

ENG 101 Matlab Variables

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Variables

A *variable* is a name that is assigned a numerical value

- ▶ Once assigned, can use variable in expressions, functions, and MATLAB statements and commands
- ▶ Can *read* the variable (get its value)
- ▶ Can *write to* the variable (set its value)

= (equals sign) is MATLAB's *assignment operator*. It evaluates the expression on its right side and stores the resulting value in the variable on its left side

```
>> a = 3
```

Create the variable called "a" and store the value 3 in it

```
a =
```

MATLAB acknowledges that it has created "a" and set it to 3

```
3
```

1.6.1 The Assignment Operator

EXAMPLE

```
>> a = 3
```

Make a variable and store a number in it

```
a =
```

```
3
```

```
>> b = 10*a + 5
```

Make a variable and store the value of an expression made up of a variable, numbers, and addition and multiplication

```
b =
```

```
35
```



Think of `=` as meaning “assign to” or “store in” but not meaning “equals”!

Why?

$x = x + 6$ has no meaning in math because it implies that $0 = 6$

$x = x + 6$ is perfectly fine in MATLAB because it means “take whatever is in x , add 6 to that and store the result back into x ”

EXAMPLE

`>> x = 3;` *← ; at end prevents MATLAB from displaying value of x*

`>> x = x + 6` *takes what's in x (3), adds 6 to it to get 9, then stores 9 back into x*

`x =`
9 *now x's value is 9*

`>> x = 2 * x` *takes what's in x (9), multiplies it by 2 to get 18, then stores 18 back into x*

`x =`
18 *now x's value is 18*



A variable must have a value before you use it in an expression

```
>> x = 3;
>> x+2
ans =
    5
>> x + y % assume y undefined
??? Undefined function or variable
'y'
```

To find out the value of a variable, just type it and press ENTER

```
>> x = 3;
>> y = 10 * x;
>> z = y ^ 2;
>> y
y =
    30
>> z
z =
    900
```

Can do multiple assignments on one line
by separating with a comma or
semicolon. If semicolon, no display for
that assignment

```
>> a=12, B=4; C=(a-B)+40-a/B*10
```

```
a =
```

```
12
```

```
C =
```

```
18
```

To change the value of a variable, just
assign it the new value

```
>> ABB=72;
```

```
>> ABB=9;
```

```
>> ABB
```

```
ABB =
```

```
9
```

You must define a variable (give it a value)
before you can use it in an argument of a
function

```
>> sqrt( x ) % assume x undefined
??? Undefined function or variable 'x'
>> x = 144;
>> sqrt( x )
x =
    12
```

A variable name

- ▶ Must begin with a letter
- ▶ Can be up to 63 characters long
- ▶ Can contain letters, digits, and underscores (_)
- ▶ Can't contain punctuation, e.g., period, comma, semicolon

Avoid using the name of a built-in
function as the name of a variable, e.g.,
don't call a variable `exp` or `sqrt`

MATLAB is *case-sensitive*, and does not consider an upper-case letter in a variable name to be the same as its lower-case counterpart,
e.g., `MTV`, `MTv`, `mTV`, and `mtv`
are four different variable names

A variable name cannot contain a space.
Two common alternatives:

1. Use an underscore in place of a space, e.g., `speed_of_light`
2. Capitalize the first letter of every other word, e.g., `speedOfLight`
(This is known as *camel case*!)

Keywords

A *keyword* is a word that has special meaning to MATLAB

- ▶ There are 20 keywords (see book)
- ▶ Appear in blue when typed in the Editor Window
- ▶ Can't be used as variable names

MATLAB has pre-defined variables for some common quantities

`pi` the number π

`eps` the smallest difference between any two numbers in MATLAB

`inf` or `Inf` infinity

`i` $\sqrt{-1}$

`j` $\sqrt{-1}$ (same as `i`) but commonly used instead of `i` in electrical engineering

More pre-defined variables

`ans` the value of the last expression
that was not assigned to a
variable

`NaN` or `nan` not-a-number. Used to
express mathematically undefined
values, such as $0 / 0$



Some commands for managing variables

| Command | Outcome |
|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| <code>clear</code> | Removes all variables from memory |
| <code>clear x y z</code> | Removes only variables <code>x</code> , <code>y</code> , and <code>z</code> from memory |
| <code>who</code> | Displays a list of the variables currently in memory |
| <code>whos</code> | Displays a list of the variables currently in memory and their size, together with information about their bytes and class (see Section 4.1) |

