

Matlab programs

● Functions

- Function name
- Input
- Output

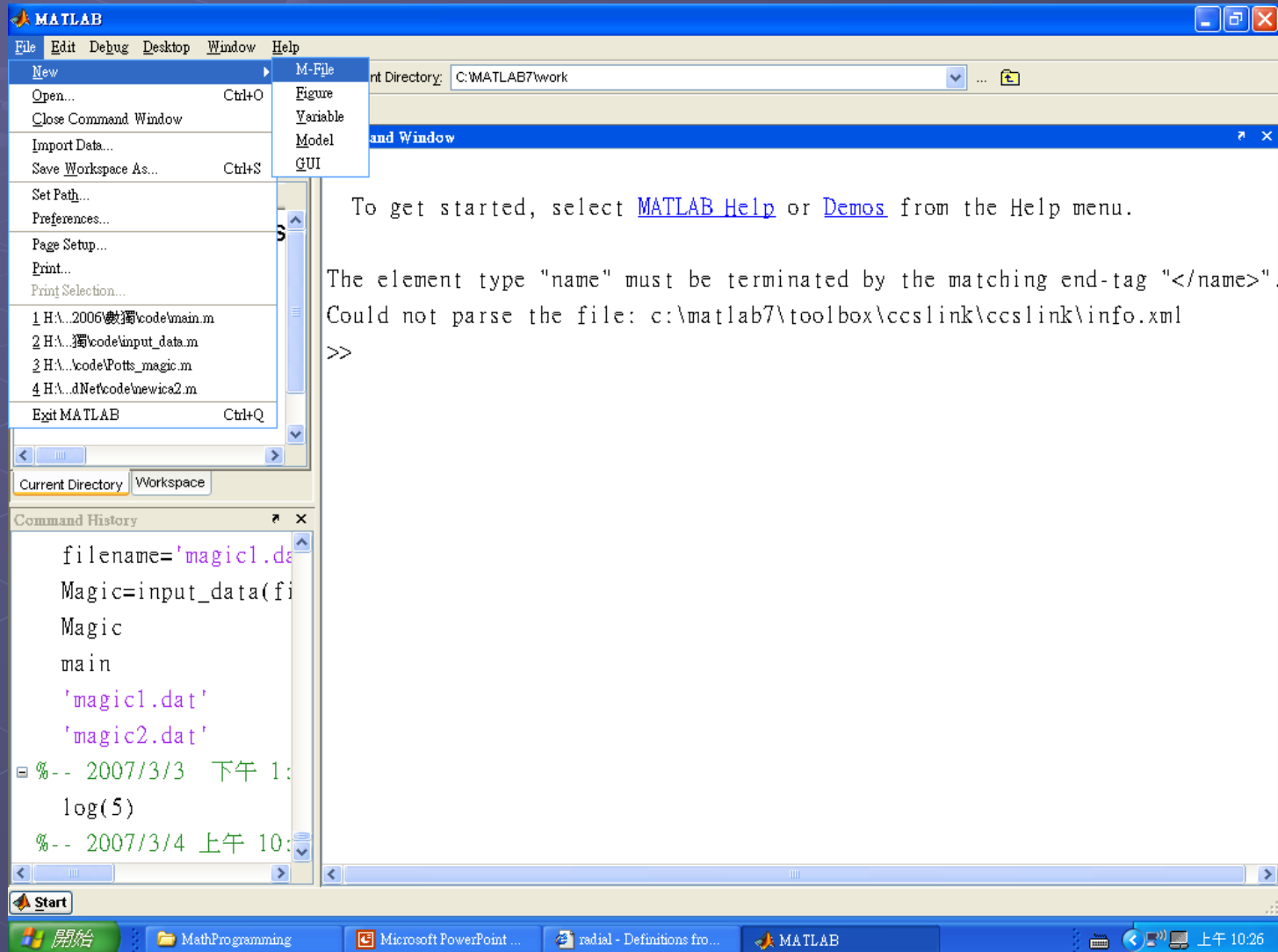
● Script

- A set of instructions

Example: circle area

- Write a Matlab function to calculate the area of a circle
 - Input: the radius of a circle
 - Function body
 - Output: the area of a circle


M file



circle_area.m

get source codes

Head



```
function A=circle_area(r)
% A=circle_area(r)
% r: radius of a circle
% A: area of a circle with radius r
% JM Wu 3/3/07
    A=pi*r^2;
return
```

