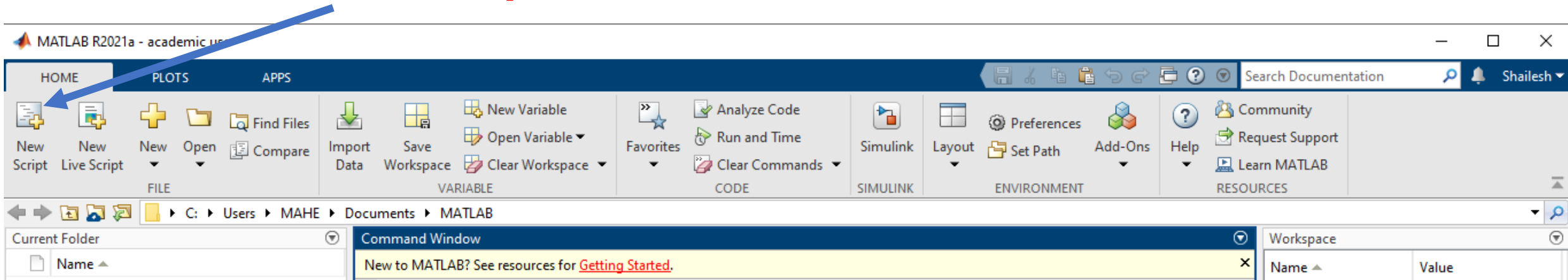


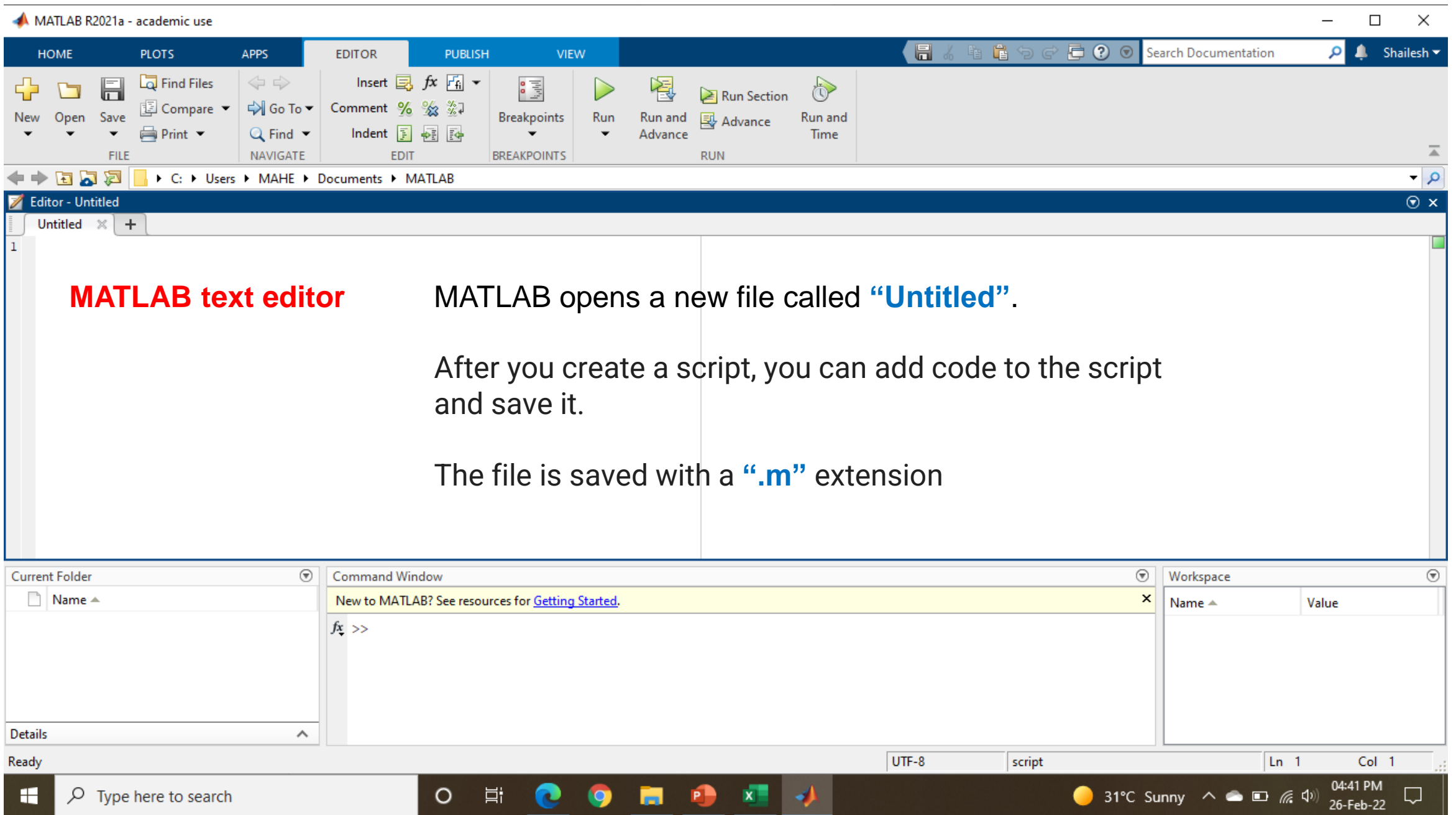
Scripts and Functions

Programming in MATLAB

Scripts (.m files)

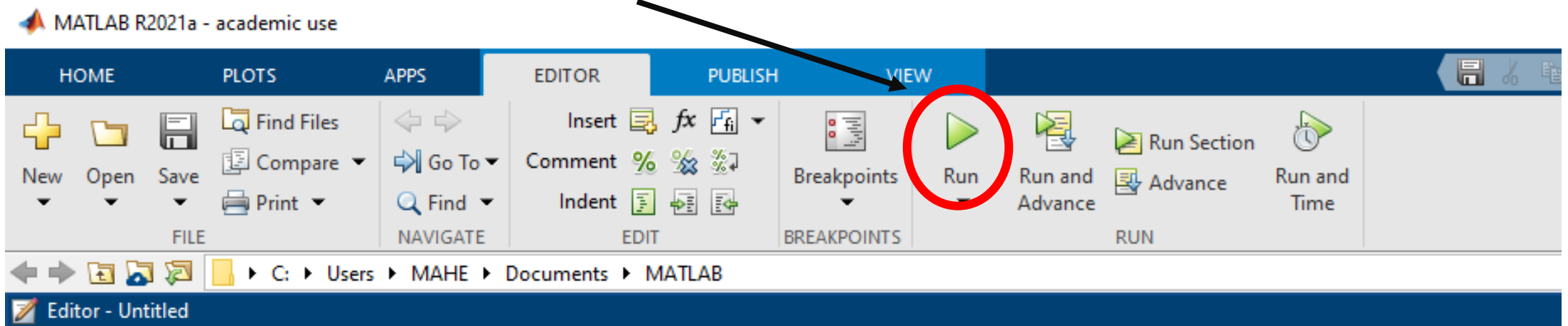
- **Scripts** are program (code) files.
- Scripts contain a series of **sequential MATLAB statements and function calls**.
- In command window type `>> edit`
- Or click on “**New Script**” on MATLAB toolbar





Running the script

- Save your script and run the code using either of these methods:
- Type the script name on the **command line** and press **Enter**.
- For example,
 - to run the **numGenerator.m** script, type `>> numGenerator`
- On the **Editor** tab, click the **Run** button.



Comments in MATLAB

- Comments allow **others** to **understand** code and one can **refresh** their memory when they **return to it later**.
- During code **development** and testing, one can use **comments** to **comment** out **any code** that **does not need to run**.
- To add comments to MATLAB code, use the percent (%) symbol.
 - Comment lines can appear anywhere in a code file, and one can append comments to the end of a line of code.

