

Basic shapes continued

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

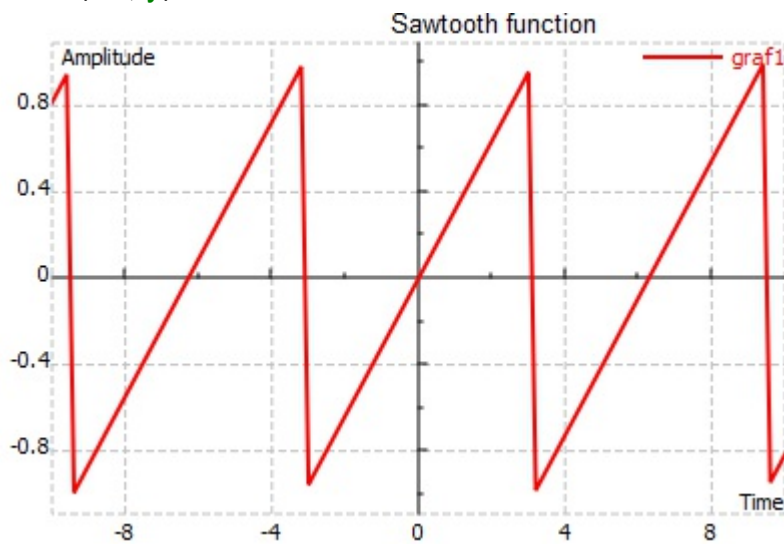
```
Dt:=curve2d(x,-10,10,101) Time axis generation
```

```
dt:=col2vec(Dt,0)
```

Sawtooth function

```
y:=sawtooth(dt) Calculation of sawtooth function
```

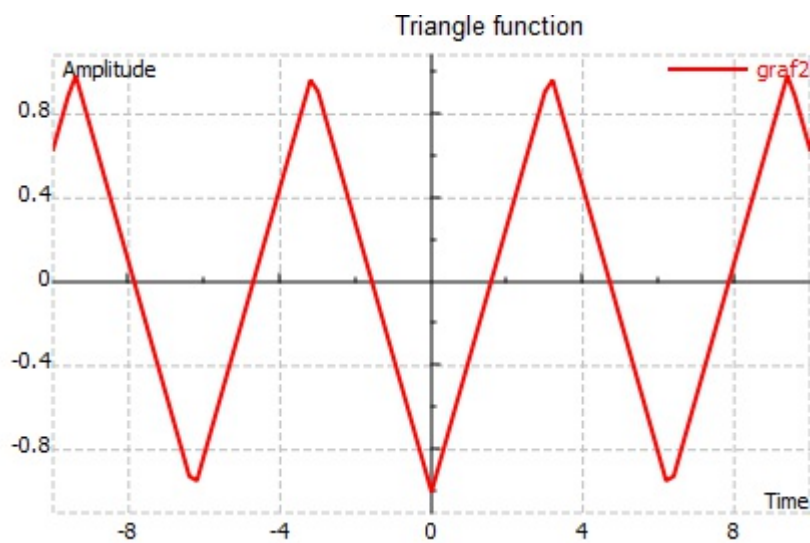
```
graf1:=join mat cols(dt,y) Graph of sawtooth function
```



Triangle

```
y11:=triangle(dt)
```

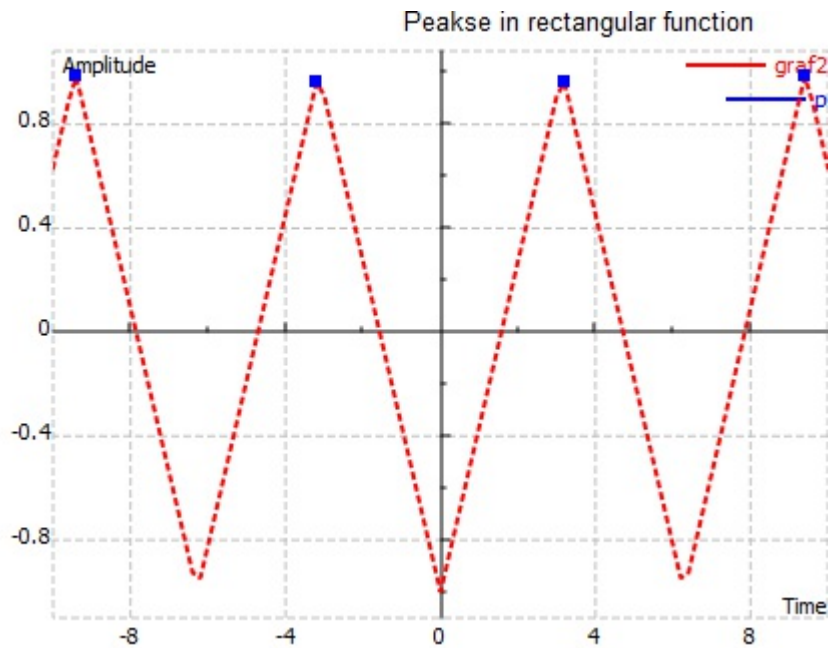
```
graf2:=join mat cols(dt,y11)
```



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