Matlab Function

- File name could be same as function name

- Format

- Function Head:

```
function A=circle_area(r)
```

- Output: A

- Function name: circle_area

- Input: r

- Body:

a set of instructions that are executed to attain function output

- Return

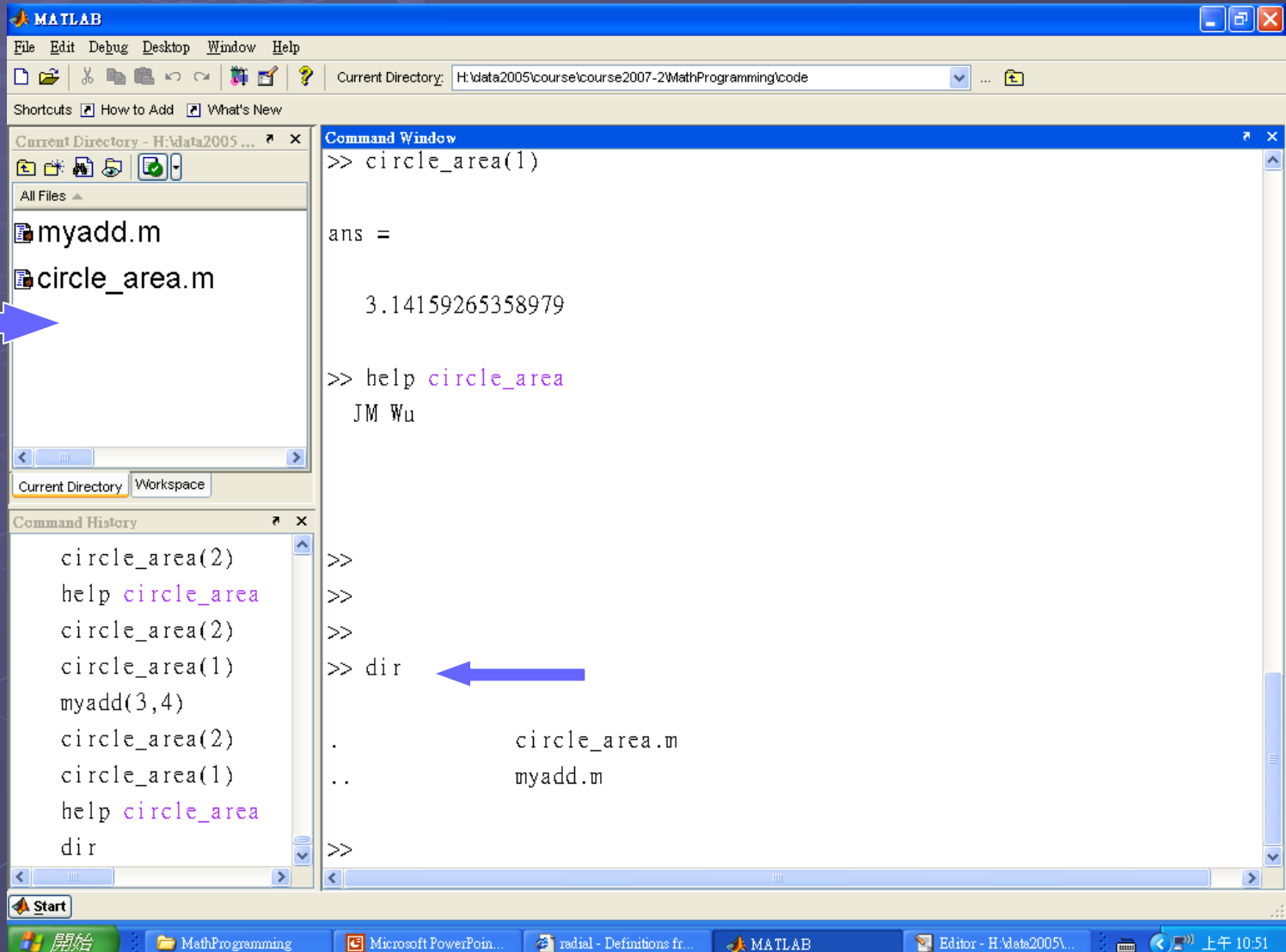
Comments

- Leading character

%

- Matlab engine ignores comments

View files in current directory



The image shows the MATLAB software interface. The top menu bar includes File, Edit, Debug, Desktop, Window, and Help. The current directory is set to H:\data2005\course\course2007-2\MathProgramming\code. The Command Window shows the following commands and output:

```
>> circle_area(1)
ans =
    3.14159265358979
>> help circle_area
JM Wu
```

