

## **Learning Objectives:**

- Review variable types of MATLAB *classes*
- Learn the structure of a script
- Learn how to write your own functions
- Learn how to use global variables
- Learn the Linear Regression algorithm

# MATLAB Scripts

- The standard coding environment
- More useful for long codes
- Cannot embed texts and pictures so comments are mandatory
- Output appears in command window
- Variables are still stored in workspace
- Almost identical to live scripts but more practical for longer programs

# MATLAB Functions

- You have already been using built-in functions BUT you can write your own too
- User-defined functions are useful for bits of code:
  - you plan to use over and over in the program
  - code you plan to use in multiple programs
  - Code that is boring and interrupts the conceptual flow of your program (like code that makes plots or imports data)
- Can be saved in a separate file or embedded in a script
- If functions are embedded in a script, they must appear at the end of the script
- Embedded functions cannot be accessed by another program

## An example of a program that calculates the mean of a data set

```
%Generate some fake data
sample_data=rand(10,1);

%Find the number of data points
len=length(sample_data);

%calculate the average
average=sum(sample_data(:))/len;

fprintf('The average is %5.2f.\n',average);
```

# User-defined function with one input and one output

```
%Statistical Analysis Program

%Generate some sample data
sample_data = rand(10,1);

%Call the function in the program
ave = statanalysis(sample_data);

%output the average
fprintf('The average is %5.2f .\n',ave);

%Function to calculate average3
function aveval = statanalysis(data)

    %Find the length of the data set
    len=length(data);

    %Find the average value
    aveval = sum(data(:))/length(data);

end
```

# Defining a user-defined function with one input and one output

The diagram illustrates the syntax for defining a user-defined function in MATLAB. It features a code block with the following content:

```
%Function to calculate average3  
function aveval = statanalysis(data)  
  
    %Find the length of the data set  
    len=length(data);  
  
    %Find the average value  
    aveval = sum(data(:))/length(data);  
  
end
```

Annotations and arrows provide further context:

- Output:** A red arrow points from the label to the variable `aveval` in the function signature.
- Function name:** A red arrow points from the label to the function name `statanalysis`.
- Input:** A red arrow points from the label to the input variable `data`.
- Need keywords function and end to bracket the function:** Two blue arrows point from this text to the `function` keyword and the `end` keyword, respectively.
- Outputs have to be given a value in the function:** A purple arrow points from this text to the assignment statement `aveval = sum(data(:))/length(data);`.

