

**NAME**

plot – make a graph

**SYNOPSIS**

**plot** [ option ] ...

**DESCRIPTION**

*Plot* takes pairs of numbers from the standard input as abscissas and ordinates of a graph. The graph is plotted on the storage scope, /dev/vt0.

The following options are recognized, each as a separate argument.

- a** Supply abscissas automatically (they are missing from the input); spacing is given by the next argument, or is assumed to be 1 if next argument is not a number.
- c** Place character string given by next argument at each point.
- d** Omit connections between points. (Disconnect.)
- gn** Grid style:
  - n*=0, no grid
  - n*=1, axes only
  - n*=2, complete grid (default).
- s** Save screen, don't erase before plotting.
- x** Next 1 (or 2) arguments are lower (and upper) *x* limits.
- y** Next 1 (or 2) arguments are lower (and upper) *y* limits.

Points are connected by straight line segments in the order they appear in input. If a specified lower limit exceeds the upper limit, or if the automatic increment is negative, the graph is plotted upside down. Automatic abscissas begin with the lower *x* limit, or with 0 if no limit is specified. Grid lines and automatically determined limits fall on round values, however roundness may be subverted by giving an inappropriately rounded lower limit. Plotting symbols specified by **c** are placed so that a small initial letter, such as + o x, will fall approximately on the plotting point.

**FILES**

/dev/vt0

**SEE ALSO**

spline (VI), plog (VI)

**BUGS**

A limit of 1000 points is enforced silently.