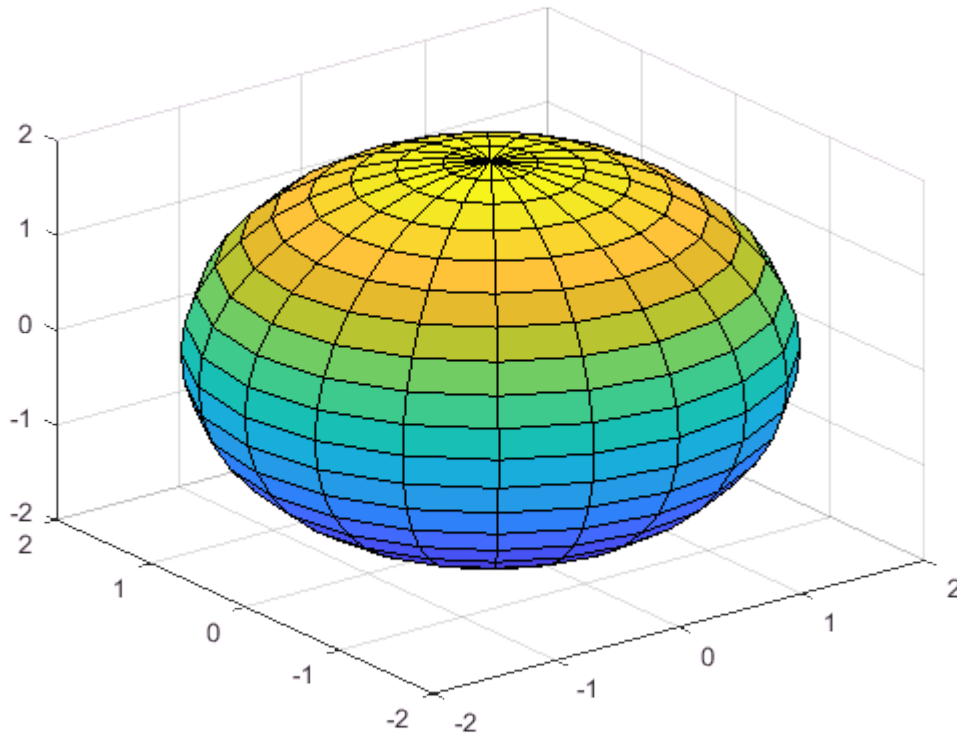


## Notes for CAS HW #7

A sphere of radius two can be drawn this way:

```
[U,V,W]=sphere;  
X=2*U; Y=2*V; Z=2*W;  
surf(X,Y,Z)
```



The part of this sphere that is above  $z = -1$  can be drawn this way:

```
bottom = Z < -1;  
Z(bottom)=-1;  
surf(X,Y,Z)  
zlim([-2 2])
```