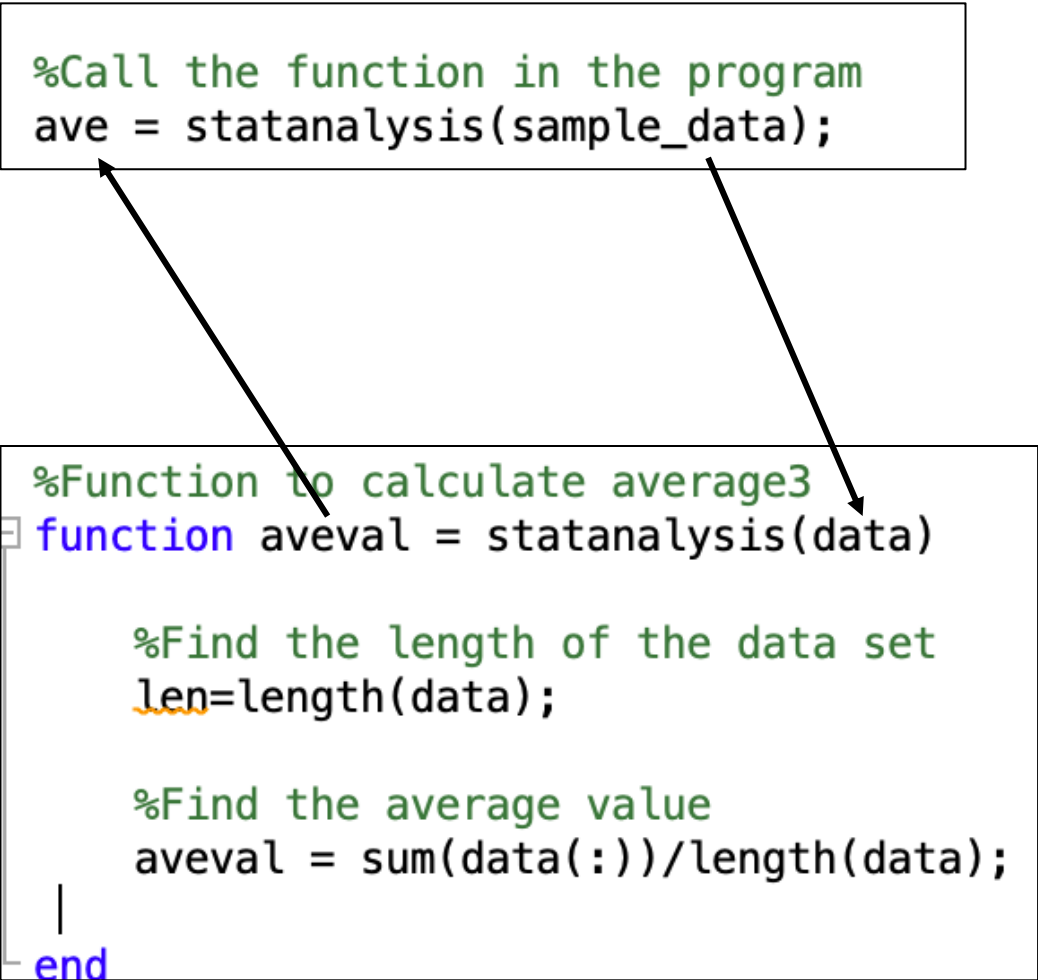
## Calling a user-defined function

- Call it just like a built-in function
- Must use the correct name

```
%Call the function in the program  
ave = statanalysis(sample_data);
```

# Mapping variables defined in the function to the main program

```
%Call the function in the program  
ave = statanalysis(sample_data);
```



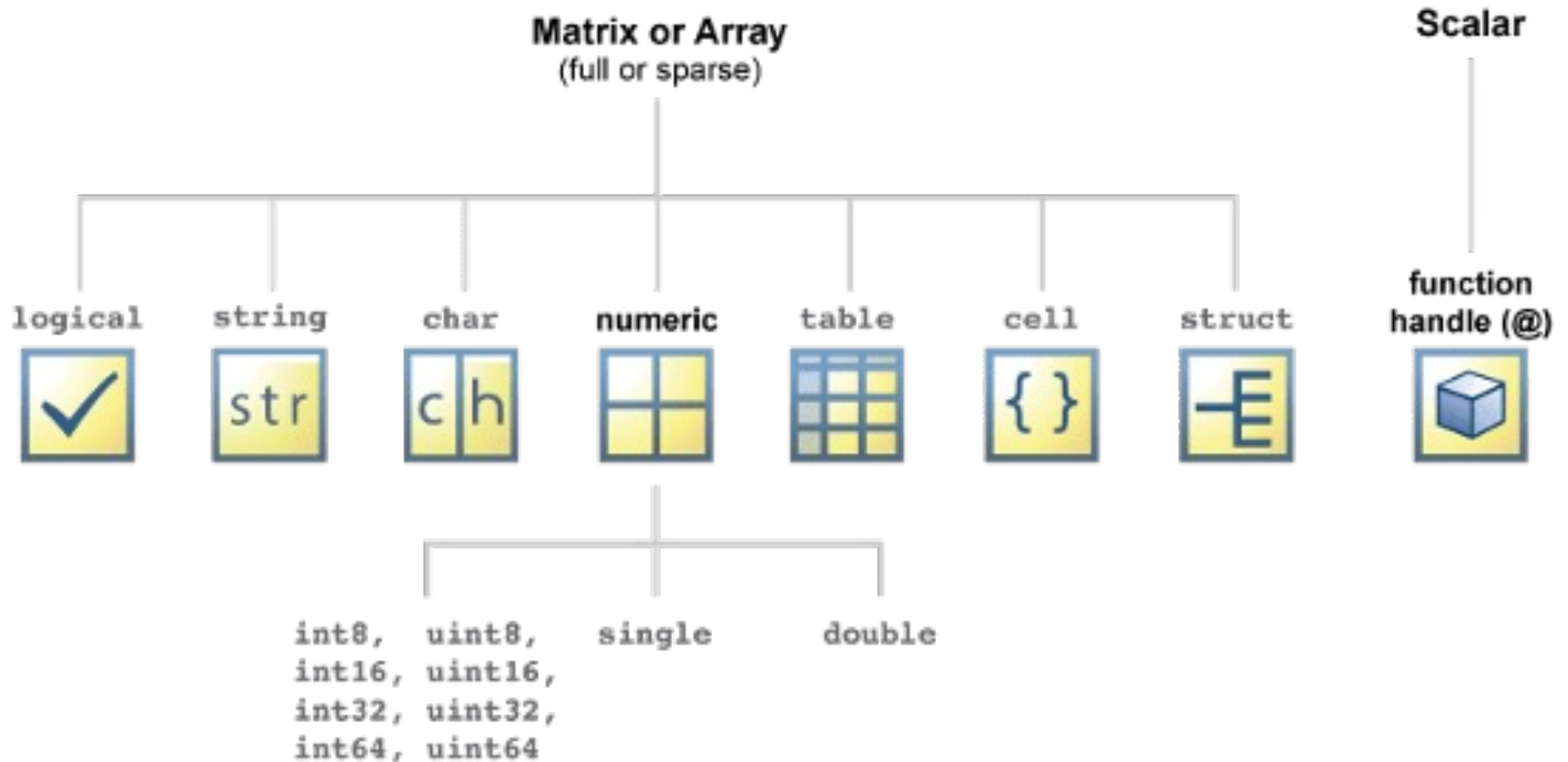
The diagram illustrates the mapping of variables between a function definition and a function call. Two arrows originate from the function definition box and point to the function call box. The first arrow starts at the variable 'aveval' in the function definition and points to the variable 'ave' in the function call. The second arrow starts at the variable 'data' in the function definition and points to the variable 'sample\_data' in the function call.

```
%Function to calculate average3  
function aveval = statanalysis(data)  
  
    %Find the length of the data set  
    len=length(data);  
  
    %Find the average value  
    aveval = sum(data(:))/length(data);  
  
end
```