Comments in MATLAB

- To comment out multiple lines of code, use the block comment operators, %{ and %}.
- The %{ and %} operators must appear alone on the lines that immediately precede and follow the block of help text.
- Do not include any other text on these lines.

Example code :

```
a = magic(3);
```

```
%{  
sum(a)  
diag(a)  
sum(diag(a))  
%}
```

```
sum(diag(fliplr(a)))
```

Effective Use of Script Files

- Follow the MATLAB convention for **naming variables**.
- Avoid giving **script files** the **same name** as a **variable** it computes.
- Do not give a **script file** the **same name** as a MATLAB **command** or **function**.
- Use **exist** command – try >> help **exist**

Debugging Script Files

- **Debugging** a program is the process of **finding** and removing **errors**.
- **Syntax errors** - MATLAB usually detects and displays a message describing the error and its location.
- **Always test the code** with a simple version of the problem, whose **answers** can be checked by **hand calculations**.
- **Display** any **intermediate calculations** by **removing semicolons** at the end of statements.

Programming Style

- **Comments section** – About the input, output variables and user defined functions or any other relevant information.
- **Input section** - About input data and/or the input functions that enable data to be entered.
- **Calculation section** – Functions and algorithms required for calculations in this section.
- **Output section** – Functions necessary to deliver the output in whatever form required.

Input/output commands

- **disp**(A) Displays the contents, but not the name, of the array A.
- **disp**('text') Displays the text string enclosed within single quotes.
- **x = input**('text') Displays the text in quotes, waits for user input from the keyboard, and stores the value in x.
- **x = input**('text','s') Displays the text in quotes, waits for user input from the keyboard, and stores the input as a string in x.

Example : Type

```
>> disp('The predicted speed is:')  
>> disp(Speed)
```

Example of a Script File

- **% Program Falling_Speed.m: plots speed of a falling object.**
- **% Created on** March 1, 2009 by W. Palm III
- %
- **% Input Variable:**
- % tfinal = final time (in seconds)
- %
- **% Output Variables:**
- % t = array of times at which speed is computed (seconds)
- % v = array of speeds (meters/second)
- %
- **% Parameter Value:**
- g = 9.81; % Acceleration in SI units

% Input section:

```
tfinal = input('Enter the final time in seconds:');  
%
```

% Calculation section:

```
dt = tfinal/500;  
t = 0:dt:tfinal; % Creates an array of 501 time values.
```

```
v = g*t;
```

```
%
```

% Output section:

```
plot(t,v),xlabel('Time (seconds)'),ylabel('Speed (meters/second)')
```

Save and Run **Falling_Speed.m**

- After creating this file, you save it with the name **Falling_Speed.m**.
- To run it, you type **Falling_Speed** (without the .m) in the Command window at the prompt.
- **>> Falling_Speed**
- You will then be asked to enter a value for **tfinal** .
- After you enter a value and press **Enter**, you will see the plot on the screen.

MATLAB R2021a - academic use

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Editor - E:\office\subjects\2022\Feb-May\MATLAB_for_Engineers\Lectures\extra\Falling_Speed.m

Falling_Speed.m

```
7 % Output Variables:
8 % t = array of times at which speed is computed (seconds)
9 % v = array of speeds (meters/second)
10 %
11 % Parameter Value:
12 g = 9.81; % Acceleration in SI units
13 %
14 % Input section:
15 tfinal = input('Enter the final time in seconds:');
16 %
17 % Calculation section:
18 dt = tfinal/500;
19 t = 0:dt:tfinal; % Creates an array of 501 time values.
20 v = g*t;
21 %
22 % Output section:
23 plot(t,v),xlabel('Time (seconds)'),ylabel('Speed (meters/second)')
```

Run Falling_Speed.m

Current Folder

Name

Falling_Speed.m

Details

Command Window

New to MATLAB? See resources for [Getting Started](#).

