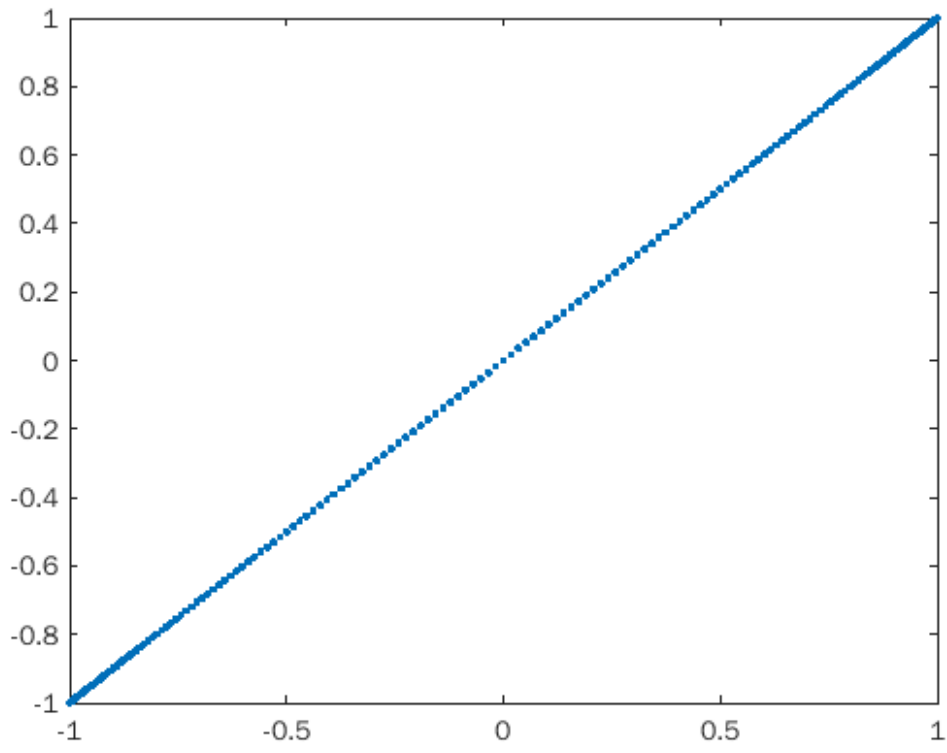
```
ans =
```

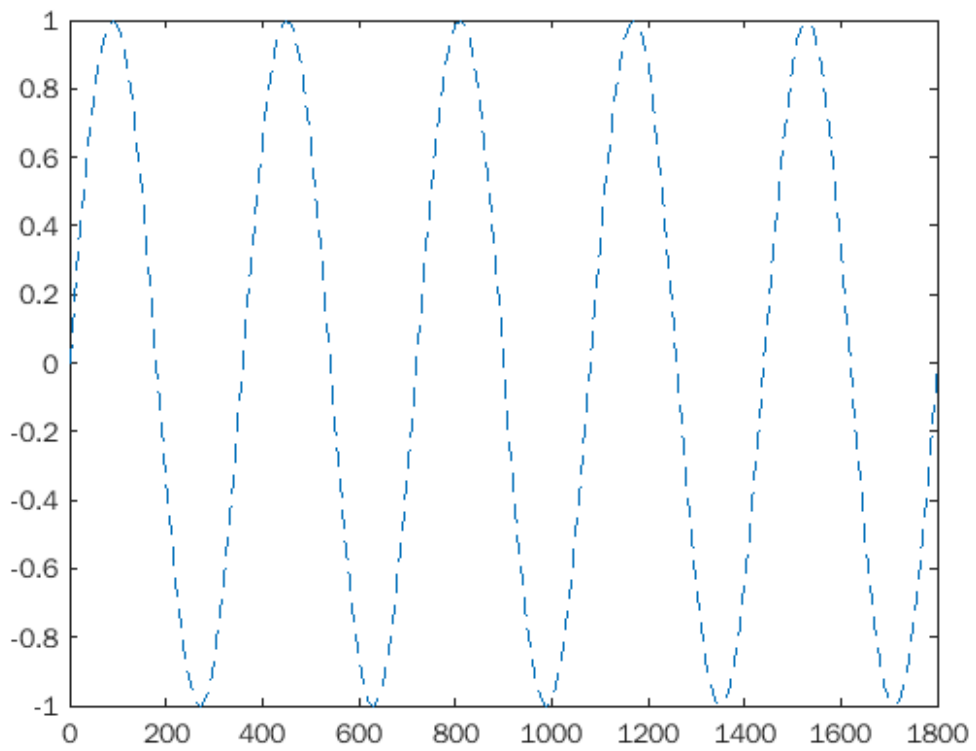
