Transcript of 2/24/2011

%%% Basic 3D plot

```matlab
>> x = 1:5
x =
     1     2     3     4     5
>> y = [1 2 3 4 5]
y =
     1     2     3     4     5
>> z = [ 0 -2 4 11 3]
z =
     0    -2     4    11     3
>> plot3(x, y, z, '*')
>> grid
>> xlabel('x axis')
>> ylabel('y axis')
>> zlabel('z axis')

%%% pie3 and bar3

>> x
x =
     1     2     3     4     5
>> y = [5 10 15 8 4]
y =
     5    10    15     8     4
>> bar3(x, y)
>> pie3(y)
```
%% exploding out a pie slice

>> vec = [5 10 15 5]
vec =
    5   10   15    5

>> which = vec
which =
    5   10   15    5

>> which = (vec==15)
which =
    0     0     1     0

>> pie(vec, which)

>> which = (vec==5)
which =
    1     0     0     1

>> pie(vec, which)
>>