

Building GUIs in MATLAB

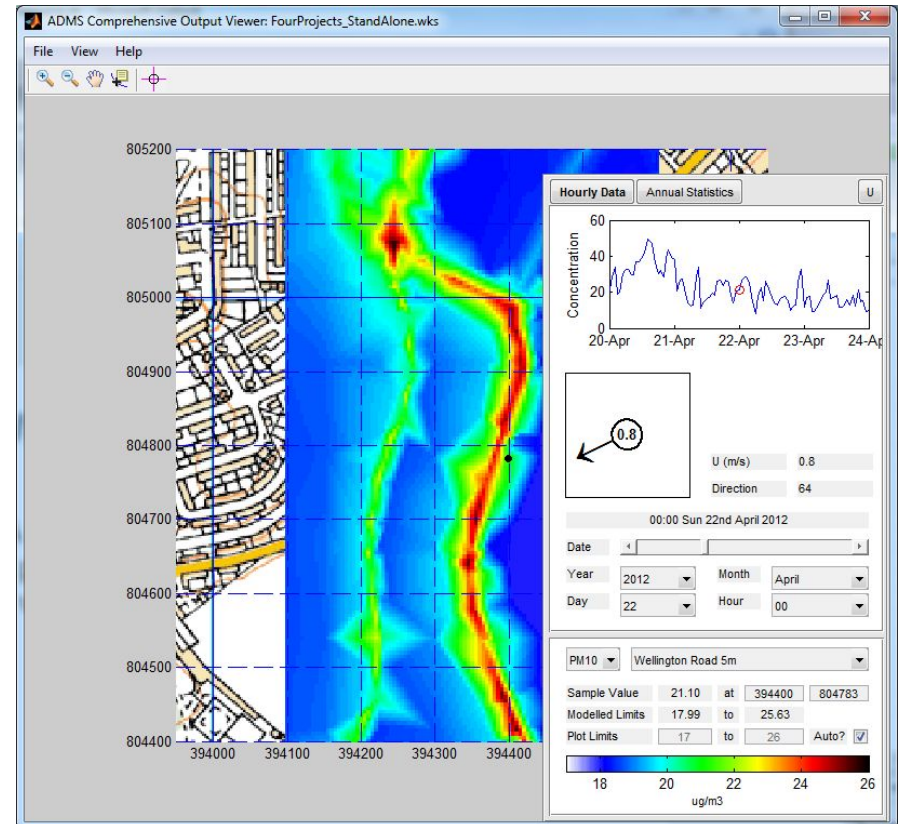
Eddy Barratt
16th December 2016

- **Why use GUIs?**
- **Object Oriented Programming**
- **An example GUI Class**
 - **Constructor**
 - **Callbacks**
 - **In Actions.**

Why GUIs?

A well designed Graphical User Interface (GUI) provides an intuitive way for a user to interact with a complex computer programme.

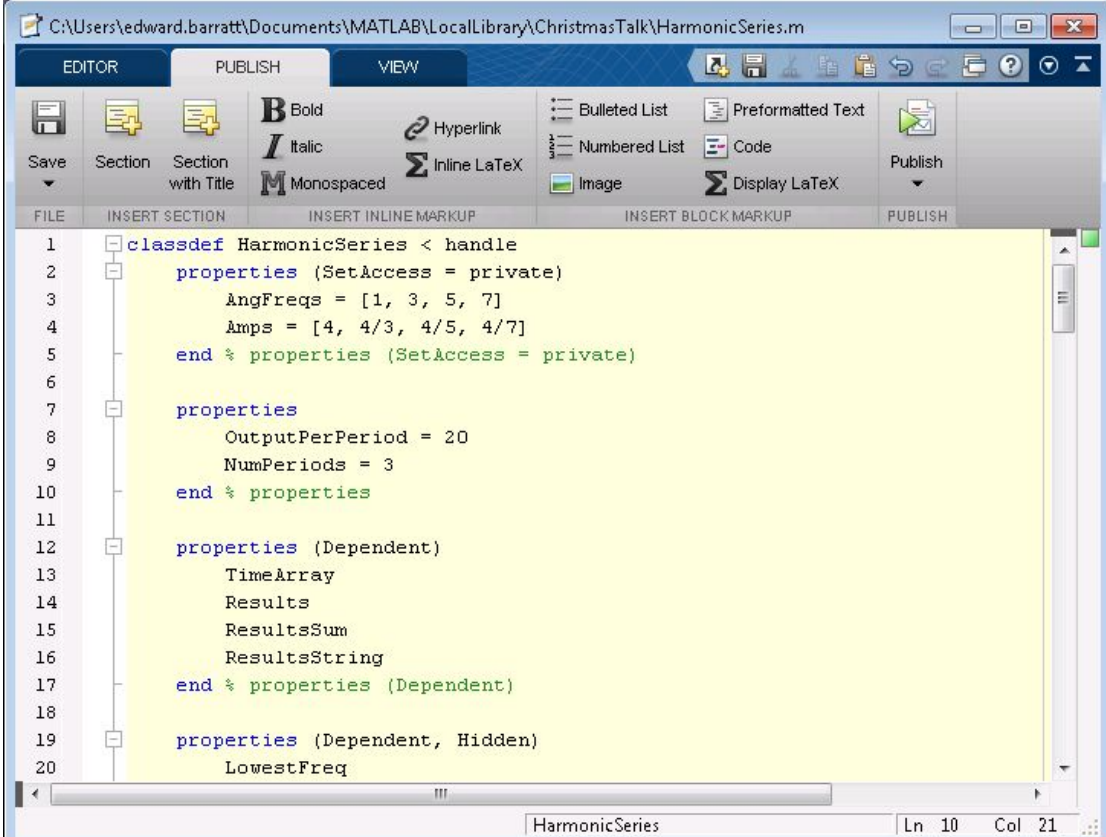
Stand by for a MATLAB GUI demonstration...