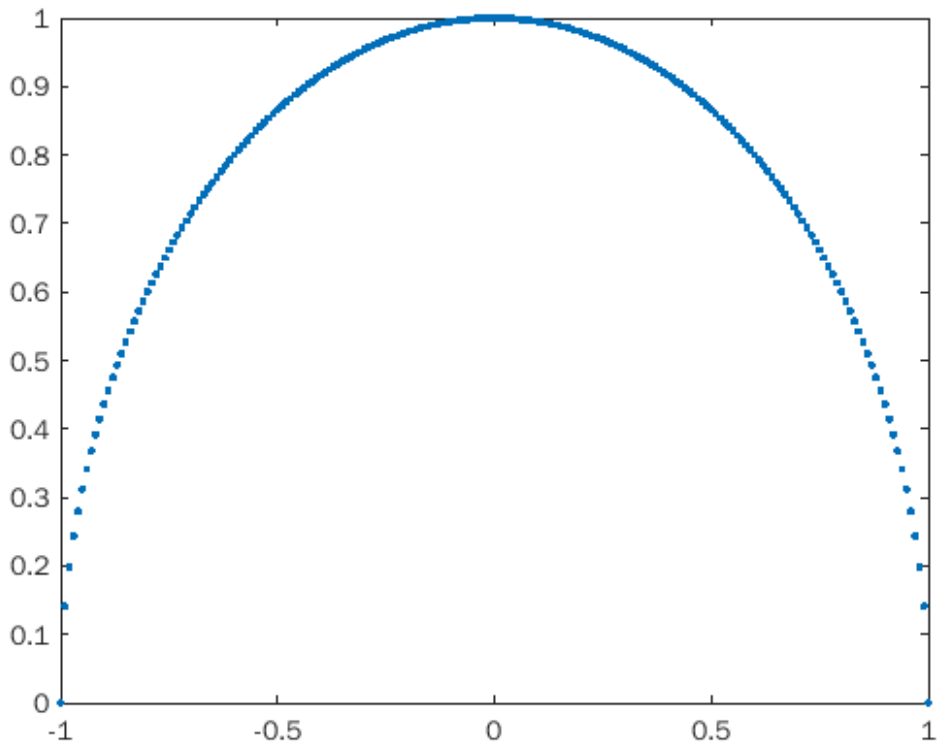
```
2     2
2     2
```

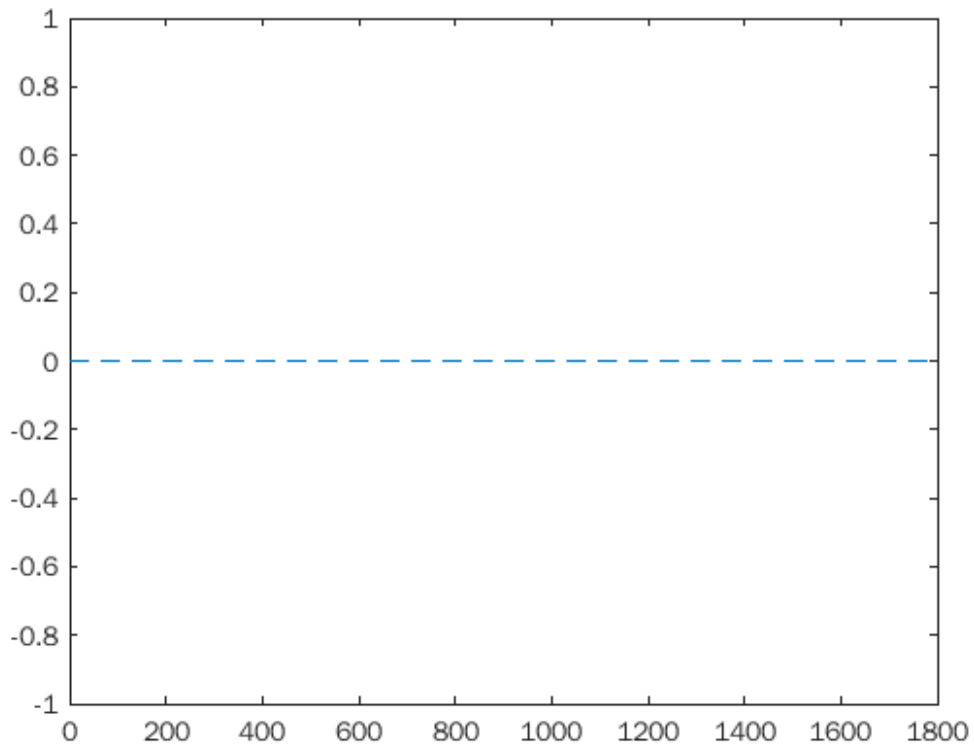