Error: File: Falling_Speed.m Line: 15 Column: 16
Invalid text character. Check for unsupported symbol, invisible character, or pasting of non-ASCII characters.

>> Falling_Speed
Enter the nal time in seconds:15
fx >>

Workspace

Name	Value
dt	0.0300
g	9.8100
t	1x501 double
tfinal	15
v	1x501 double
x	'jjjj'

UTF-8 script Ln 15 Col 29

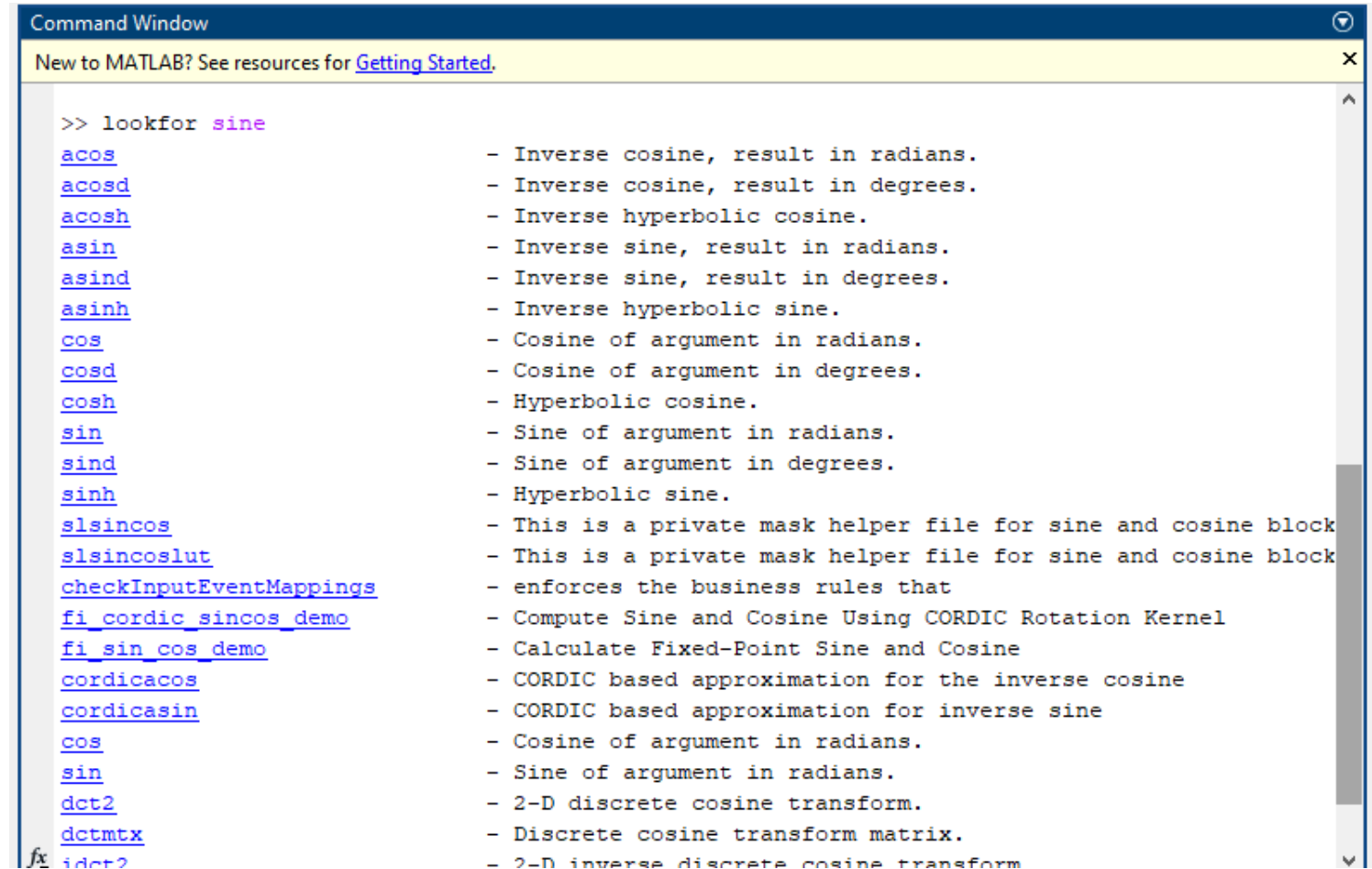
Type here to search

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The lookfor Function

- **lookfor** - Search all MATLAB files for keyword.

- Type `>> help sine.m`
- `>> sine.m` not found
- Type `>> lookfor sine`



```
Command Window
New to MATLAB? See resources for Getting Started.

>> lookfor sine
acos          - Inverse cosine, result in radians.
acosd         - Inverse cosine, result in degrees.
acosh         - Inverse hyperbolic cosine.
asin          - Inverse sine, result in radians.
asind         - Inverse sine, result in degrees.
asinh         - Inverse hyperbolic sine.
cos           - Cosine of argument in radians.
cosd          - Cosine of argument in degrees.
cosh          - Hyperbolic cosine.
sin           - Sine of argument in radians.
sind          - Sine of argument in degrees.
sinh          - Hyperbolic sine.
slsincos      - This is a private mask helper file for sine and cosine block
slsincoslut   - This is a private mask helper file for sine and cosine block
checkInputEventMappings
fi_cordic_sincos_demo
fi_sin_cos_demo
cordicacos    - Compute Sine and Cosine Using CORDIC Rotation Kernel
cordicasin    - Calculate Fixed-Point Sine and Cosine
cos           - CORDIC based approximation for the inverse cosine
sin           - CORDIC based approximation for inverse sine
dct2          - Cosine of argument in radians.
dctmtx        - Sine of argument in radians.
idct2         - 2-D discrete cosine transform.
              - Discrete cosine transform matrix.
              - 2-D inverse discrete cosine transform
```

Problem-Solving Methodologies