The Command History window shows the following commands:

```
circle_area(2)
help circle_area
circle_area(2)
circle_area(1)
myadd(3,4)
circle_area(2)
circle_area(1)
help circle_area
dir
```

The Command Window shows the output of the `dir` command:

```
>> dir
.          circle_area.m
..         myadd.m
```


Two blue arrows point to the `circle_area.m` file in the file browser and the `dir` command in the Command Window.

Help circle_area

- List comments just below function head
- Users can use help to query how to use a matlab function

Help circle_area

```
>> help circle_area  
A=circle_area(r)  
r: radius of a circle  
A: area of a circle with radius r  
JM Wu 3/3/07
```



Function Call

```
>> circle_area(2)
```

```
ans =
```

```
12.5664
```

· Matlab engine displays the area of a circle with radius 2

Function call

```
>> A=circle_area(2)
```

```
A =
```

```
12.5664
```

- Matlab engine displays the area of a circle with radius 2 and assign the output to variable A

Function call

```
>> A=circle_area(2);  
>> |
```

Matlab engine assigns the output to variable
A

Multiple input arguments

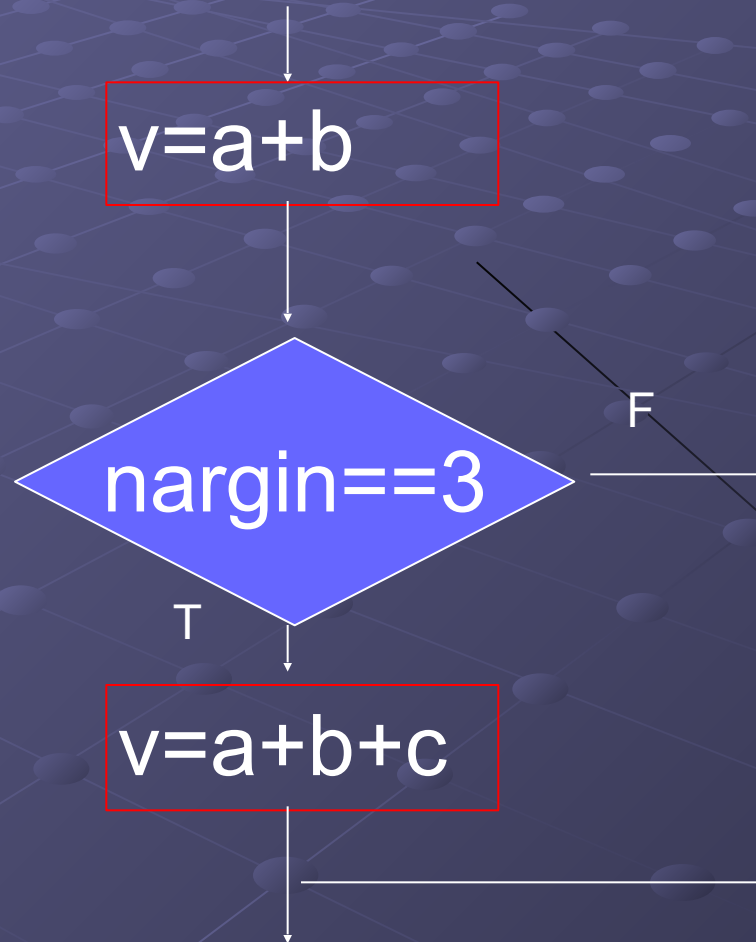
get source

```
function v=myadd(a,b,c)
% v=myadd(a,b,c)
% v=myadd(a,b)
% Add two or three items
% Use nargin to check the number of given input arguments
v=a+b;
if nargin==3
    v=a+b+c;
end
return
```

nargin

- Matlab automatically sets variable nargin to the number of inputs.