Object Oriented Programming

Object Oriented programming involves creating classes that contain properties and methods related to the objects they represent.

- Why GUIs?
- Object Oriented
- A GUI Class
- Constructor
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- In Action



The screenshot shows a MATLAB editor window with the file path `C:\Users\edward.barratt\Documents\MATLAB\LocalLibrary\ChristmasTalk\HarmonicSeries.m`. The editor displays a class definition for `HarmonicSeries` using the `classdef` keyword. The class is defined as a handle class with three property sets: one for frequency and amplitude, one for output and period, and one for time, results, and lowest frequency. The code is as follows:

```
1 classdef HarmonicSeries < handle
2     properties (SetAccess = private)
3         AngFreqs = [1, 3, 5, 7]
4         Amps = [4, 4/3, 4/5, 4/7]
5     end % properties (SetAccess = private)
6
7     properties
8         OutputPerPeriod = 20
9         NumPeriods = 3
10    end % properties
11
12    properties (Dependent)
13        TimeArray
14        Results
15        ResultsSum
16        ResultsString
17    end % properties (Dependent)
18
19    properties (Dependent, Hidden)
20        LowestFreq
```

The status bar at the bottom indicates the file is `HarmonicSeries` and the cursor is at line 10, column 21.

Object Oriented Programming

Watch as I code...

```
>> HS = HarmonicSeries
```

```
HS =
```

```
HarmonicSeries with properties:
```

```
    AngFreqs: [1 3 5 7]
      Amps: [4 1.3333 0.8000]
0.5714]
    OutputPerPeriod: 20
      NumPeriods: 3
      TimeArray: [1x421 double]
      Results: [4x421 double]
      ResultsSum: [4x421 double]
      ResultsString: [1x59 char]
```

```
>> HS = HarmonicSeries([1,2,3])
```

```
HS =
```

```
HarmonicSeries with properties:
```

```
    AngFreqs: [1 2 3]
      Amps: [1 1 1]
    OutputPerPeriod: 20
      NumPeriods: 3
      TimeArray: [1x181 double]
      Results: [3x181 double]
      ResultsSum: [3x181 double]
      ResultsString: 'y = 1sin(1x) +
1sin(2x) + 1sin(3x)'
```

```
>> HS = HarmonicSeries([1,2,3], [4, 2, 4])
```

```
HS =
```

```
HarmonicSeries with properties:
```

```
    AngFreqs: [1 2 3]
      Amps: [4 2 4]
    OutputPerPeriod: 20
      NumPeriods: 3
      TimeArray: [1x181 double]
      Results: [3x181 double]
      ResultsSum: [3x181 double]
      ResultsString: 'y = 4sin(1x) + 4sin(3x) +
2sin(2x)'
```

```
>> HS.AngFreqs = [23, 45]
```