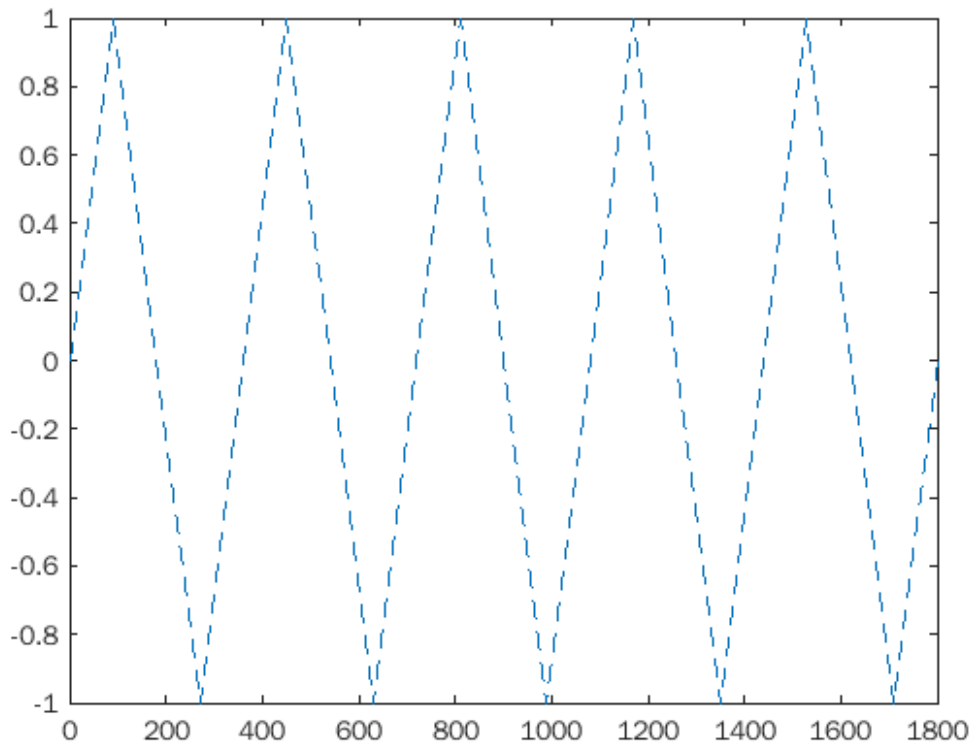


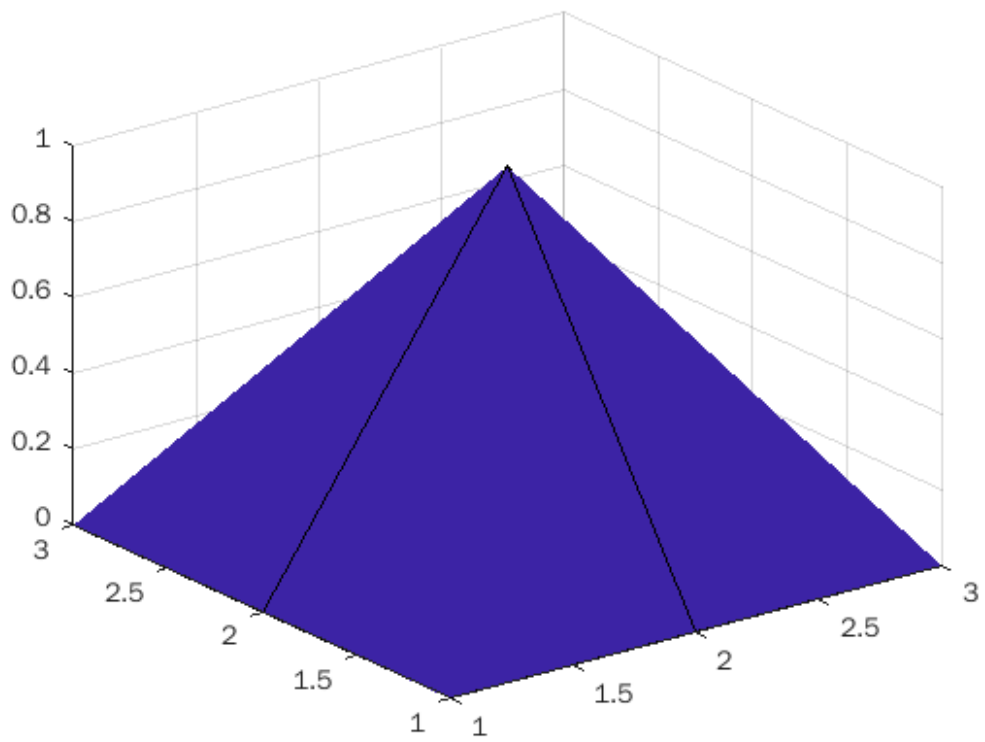
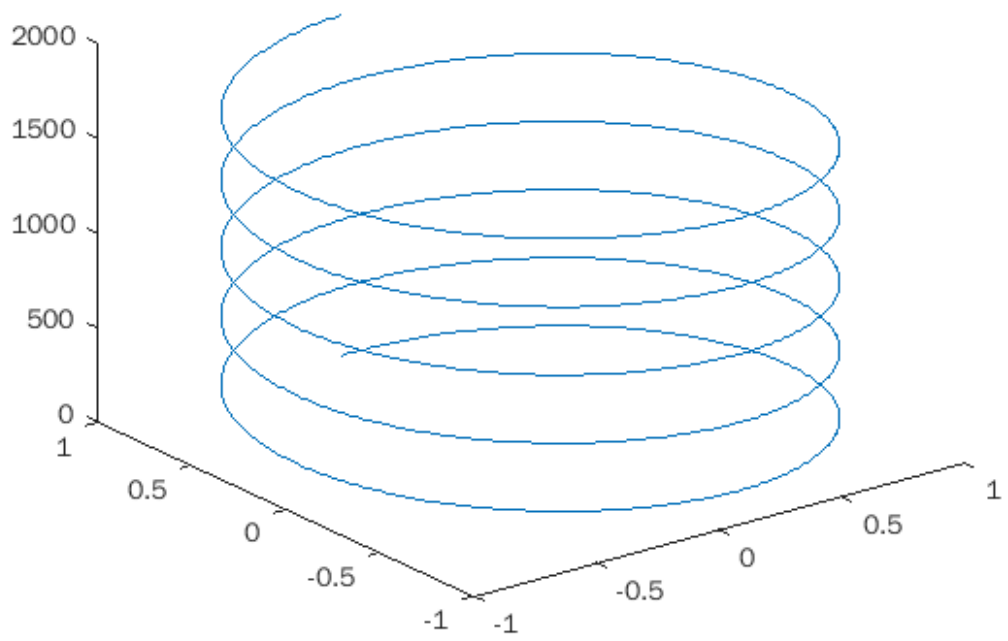