Flow control



if

if nargin==3

- `v=a+b+c;`
- end
- Condition expression:
 - nargin==3
 - True or false
 - == : check identity of two variables
- If the condition expression is true, execute the instruction, `v=a+b+c`.

myadd

```
>> myadd(1,2,3)
```

```
ans =
```

```
6
```

```
>> myadd(1,2)
```

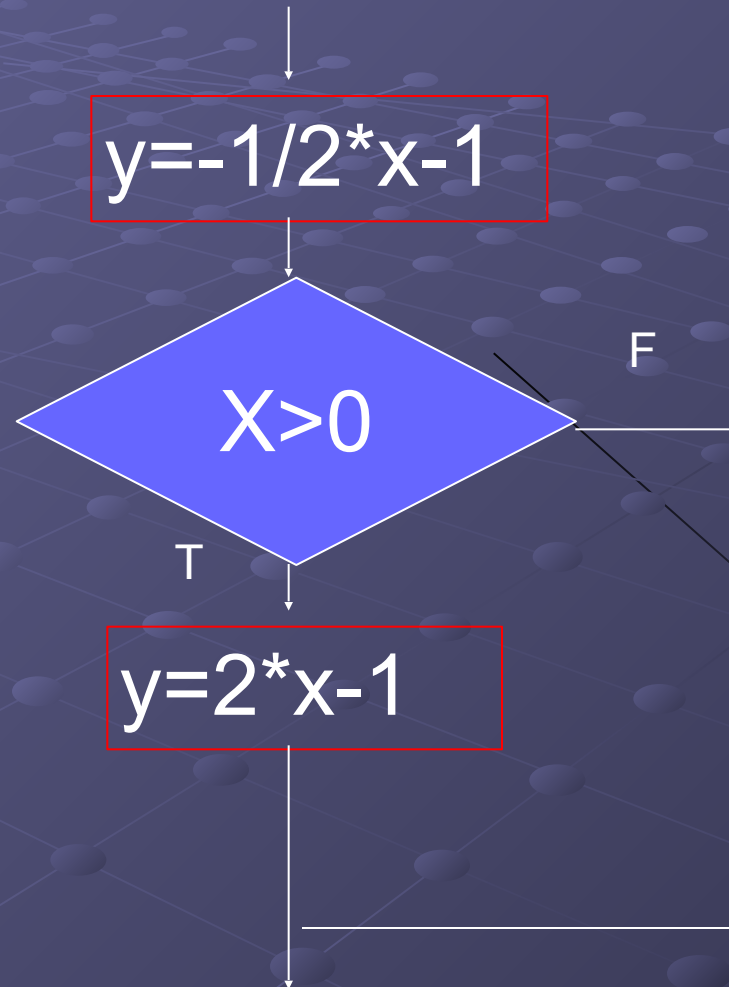
```
ans =
```

```
3
```

Piecewise functions

$$f(x) = 2x - 1 \quad \text{if } x > 0$$
$$= -\frac{1}{2}x - 1 \quad \text{otherwise}$$

Flow control



pwfun

```
function y=pwfun(x)
y=-1/2*x-1;
if x > 0
    y=2*x-1;
end
```

[pwfun.m](#)

Piecewise functions

$$f(x) = 2x - 1 \quad \text{if } x > 0$$
$$= -\frac{1}{2}x - 1 \quad \text{otherwise}$$

```
>> a=[pwfun(-2) pwfun(-1) pwfun(0) pwfun(1) pwfun(2)]
```

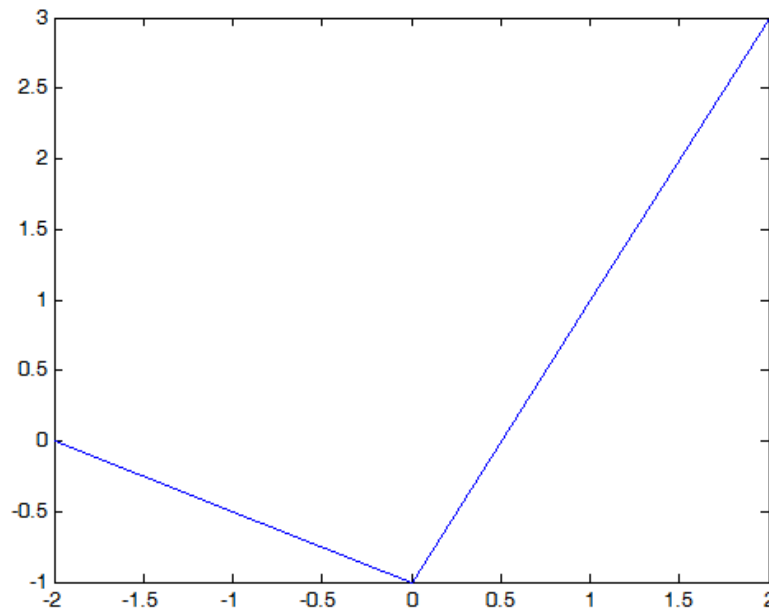
```
a =
```

```
0 -0.5000 -1.0000 1.0000 3.0000
```

```
>> plot(-2:1:2,a)
```