You cannot set the read-only property 'AngFreqs' of HarmonicSeries.

```
>> HS.SetFreqsAndAmps([23, 45], [5, 6])
```

```
>> HS
```

```
HS =
```

```
HarmonicSeries with properties:
```

```
    AngFreqs: [23 45]
      Amps: [5 6]
    OutputPerPeriod: 20
      NumPeriods: 3
      TimeArray: [1x118 double]
      Results: [2x118 double]
      ResultsSum: [2x118 double]
      ResultsString: 'y = 6sin(45x) + 5sin(23x)'
```

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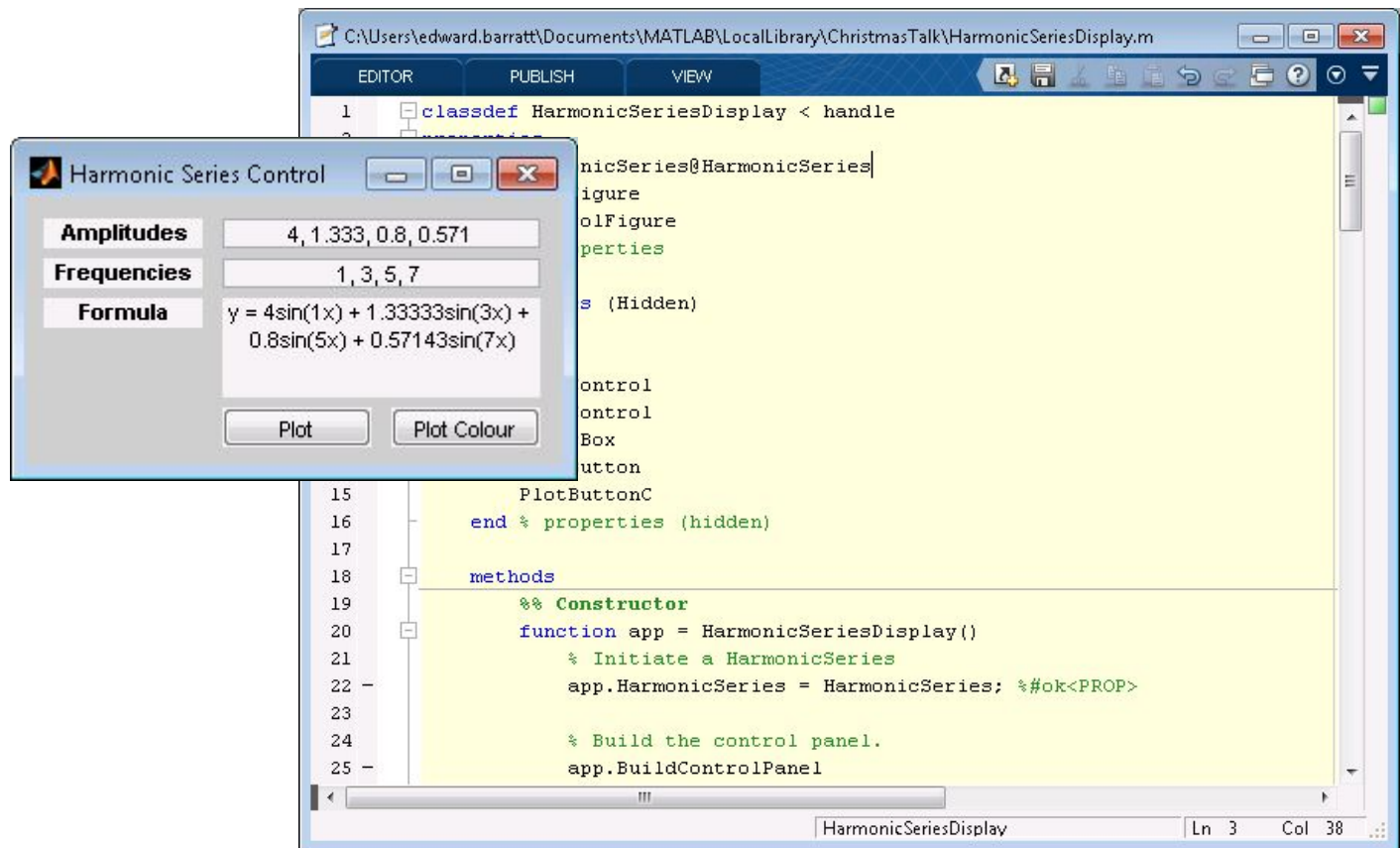
Object Oriented Programming

- Classes are self contained objects with properties and methods.
- Classes can be called by other programmes, or stand alone.

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A GUI Class

- Classes can raise, control, and be controlled by figures.



