

```
[x,y]=meshgrid(0:0.2:3,0:0.2:4);  
a=1;b=2.5;  
u = a+x.^2.*y-b*x-x;  
v = b*x-x.^2.*y;  
quiver(x,y,u,v)  
hold on  
streamline(x,y,u,v,a,0.001+(b/a))  
hold on  
streamline(x,y,u,v,0,0)
```