

Context: <b>ILNumerics.ILMath</b>		Array Creation I A = ...	Array Properties Methods	ILNumerics uses zero based indexing !!			Subarray Creation/-Assignment B[...] = A[...]	
one value for all elements	array<T>(T, params int[])			C	Fast, lazy clone	Ways to address a single dimension:		
initialize all values	array<T>(params T[])			S	Size descriptor	By strings	Fast (w/o string)	
	array<T>(T[], ILSize)			T	Transpose			
	array<T>(T[], params int[])			Length	Longest dimension length			
initialize all default(T)	zeros<T>(params int[])			IsEmpty, IsScalar, IsMatrix		full dimension	":"	
	zeros<T>(ILSize)			IsVector, IsColumnVector		single index	"4"	
	zeros(NumericType,ILSize)			IsRowVector		mult. indices	"2,3,4"	
initialize all 0.0 (double)	zeros(params int[])			IsComplex, IsNumeric		Range, step:1/3	"2:4" "2:3:4"	
	zeros(ILSize)			Clone()	lazy clone	end	"end"	
initialize all one	ones(NumericType,ILSize)			Concat(..)	concatenation	rel. to end		
	ones<T>(params int[])			Reshape(..)	reshaped	use variable	i, cellv(2,3,i), r(0,i), r(i,end), A, A[...],...	
	ones<T>(ILSize)			Shifted(..)	shifted			
initialize all 1.0 (double)	ones(params int[])			Subarray(..)	get subarray			
	ones(ILSize)			Equals(..)	recursive eq	combined	";4,2:4,end"	
				ExportValues()	values $\rightarrow$ T[]		cellv(full,4,r(2,4), end)	
				GetLimits(..)	min/max val	dimension seperator	; "4;2:4" but: "4","2:4"	
				GetValue(..)	get single val		,	
				SetValue(..)	set single val			
				SetRange(..)	alter a range			
empty<>	(sized) empty array			Dense Array		Cell Array	Logical Array	Re-/Assign
rand	random numbers			Local Arrays A		Cell	Logical	A = ... ;
randn	normal distribution			Input Parameter inA <sup>[1]</sup>		InCell	InLogical	inA = ...; <sup>[1]</sup>
eye<>	identity matrix			Out Parameter outA		OutCell	OutLogical	outA.a = ...; outA.Assign(..)
diag<>	diagonal matrix			Return Values		RetCell	RetLogical	
repmat	replicate array			<i>[1] immutable array, only new array assignable to variable</i>				
linspace<>	linear spaced vector							
logspace<>	logar. spaced vector							
arange<>	regul. spaced vector							

Array Types