- Steps in Engineering Problem Solving –
- 1. **Understand** the purpose of the **problem**.
- 2. **Collect** the known and relevant **information - INPUT**.
 - Realize that some of it might later be found **unnecessary**.
- 3. **Determine** what **information** you must **find - OUTPUT**.
- 4. **Simplify** the **problem** only enough to obtain the required information.
State any **assumptions** you make.
- 5. Draw a **sketch** and **label** any necessary **variables**.

Problem-Solving Methodologies

- Steps in Engineering Problem Solving –
- 6. Determine which **fundamental principles (Example : Newton's laws)** are applicable.
- 7. Think generally about your **proposed solution** approach and consider **other approaches** before proceeding with the details.
- 8. Label each step in the solution process.

Problem-Solving Methodologies

- Steps in Engineering Problem Solving –
- 9. If you solve the problem with a program, **hand check the results using a simple version of the problem**. Print the results of intermediate steps.
- 10. Perform a reality check and precision check on the answer.
 - For example : Height cannot be negative or large.

Function files

- **Functions** – functions files are also program files with .m extension.
- Functions can accept inputs and return outputs.
- Internal variables are local to the function.

```
function f = fact(n)
```

```
-----
```

```
End
```

Save as **fact.m**

Function call

```
>> X = fact(Y)
```

Syntax for Function Definition

- **Function name** - Valid function names follow the same rules as **variable names**.
 - They must start with a **letter**, and can **contain letters**, **digits**, or **underscores**.
- `function y = myFunction(one,two,three)` - Input arguments
- `function [one, two, three] = myFunction(x)` - Output arguments
- If there is no output, you can omit it.
 - `function myFunction(x)` or `function [] = myFunction(x)`

Live script editor

- Watch the demo.