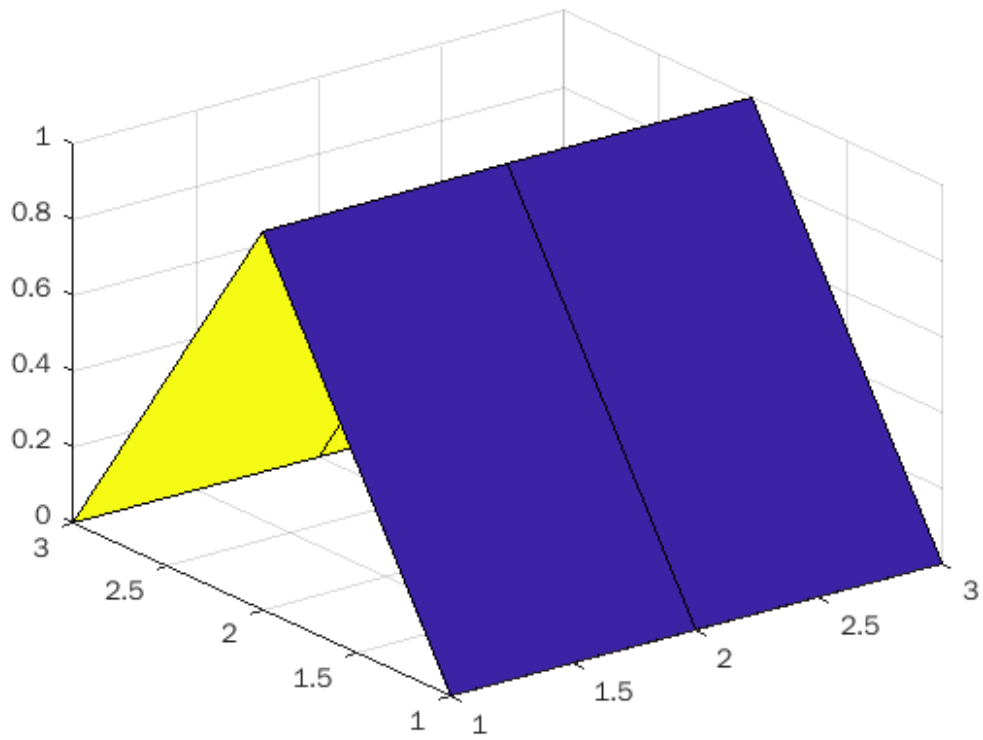
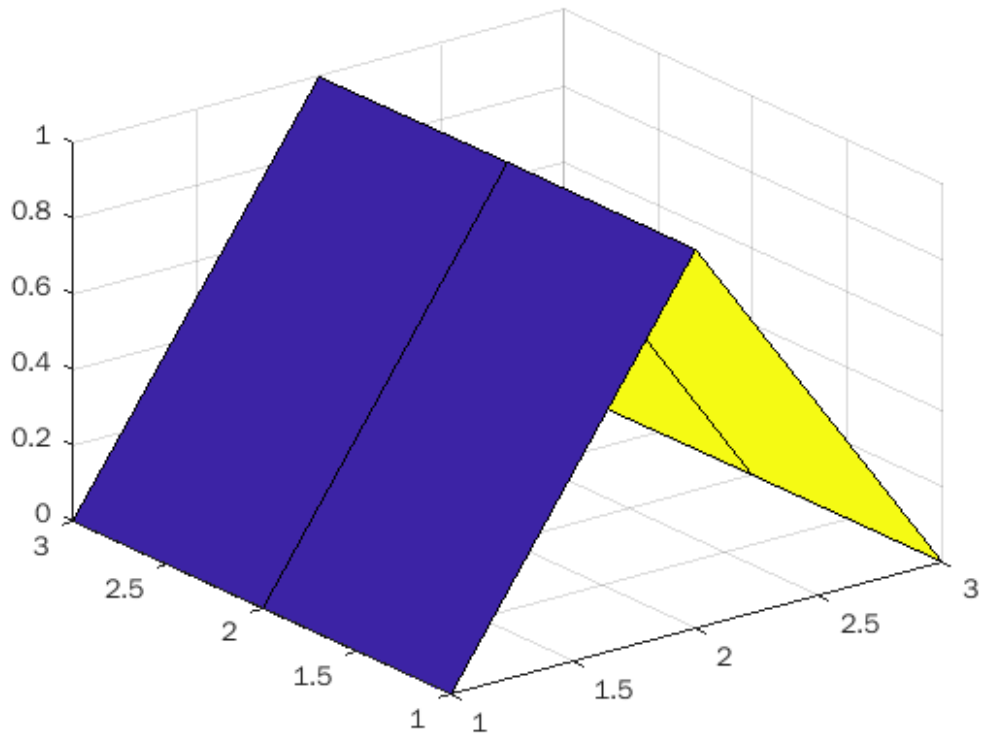


