

Programme matlab pour la baie :

```
x=0:10:260;
y=-260:10:260;
[X,Y]=meshgrid(x,y);
r=sqrt(X.^2+Y.^2);
Z=0.03.*r-7.80;
surf(X,Y,Z);
shading interp;
colorbar
print plage.png -dpng
```

programme matlab pour la falaise :

```
y=-360:10:-260;
z=0:1:5;
[Y,Z]=meshgrid(y,z);
X=Z;
surf(X,Y,Z);
```

```
hold on;
y=-260:10:260;
z=0:1:5;
[Y,Z]=meshgrid(y,z);
X=sqrt(260^2-Y.^2);
surf(X,Y,Z);
hold off;
```

```
hold on;
y=260:10:360;
z=0:1:5;
[Y,Z]=meshgrid(y,z);
X=Z;
surf(X,Y,Z);
hold off;
```

```
shading interp
colorbar
print falaise.png -dpng
```

programme matlab pour les bords :

```
x=-100:10:0;
y=-360:10:-260;
[X,Y]=meshgrid(x,y);
Z=0.078.*X;
surf(X,Y,Z);
```

```
hold on;
x=-100:10:0;
y=260:10:360;
[X,Y]=meshgrid(x,y);
Z=0.078.*X;
surf(X,Y,Z);
hold off;
```

```
shading interp
colorbar
hold on;
print bords.png -dpng
```