- Must have same number of inputs and outputs
- Inputs and outputs must be the same type or class of variable (e.g., can't map a string to a number)
- Inputs and outputs **DO NOT** need to have the same variable names



# MATLAB Variable Types or Classes



# Placing the functions in the main program

```
%Statistical Analysis Program

%Generate some sample data
sample_data = rand(10,1);

%Call the function in the program
ave = statanalysis(sample_data);

%output the average
fprintf('The average is %5.2f .\n',ave);

%Function to calculate average3
function aveval = statanalysis(data)

    %Find the length of the data set
    len=length(data);

    %Find the average value
    aveval = sum(data(:))/length(data);

end
```

Declare function(s) *after* the main program or the code where you will call the functions.

Functions declared within a script cannot be used in the command line or in other scripts.

Typed in Command Window:

```
>> statanalysis(sample_data)
Unrecognized function or variable 'statanalysis'.
```

# User-defined function with one input and two output

```
%Statistical Analysis Program

%Generate some sample data
sample_data = rand(10,1);

%Call the function in the program
[ave,standard_dev] = statanalysis(sample_data);

%output the average
fprintf('The average is %5.2f and the standard deviation is %5.2f.\n',ave,standard_dev);

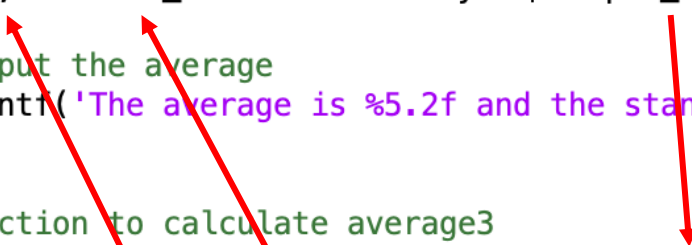
%Function to calculate average3
function [aveval,stdev] = statanalysis(data)

    %Find the length of the data set
    len=length(data);

    %Find the average value
    aveval = sum(data(:))/length(data);

    %Find the standard deviation
    stdev = sqrt(sum((data(:)-aveval).^2/len));

end
```



The diagram illustrates the flow of data and function calls. Red arrows point from the function call in the main script to the function definition and its internal calculations.

- Use square brackets to define multiple outputs
- Give each output a value in the function

# User-defined function with multiple inputs and outputs

- Similarly you can have multiple inputs
- Note variables are mapped in order!

```
%Find Maximum Percentage Error
```

```
%Generate some sample data
```

```
sample_data1 = rand(10,1);
```

```
sample_data2 = rand(10,1);
```

```
%Call the function in the program
```

```
[PercError,maxPercError,imaxPercError] = percentError(sample_data1,sample_data2)
```

```
%Function to calculate average
```

```
function [pError,max_pError,imaxpError] = percentError(data1,data2)
```

```
%Find percent error between all points
```

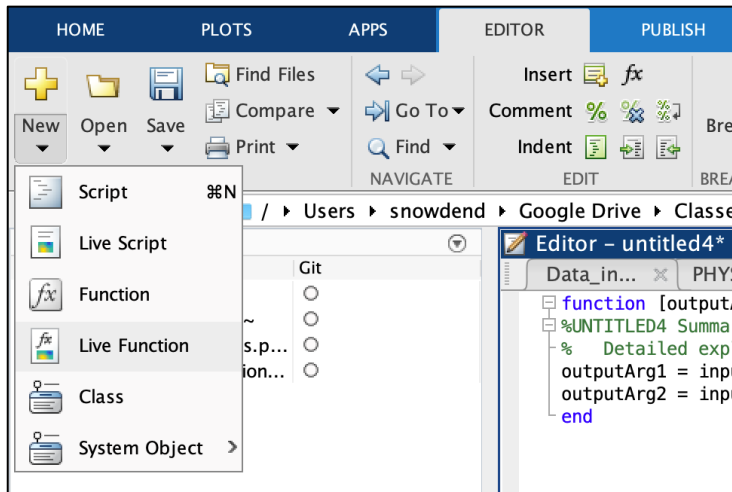
```
pError=abs((data1-data2)./data1);
```

```
%Find max percent error and index of max percent error
```

```
[max_pError,imaxpError]=max(pError);
```

```
end
```