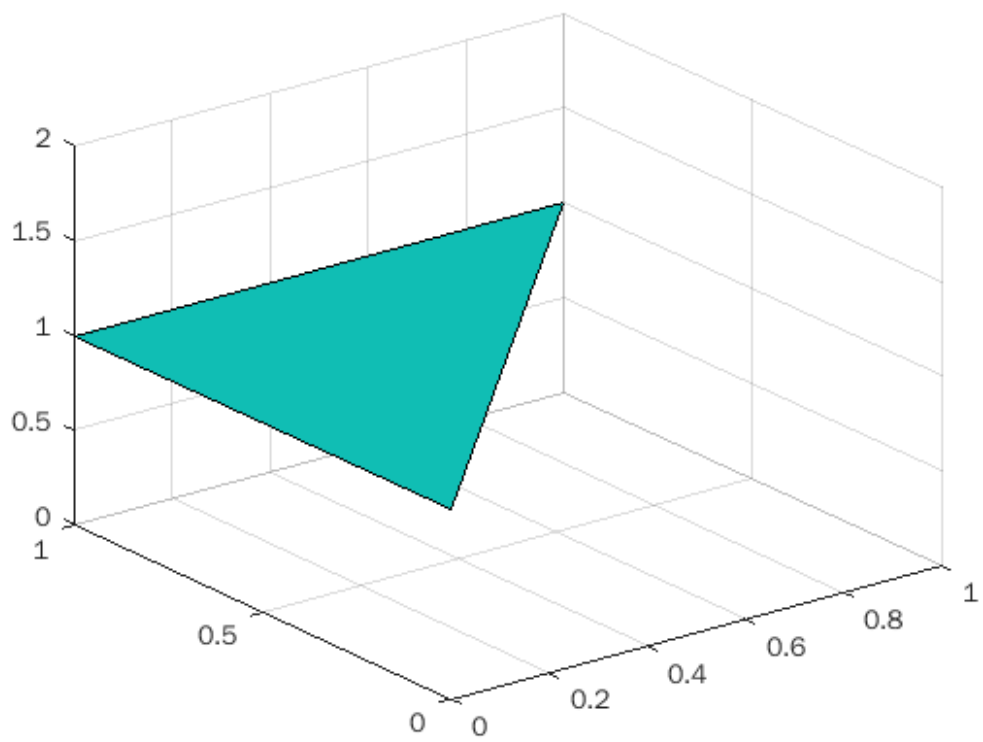
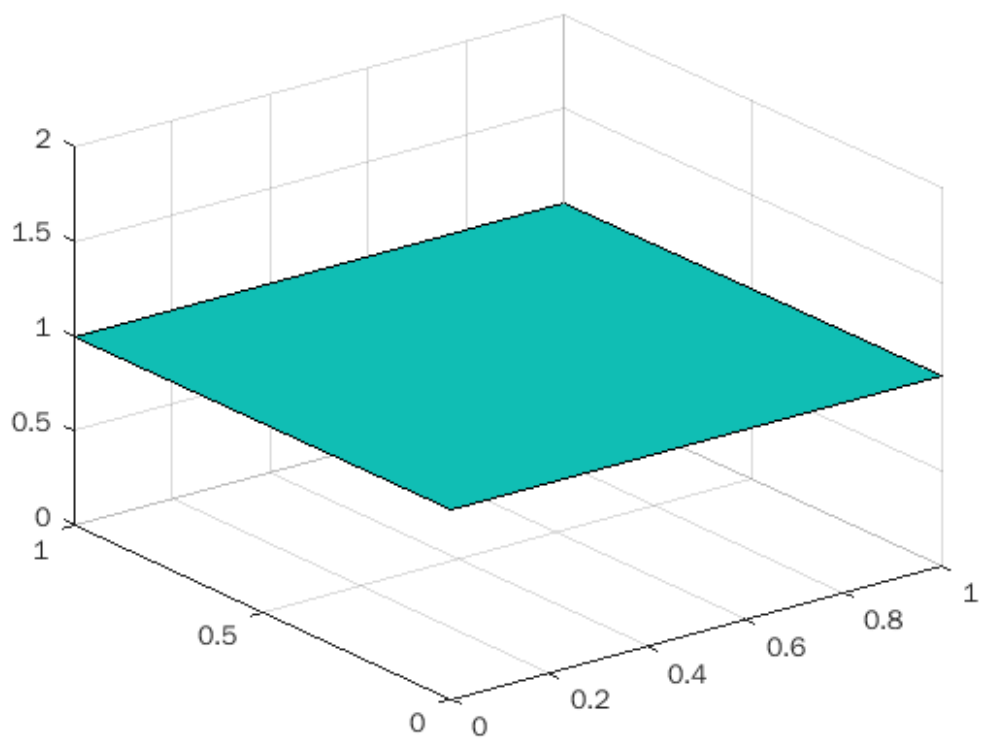


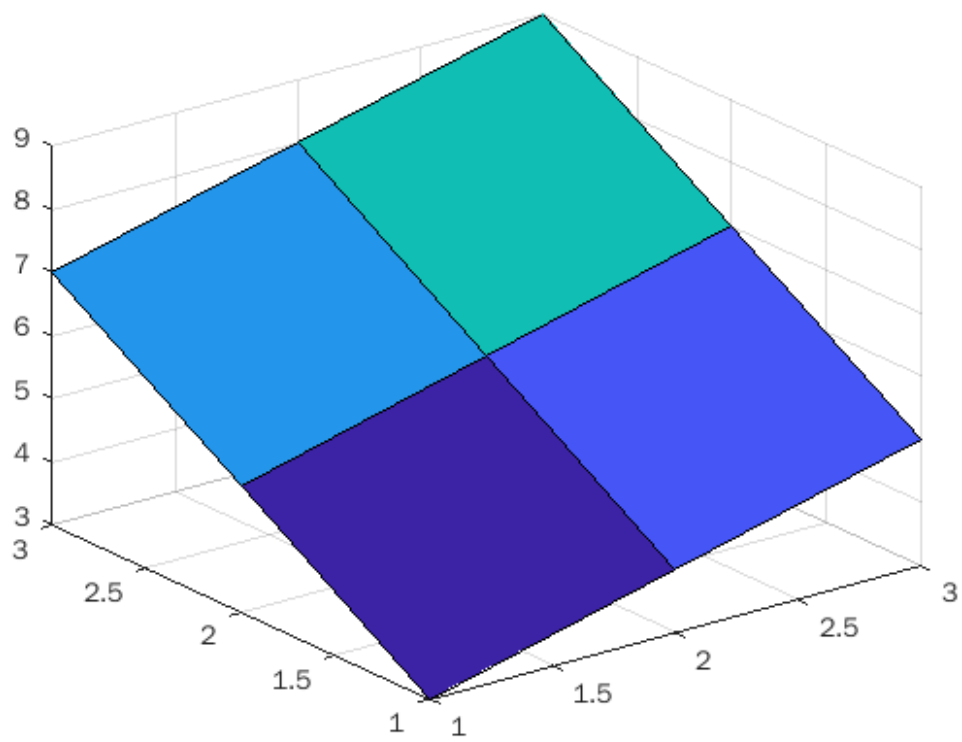