A GUI Class

Constructor

Constructor defines the
“HarmonicSeries” property
by initialising a
HarmonicSeries object.

Then it calls the
“BuildControlPanel”
method

Followed by the
“FillControlPanel”
method

```

14     PlotButton
15     PlotButtonC
16 end % properties (hidden)
17
18 methods
19     %% Constructor
20     function app = HarmonicSeriesDisplay()
21         % Initiate a HarmonicSeries
22         app.HarmonicSeries = HarmonicSeries; %#<<PROP>
23
24         % Build the control panel
25         app.BuildControlPanel
26         app.FillControlPanel
27     end % function app = HarmonicSeriesDisplay()
28
29     function PlotSeries(app, Sender, ~)
30         % Read control, and set HarmonicSeries
31         app.ReadAndSet
32
33         % Get the figure, or create it.
34         if ~isempty(app.PlotFigure) && ishghandle(app.PlotFigure)
35             figure(app.PlotFigure);
36         else
37             app.PlotFigure = figure();
38         end
39     end

```


A GUI Class - uicontrol

BuildControlPanel method

Define the ControlFigure property, which is a MATLAB figure object.

```

66 function BuildControlPanel(app)
67
68     app.ControlFigure = figure('Visible', 'off', ...
69         'Position', [100, 100, 270, 135], ...
70         'MenuBar', 'none', ...
71         'Name', 'Harmonic Series Control', ...
72         'NumberTitle', 'off');
73     movegui(app.ControlFigure, 'center')
74
75     % Amplitudes
76     uicontrol('style', 'text', ...
77         'Position', [10, 110, 80, 15], ...
78         'String', 'Amplitudes', ...
79         'FontWeight', 'bold')
80     app.AmpsControl = uicontrol('style', 'edit', ...
81         'Position', [100, 110, 160, 15], ...
82         'String', '-----');
83
84     % Frequencies
85     uicontrol('style', 'text', ...
86         'Position', [10, 90, 80, 15], ...
87         'String', 'Frequencies', ...
88         'FontWeight', 'bold')
89     app.FreqControl = uicontrol('style', 'edit', ...
90         'Position', [100, 90, 160, 15], ...
  
```

Define various User Interface Controls and place them within the figure.

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A GUI Class - uicontrol

BuildControlPanel method

Define the ControlFigure property, which is a MATLAB figure object.

The image shows a MATLAB script editor window with the following code:

```

66 function BuildControlPanel(app)
67
68     app.ControlFigure = figure('Vis
69         'Position', [100, 100, 270,
70         'MenuBar', 'none', ...
71         'Name', 'Harmonic Series Co
72         'NumberTitle', 'off');
73     movegui(app.ControlFigure, 'cen
74
75     % Amplitudes
76     uicontrol('style', 'text', ...
77         'Position', [10, 110, 80, 15], ...
78         'String', 'Amplitudes', ...
79         'FontWeight', 'bold')
80     app.AmpsControl = uicontrol('style', 'edit', ...
81         'Position', [100, 110, 160, 15], ...
82         'String', '-----');
83
84     % Frequencies
85     uicontrol('style', 'text', ...
86         'Position', [10, 90, 80, 15], ...
87         'String', 'Frequencies', ...
88         'FontWeight', 'bold')
89     app.FreqControl = uicontrol('style', 'edit', ...
90         'Position', [100, 90, 160, 15], ...

```

Overlaid on the code is a window titled "Harmonic Series Control". The window contains three input fields labeled "Amplitudes", "Frequencies", and "Formula", each followed by a text box containing "-----". Below these fields are two buttons labeled "Plot" and "Plot Colour".

Arrows point from the code to the GUI window: one from line 68 to the window title bar, and others from lines 76, 80, 85, and 89 to the corresponding controls in the window.

