Basic shapes continued

This document shows how a sawtooth and a triangle are generated.

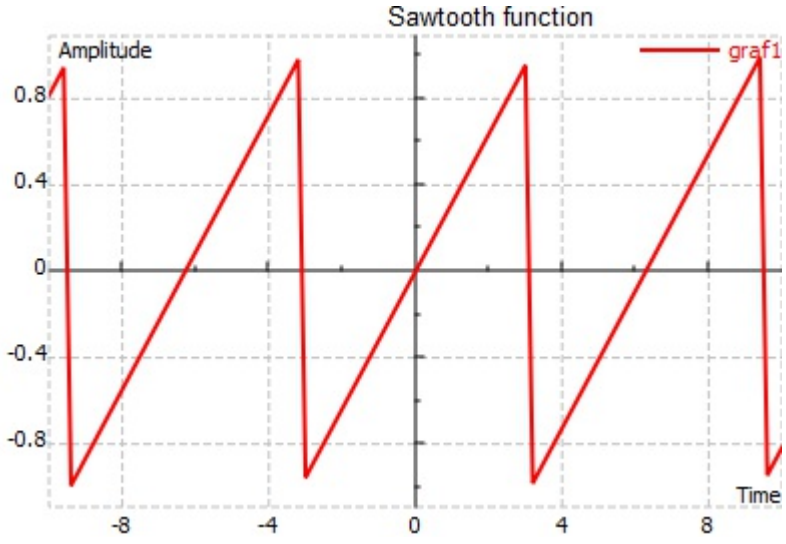
$Dt := \text{curve2d}(x, -10, 10, 101)$ Time axis generation

$dt := \text{col2vec}(Dt, 0)$

Sawtooth function

$y := \text{sawtooth}(dt)$ Calculation of sawtooth function

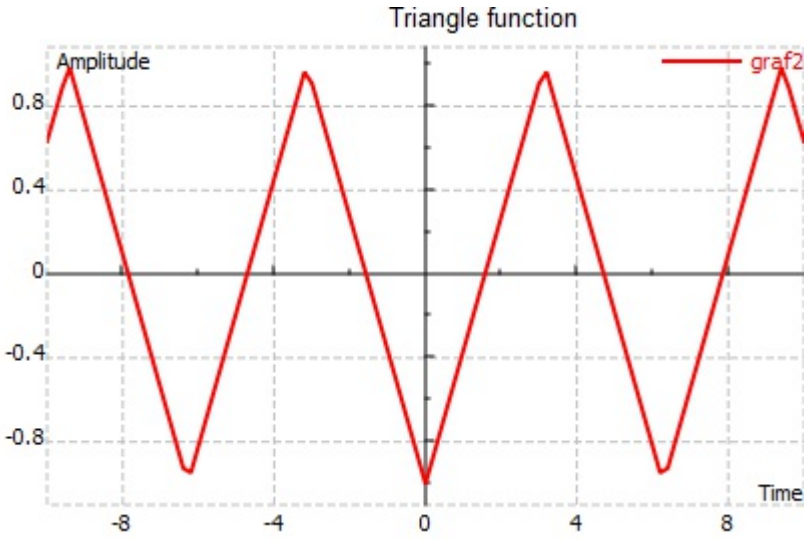
$graf1 := \text{join mat cols}(dt, y)$ Graph of sawtooth function



Triangle

$y11 := \text{triangle}(dt)$

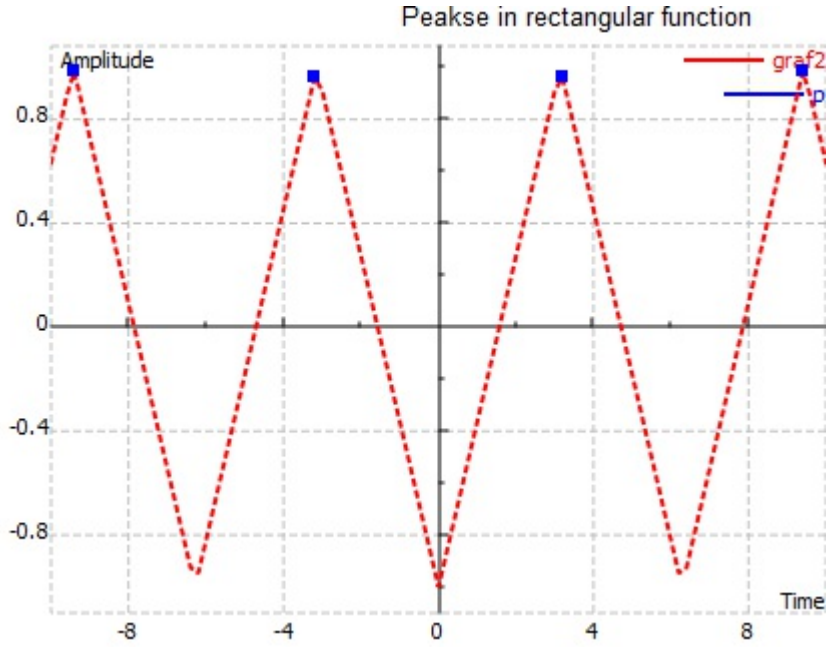
$graf2 := \text{join mat cols}(dt, y11)$



Function peaks

Function peaks() can be used to determine the local maxima of the signal.

p := peaks(graf2) Calculate the local maxima in the above triangle function



Rectangular function

yp := rectangle(dt , 1) Calculate rectangular function

graf3 := join mat cols(dt , yp) Graph of the rectangular function