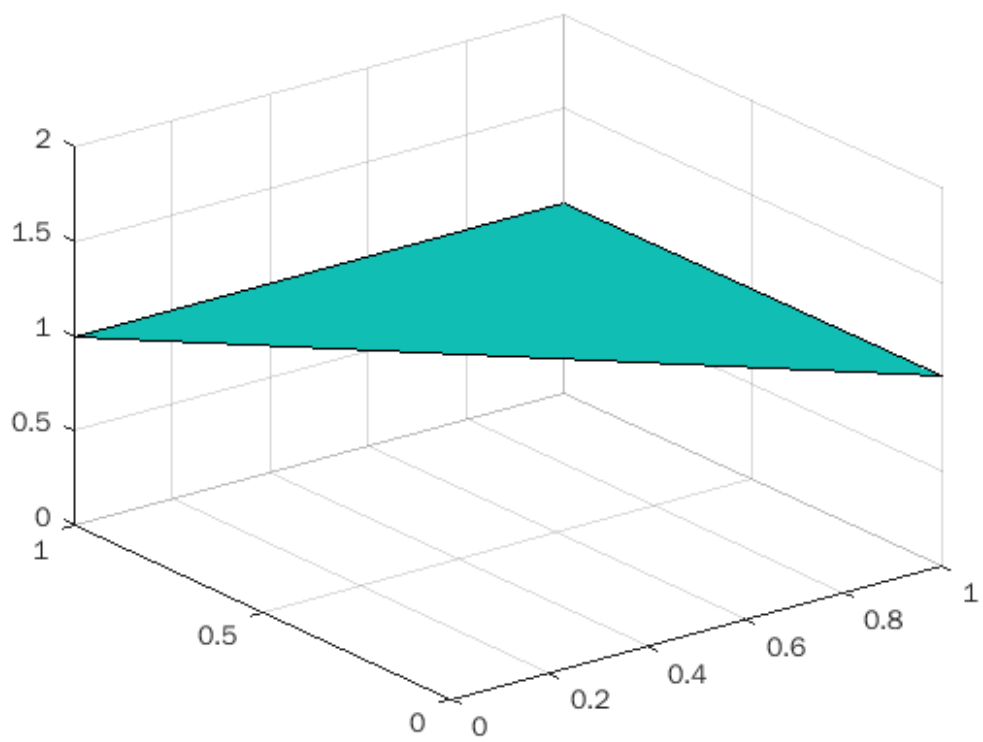


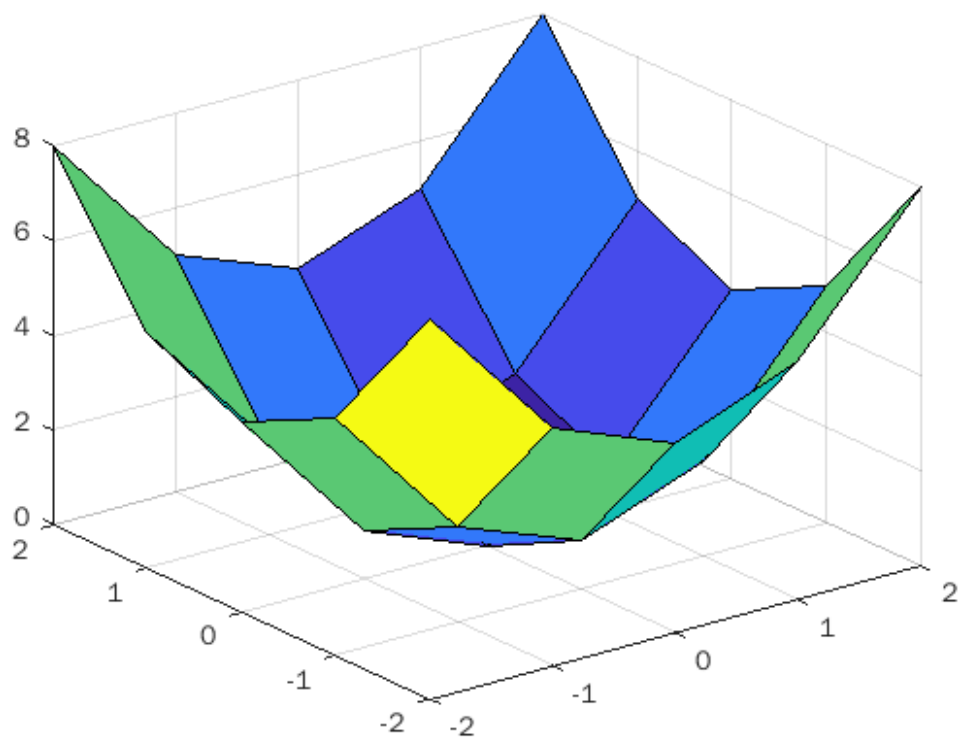