Piecewise functions

$$f(x) = 2x - 1 \quad \text{if } x > 0$$
$$= -\frac{1}{2}x - 1 \quad \text{otherwise}$$



Logic expressions

True or false

$1 \leq 0$

$1 \sim= 2 - 1$

$v=[1\ 2\ 3]; v(3)==3$

$v(2) > 0$

$v(1) < 2 \ \& \ v(3) > 2$

$0.5 < v(1) \ \& \ v(1) \leq 1.5$

$v(1)+v(2)+v(3) > 10$

$\text{sum}(v) > 5$

$v(3)^3 > 27$

Exercise

Get exercise

Multiple output arguments

`size(A)`

- A denotes a matrix
- $A = [1\ 2\ 3; 4\ 5\ 6]$
- `size(A)`

returns numbers of rows and columns of A

size()

```
>> A=[1 2 3;4 5 6]
```

```
A =
```

```
 1  2  3  
 4  5  6
```

```
>> size(A)
```

```
ans =
```

```
 2  3
```

length()

length(v)

- v is a row or column vector
- Return the number of elements in v

v(i)

- specify the ith element of vector v

Assignment

```
a=1;  
b=2;  
% swap a,b  
temp=a;  
a=b;  
b=temp;
```

Script

- A script is composed of a set of instructions
- New a script
- Keyin instructions

```
a=1;  
b=2;  
% swap a,b  
temp=a;  
a=b;  
b=temp;
```

[swap.m](#)

Execution of a script

● Execution of a script

- Specify the filename in command window

```
>> swap
>> a

a =

     2

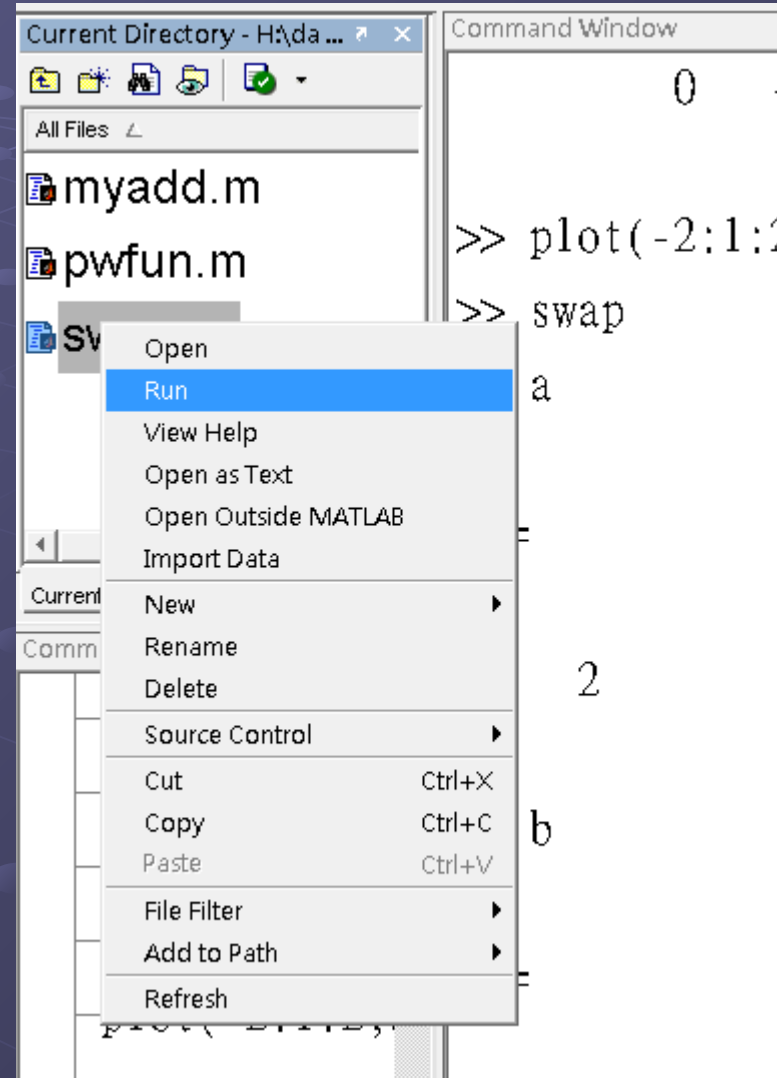
>> b

b =

     1
```

