

# FFT

```
a:= 10
b:= 20
c:= 30
d:= curve2d(3 * cos(2 * pi * a * x + 0.2) + cos(2 * pi * b * x - 0.3) + 2 * cos(2 * pi * c * x + 2.4), x, 0, 1499, 1500)
e:= col2vec(d, 0)
f:= col2vec(d, 1)
h:= fft1(f)
p1:= |h|
p2:= vec2mat cols(e, p1)
```