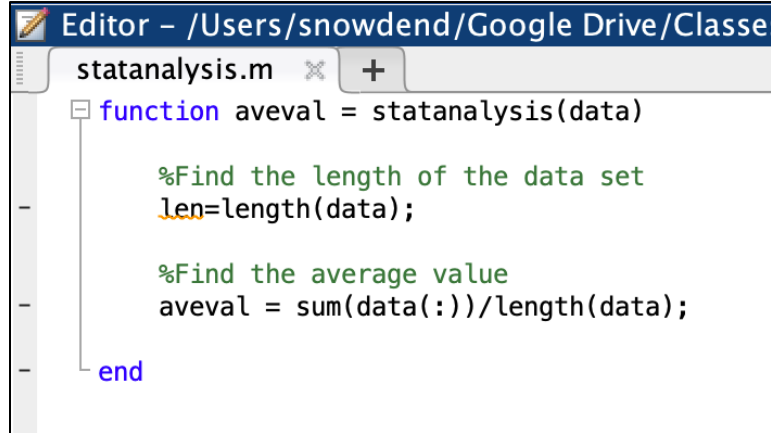
# User-defined function that can be called outside of a script



You can have a .m file that only contains a function.

```
function [outputArg1,outputArg2] = untitled4(inputArg1,inputArg2)
%UNTITLED4 Summary of this function goes here
% Detailed explanation goes here
outputArg1 = inputArg1;
outputArg2 = inputArg2;
end
```

# User-defined function that can be called outside of a script



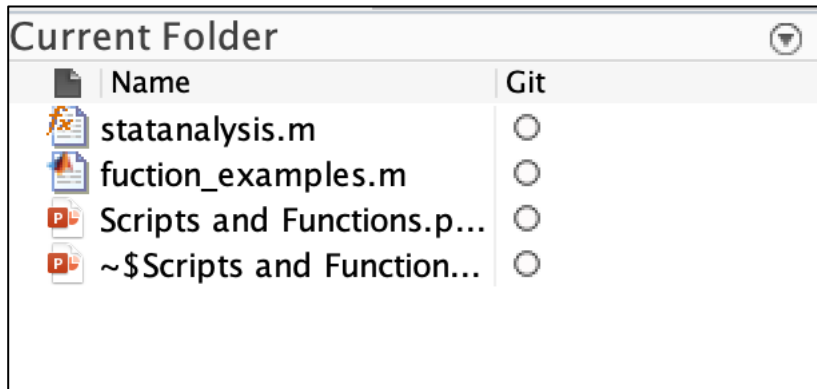
Editor - /Users/snowdend/Google Drive/Classe

```
function aveval = statanalysis(data)

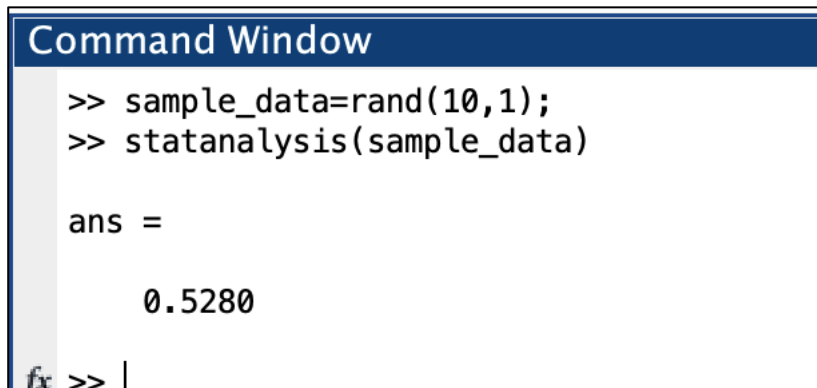
    %Find the length of the data set
    len=length(data);

    %Find the average value
    aveval = sum(data(:))/length(data);

end
```



