

**Ex:**

Write a script file that makes a 3-D lit-surface plot (using `meshgrid()`) with interpolated shading of the following function:

$$z = \ln\left(1 + \frac{1}{2}x + \frac{1}{2}\cos^2(2\pi y)\right)$$

$0 \leq x \leq 1$ (9 pts distributed uniformly between 0 and 1)

$0 \leq y \leq 2$ (13 pts distributed uniformly between 0 and 2)

SOL'N: `[xx,yy] = meshgrid(0:1/8:1, 0:1/6:2);`
`zz = log(1 + 1/2*xx + 1/2*cos(2*pi*yy).^2);`
`surf(xx,yy,zz)`
`shading interp`