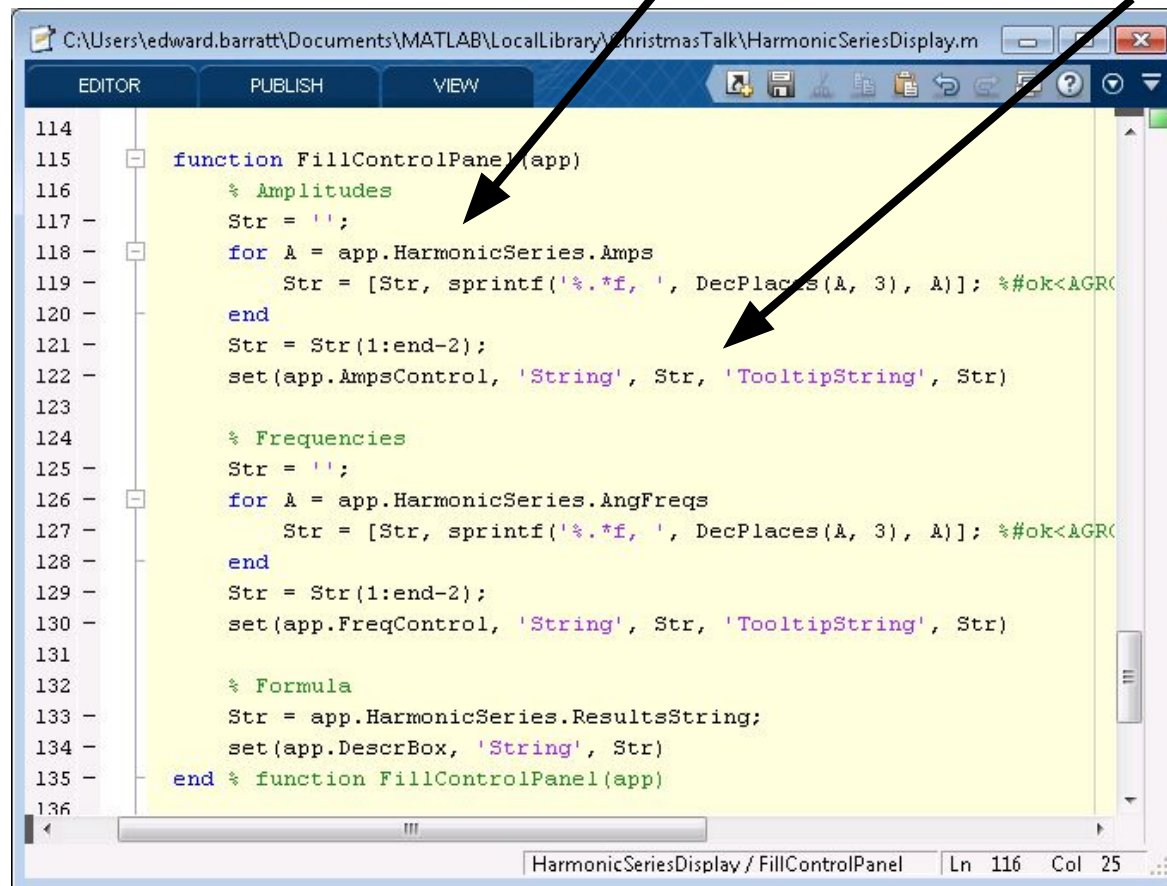
Interface controls
and place them
within the figure.

A GUI Class - uicontrol

FillControlPanel method

Use the values from the
HarmonicSeries object to
define strings.

And set the 'String'
properties of the
uicontrol objects.



```

114
115 function FillControlPanel(app)
116     % Amplitudes
117     Str = '';
118     for A = app.HarmonicSeries.Amps
119         Str = [Str, sprintf('%.2f, ', DecPlaces(A, 3), A)]; %#ok<AGR0
120     end
121     Str = Str(1:end-2);
122     set(app.AmpsControl, 'String', Str, 'TooltipString', Str)
123
124     % Frequencies
125     Str = '';
126     for A = app.HarmonicSeries.AngFreqs
127         Str = [Str, sprintf('%.2f, ', DecPlaces(A, 3), A)]; %#ok<AGR0
128     end
129     Str = Str(1:end-2);
130     set(app.FreqControl, 'String', Str, 'TooltipString', Str)
131
132     % Formula
133     Str = app.HarmonicSeries.ResultsString;
134     set(app.DescrBox, 'String', Str)
135 end % function FillControlPanel(app)
136

```

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A GUI Class - uicontrol

FillControlPanel method

Use the values from the
HarmonicSeries object to
define strings.

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properties of the
uicontrol objects.

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The image shows a MATLAB Editor window with the `FillControlPanel` function and a running GUI window titled "Harmonic Series Control".

