

Introduction to Programming Practice – Data types

Logical indexing

- Create a vector called **dataVec** of size 1x10, containing random numbers between 0-10. Create a new vector called **resVec**, containing values as follows:
 - In the locations dataVec has values smaller than 5 **resVec** should have the value -1.
 - In the locations dataVec has values bigger than 5 **resVec** should have the value 1.
- Use logical indexing to assign values to resVec.
- Use the 'find' command to assign values to resVec.

Structures and cell arrays

- The following table contains data about a few biblical personas – their name, gender and age:

Name	Abraham	Sara	Adam
Gender	M	F	M
age	175	127	930

- Create a 3x3 cell array called **cellBib** that contains the data in this table – each row should contain data of one person. Make sure you use the appropriate data types: names and genders are strings, ages are numbers.
- Create a 1x3 structure array called **structBib**, with the fields: name, gender, age. Assign the values in the table to **structBib**, such that each structure in the array will contain the data of one person.