Name	Git
statanalysis.m	<input type="radio"/>
fuction_examples.m	<input type="radio"/>
Scripts and Functions.p...	<input type="radio"/>
~\$Scripts and Function...	<input type="radio"/>



```
>> sample_data=rand(10,1);
>> statanalysis(sample_data)

ans =

    0.5280

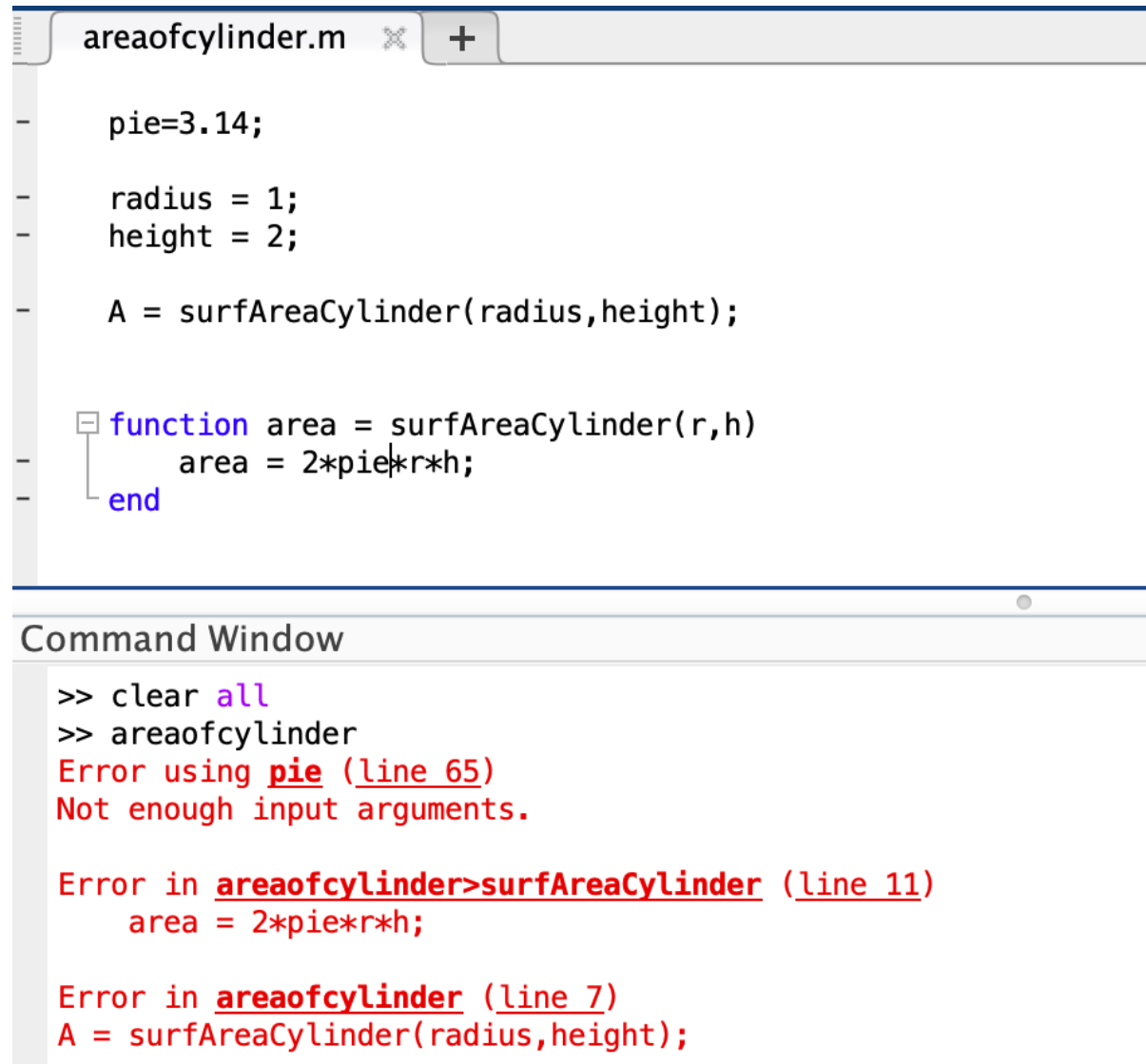
fx >> |
```

- The .m file defining the function should have the same name as the function.
- This function can be called in the **Command Line** and in **other m-scripts** as long as the .m file defining the function is in the **Current Folder**
- This is handy for user-defined functions you will use often in multiple programs

# Local and Global Variables

You **declare** a variable when you assign it a value.

A **local variable** declared in the main program of a script cannot be accessed inside of function automatically. It has to be passed in as an input.