Code in MATLAB Editor:

```

114
115 function FillControlPanel(app)
116     % Amplitudes
117     Str = '';
118     for A = app.HarmonicSeries.Amps
119         Str = [Str, sprintf('%.2f, ', D
120     end
121     Str = Str(1:end-2);
122     set(app.AmpsControl, 'String', Str,
123
124     % Frequencies
125     Str = '';
126     for A = app.HarmonicSeries.AngFreqs
127         Str = [Str, sprintf('%.2f, ', D
128     end
129     Str = Str(1:end-2);
130     set(app.FreqControl, 'String', Str,
131
132     % Formula
133     Str = app.HarmonicSeries.ResultsString;
134     set(app.DescrBox, 'String', Str)
135 end % function FillControlPanel(app)
136

```

Harmonic Series Control GUI Window:

Amplitudes	4, 1.333, 0.8, 0.571
Frequencies	1, 3, 5, 7
Formula	$y = 4\sin(1x) + 1.33333\sin(3x) + 0.8\sin(5x) + 0.57143\sin(7x)$
<input type="button" value="Plot"/> <input type="button" value="Plot Colour"/>	

Arrows indicate that the `Str` variable in the code is populated with data from the `HarmonicSeries` object and then used to set the `'String'` property of the GUI controls.

A GUI Class - callbacks

BuildControlPanel method

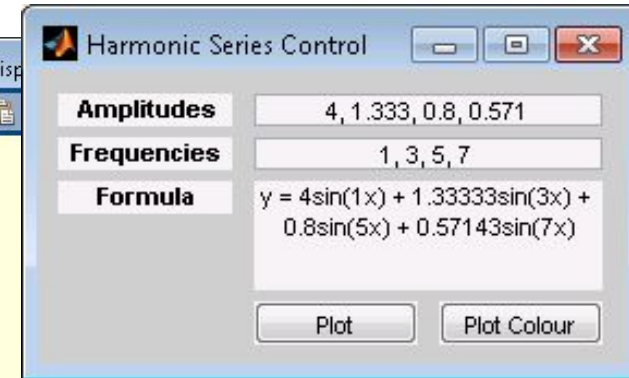
Two different 'pushbutton' uicontrols to plot the harmonic series.

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```

92
93 % Description
94 - uicontrol('style','text', ...
95     'Position',[10, 70, 80, 15], ...
96     'String','Formula', ...
97     'FontWeight','bold')
98 - app.DescrBox = uicontrol('style','text', ...
99     'Position',[100, 35, 160, 50], ...
100     'String','-----');
101
102 % Plot Buttons
103 - app.PlotButton = uicontrol('style','pushbutton', ...
104     'Position',[100, 10, 75, 20], ...
105     'String','Plot', ...
106     'Callback', @app.PlotSeries);
107 - app.PlotButtonC = uicontrol('style','pushbutton', ...
108     'Position',[185, 10, 75, 20], ...
109     'String','Plot Colour', ...
110     'Callback', @app.PlotSeries);
111
112 - set(app.ControlFigure, 'Visible', 'on')
113 - end % function BuildControlPanel(app)
114

```



Both calling the same 'PlotSeries' method.

A GUI Class - callbacks

PlotSeries method

```

28
29
30 function PlotSeries(app, Sender, ~)
31     % Read control, and set HarmonicSeries
32     try
33         app.ReadAndSet
34     catch err
35         msgbox(err.message)
36         app.FillControlPanel
37         return
38     end
39
40     % Get the figure, or create it.
41     if isempty(app.PlotFigure) && ishghandle(app.PlotFigure)
42         figure(app.PlotFigure);
43     else
44         app.PlotFigure = figure();
45     end
46
47     app.Plt = plot(app.HarmonicSeries.TimeArrayPi, app.HarmonicSeries.ResultsSum);
48     NumLines = numel(app.Plt);
49     Shades = linspace(0.5, 0.1, NumLines-1);
50     Colors = {'m', 'r', 'g', 'c', 'b'};
51     ci = 0;
52     for linei = 1:NumLines
53         line = app.Plt(linei);
54         ci = ci + 1;
55         if ci > NumLines
56             ci = 1;
57         end
58         if linei ~= NumLines
59             switch Sender
60                 case app.PlotButton
61                     set(line, 'Color', Shades(linei)*[1,1,1], 'linewidth', 1)
62                     otherwise
63                         set(line, 'Color', Colors{ci}, 'linewidth', 1)
64             end
65         else
66             set(line, 'Color', 'k', 'linewidth', 2)
67         end
68     end
69     xlabel('x')
70     ylabel('y')
71 end % function PlotSeries(app)

```

Read the contents of the GUI and set the HarmonicSeries object to take the appropriate values.

Open a figure, or get it if it's already been opened.

Plot the lines.

The "Sender" argument is used to control the line colours

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A GUI Class - In Action

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