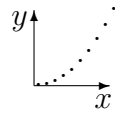
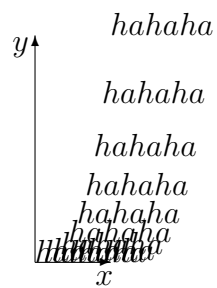


1 Playing with latexdraw.m

```
x=linspace(0,1,10);  
y=x.^2;  
latexdraw(x,y,1,1)  
give '.'
```



```
x=linspace(0,1,10);  
y=x.^3;  
latexdraw(x,y,1,1)  
give 'haha ha'
```



```
t=linspace(0,2*pi,100);
x=10*cos(2*t).*cos(t);
y=10*cos(2*t).*sin(t);
latexdraw(x,y,1,1)
give '\star'
```