The image shows a MATLAB editor window with a script named 'areaofcylinder.m'. The script contains the following code:

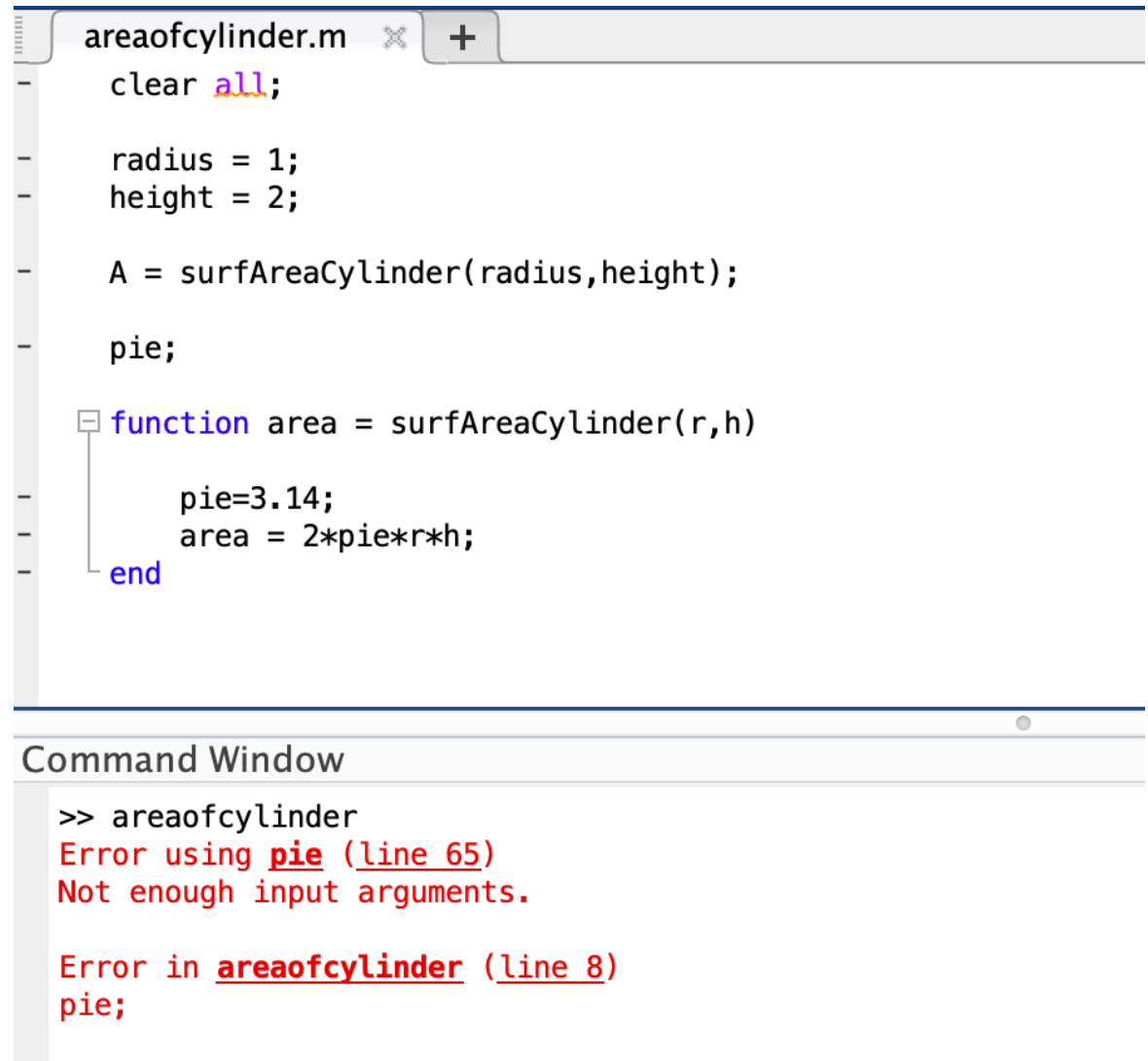
```
pie=3.14;  
radius = 1;  
height = 2;  
A = surfAreaCylinder(radius,height);  
  
function area = surfAreaCylinder(r,h)  
    area = 2*pie*r*h;  
end
```

Below the script is the Command Window, which displays the following output:

```
>> clear all  
>> areaofcylinder  
Error using pie (line 65)  
Not enough input arguments.  
  
Error in areaofcylinder>surfAreaCylinder (line 11)  
    area = 2*pie*r*h;  
  
Error in areaofcylinder (line 7)  
A = surfAreaCylinder(radius,height);
```

# Local and Global Variables

A **local variable** declared in a function cannot be accessed in the main program or in other scripts, unless it is passed out as output.



The image shows a MATLAB editor window with a script named 'areaofcylinder.m'. The script contains the following code:

```
clear all;  
  
radius = 1;  
height = 2;  
  
A = surfAreaCylinder(radius,height);  
  
pie;  
  
function area = surfAreaCylinder(r,h)  
    pie=3.14;  
    area = 2*pie*r*h;  
end
```

Below the editor is the Command Window, which shows the following output:

```
>> areaofcylinder  
Error using pie (line 65)  
Not enough input arguments.  
  
Error in areaofcylinder (line 8)  
pie;
```

The error messages indicate that the `pie` variable is not defined in the main program and that the `surfAreaCylinder` function is not receiving enough input arguments.