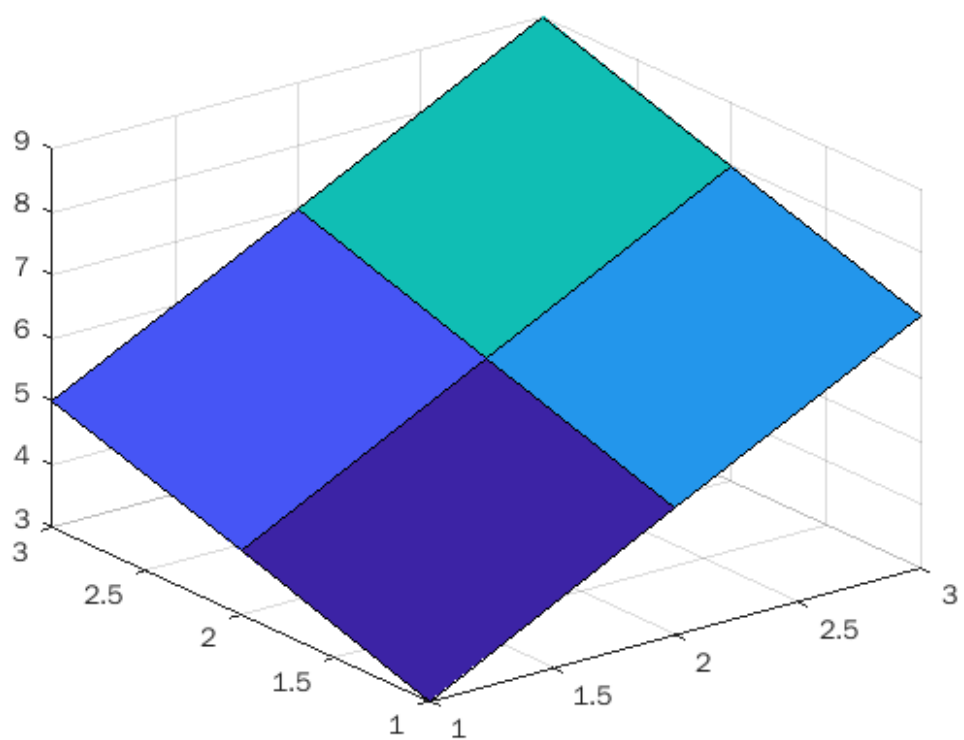


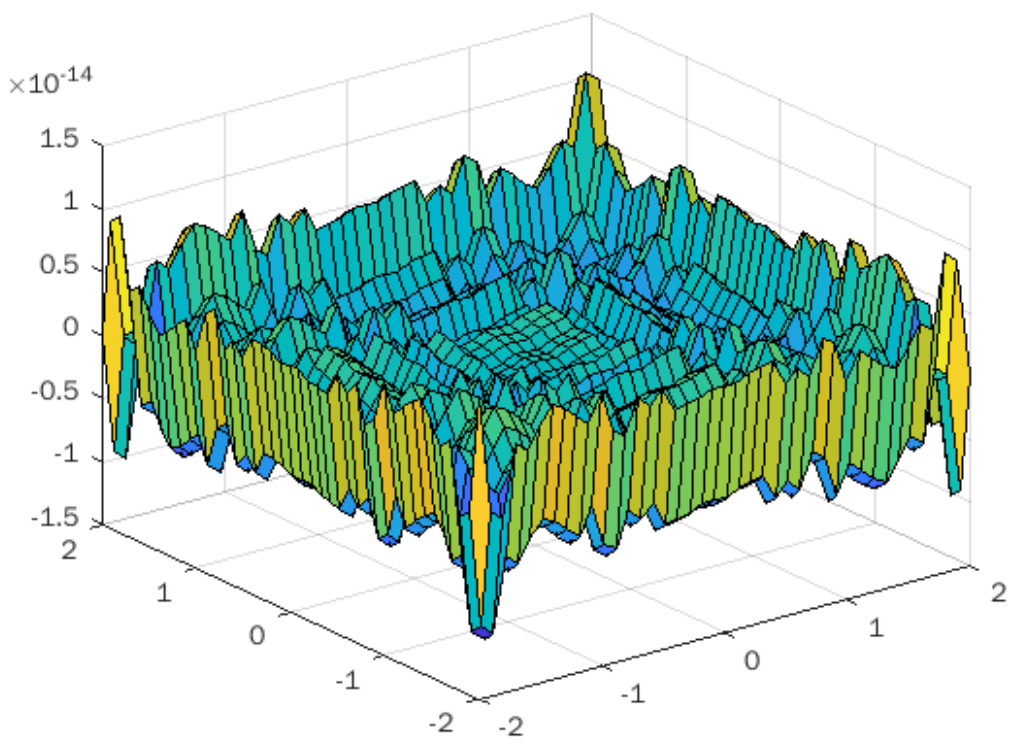
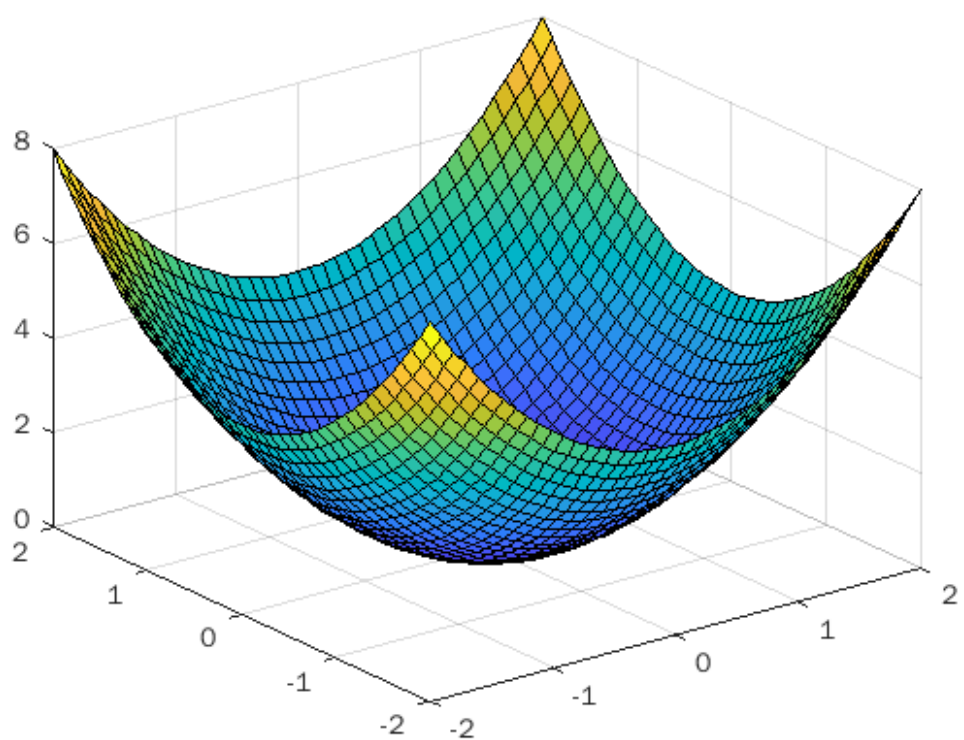