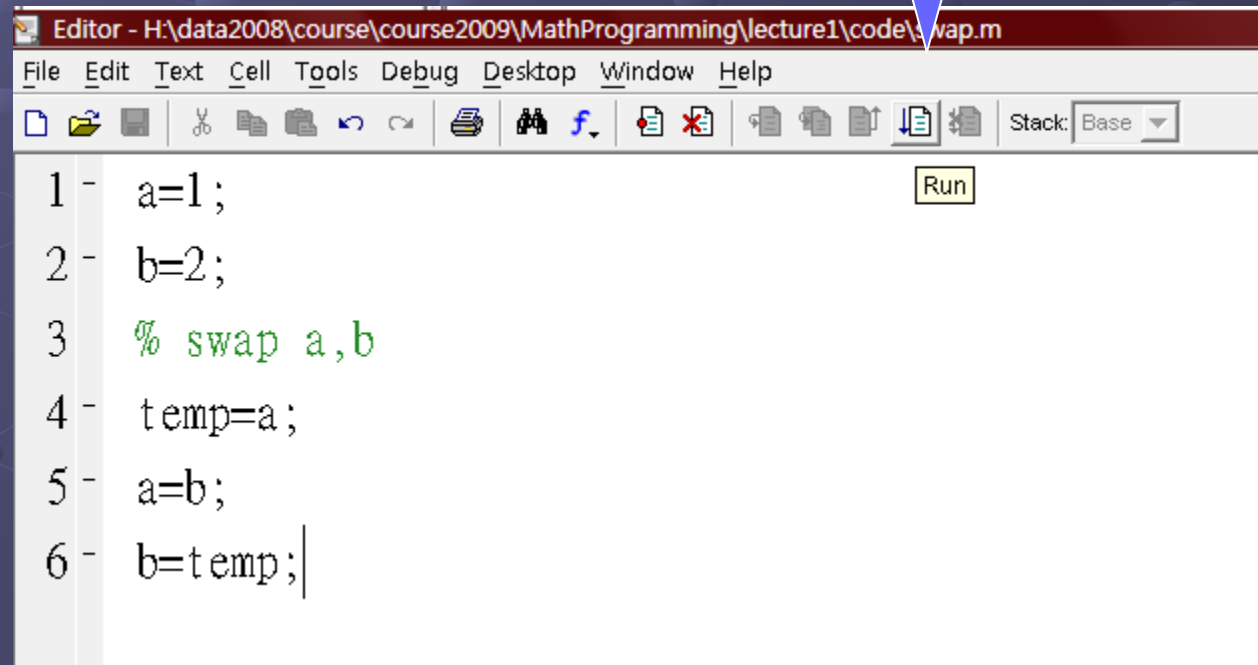
Run a script

1. Move mouse to a script
2. Click right button
3. Select run



Run a script

1. Select edit window
2. Open a script
3. Move mouse to an icon for running a script
4. Press the icon



The screenshot shows a MATLAB editor window titled "Editor - H:\data2008\course\course2009\MathProgramming\lecture1\code\swap.m". The window has a menu bar with "File", "Edit", "Text", "Cell", "Tools", "Debug", "Desktop", "Window", and "Help". Below the menu bar is a toolbar with various icons, including a "Run" button (a document with a play icon). The main area of the window contains the following code:

```
1 - a=1;  
2 - b=2;  
3  % swap a,b  
4 - temp=a;  
5 - a=b;  
6 - b=temp;|
```

A blue arrow points from the text "Move mouse to an icon for running a script" to the "Run" button in the toolbar. Another blue arrow points from the text "Press the icon" to the same "Run" button.