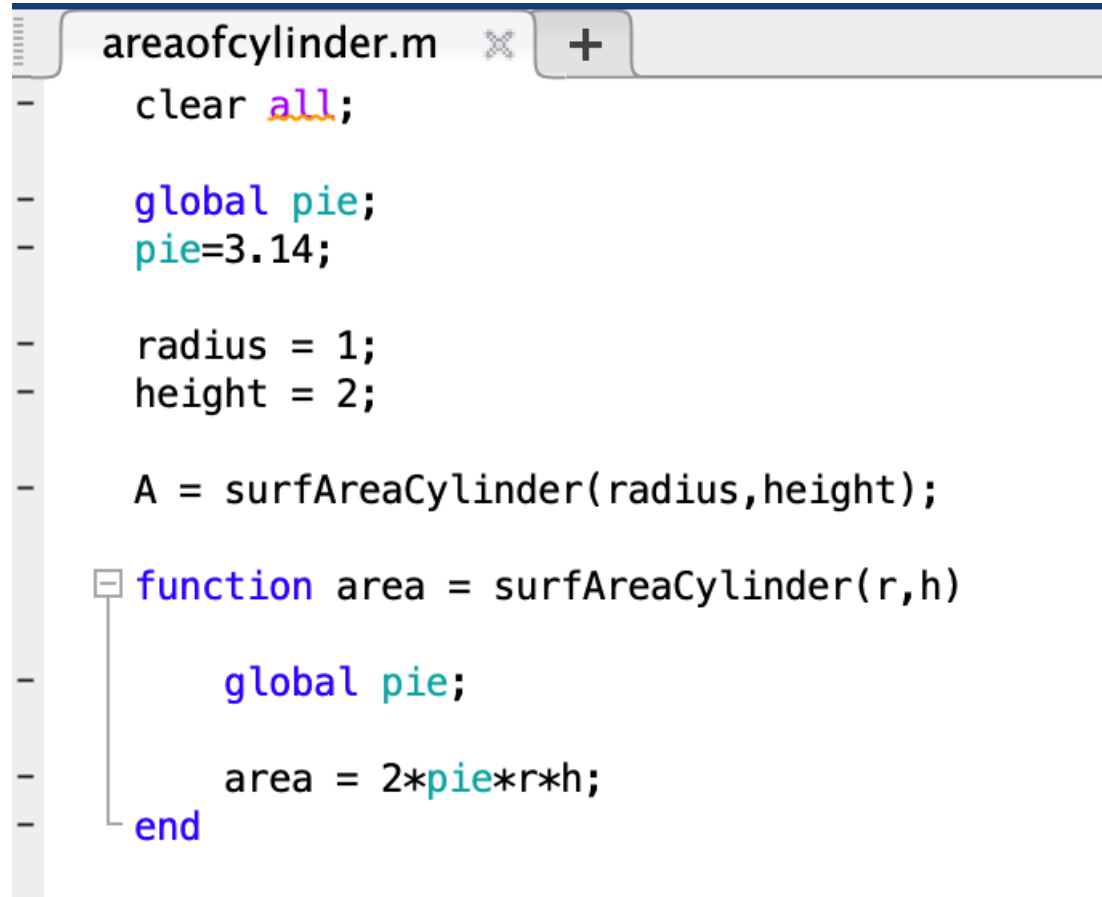


# Local and Global Variables

You **declare** a variable when you assign it a value.

A **global variable** is one that is “declared” outside of the but can be accessed or is assigned the same value inside the functions without being passed in as input.

You have to tell MATLAB what variables you want to be global before you define their value.



```
areaofcylinder.m
clear all;

global pie;
pie=3.14;

radius = 1;
height = 2;

A = surfAreaCylinder(radius,height);

function area = surfAreaCylinder(r,h)

    global pie;

    area = 2*pie*r*h;

end
```

# Projectile Motion Example

Notice how I declare  $g$  inside the main program and use it in the functions.

```
%Define the acceleration of gravity
global g;
g=9.8; %acceleration of gravity, m/s^2

%Ask the user for their input
angle_launch=input('What is the launch angle in degrees? ');
initial_v=input('What is the initial velocity in m/s? ');
initial_h=input('What is the initial height in m? ');

%Determine the impact
tfin = findImpactTime(initial_h,initial_v,angle_launch);

%Make a plot of the trajectory
drawProjMotPlot(initial_h,initial_v,angle_launch,tfin);
```

```
function drawProjMotPlot(y0,v0,launchAng,tfin)
    global g;

    %Define functions for graph
    xpos=@(t) v0*cosd(launchAng)*t;
    ypos=@(t) y0+v0*sind(launchAng)*t-1/2*g*t^2;

    %Plot the function defining the x position vs. the y position
    fplot(xpos,ypos,[0 tfin],'r','LineWidth',2.);
    xlabel('X Position (m)');
    ylabel('Y Position (m)');
    title('Projectile Motion Example');
    set(gca,'FontSize',14);

end
```