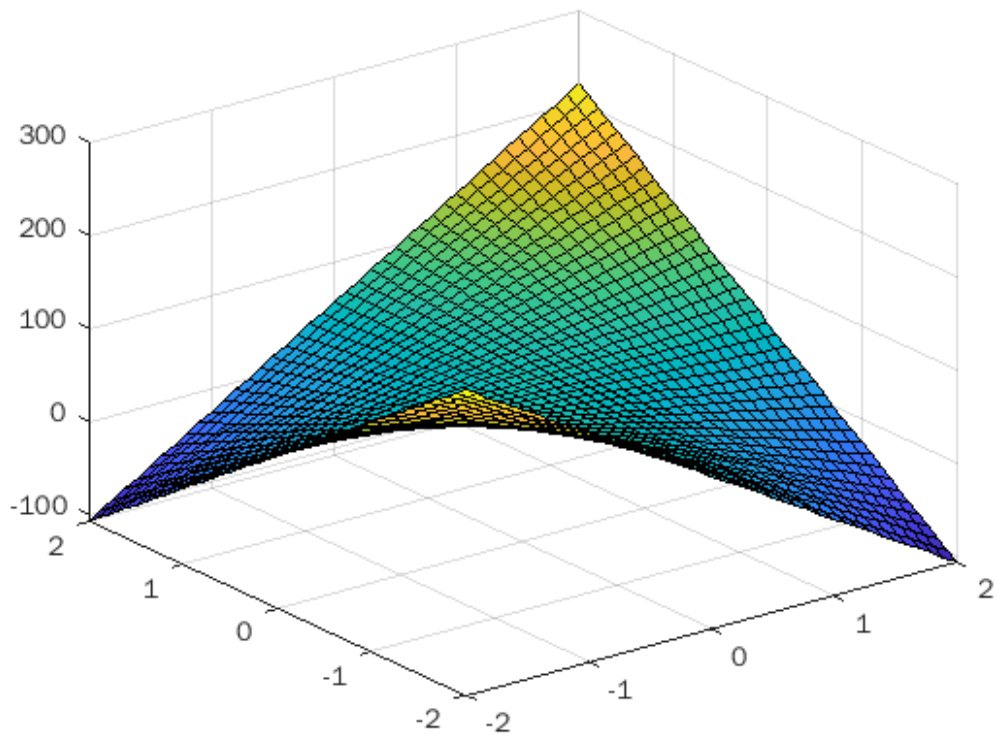












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