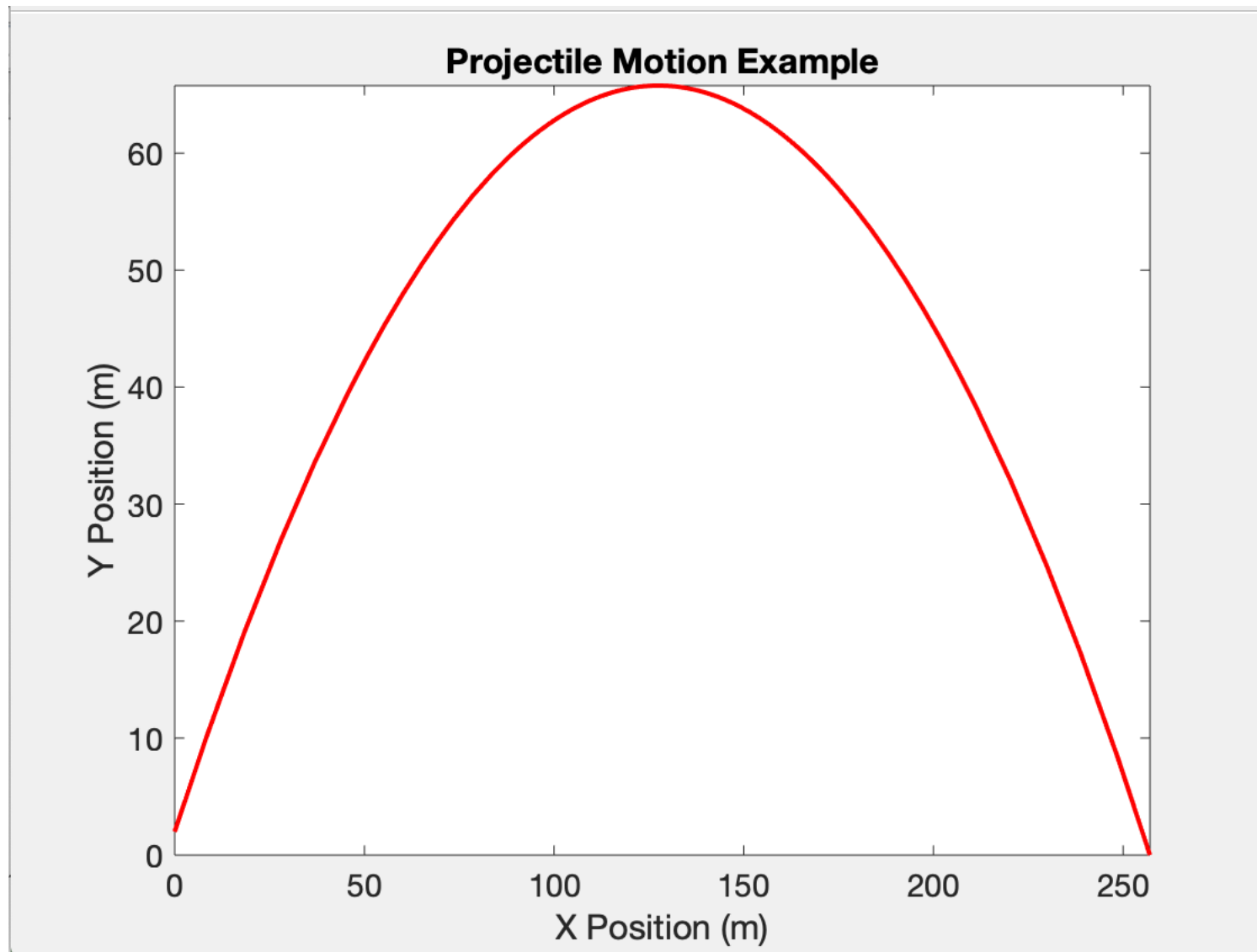
```
function t_impact = findImpactTime(y0,v0,launchAng)

    global g;

    %Find the initial velocity
    vy0=v0*sind(launchAng);

    %Use the quadratic formula to find the impact time
    t_impact=(-vy0-sqrt(vy0^2+2*g*y0))/(-g);

end
```



```
%Define the acceleration of gravity as a global variable  
global g;  
g=1.6; %acceleration of gravity on the Moon, m/s^2
```