
Tutorial 4.3.1 if Statement

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number less than or equal to 10: ');
y = 12; % hard entry to override "No input" error

% If y is greater than 10, change its value to 10

if y > 10
    fprintf('The number you entered is greater than 10. It will be changed to
    10. \n')
    y = 10;
end

y

The number you entered is greater than 10. It will be changed to 10.

y =

    10
```

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Tutorial 4.3.1 if Statement.2

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 12; % hard entry to override "No input" error

% If y is greater than 10, change its value to 10

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
    to 10. \n')
    y = 10;
end

y

The number you entered is outside the range. It will be changed to 10.

y =

    10
```

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Tutorial 4.3.1 if Statement. (Input = 0)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 0; % hard entry to override "No input" error

% If y is greater than 10, change its value to 10

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
    to 10. \n')
    y = 10;
end

y

The number you entered is outside the range. It will be changed to 10.

y =

    10
```

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Tutorial 4.3.1 if Statement. (Input = 4)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 4; % hard entry to override "No input" error

% If y is greater than 10, change its value to 10

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
to 10. \n')
    y = 10;
end

y

y =

    4
```

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Tutorial 4.3.1 if Statement. (Input = 11)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 11; % hard entry to override "No input" error

% If y is greater than 10, change its value to 10

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
    to 10. \n')
    y = 10;
end

y

The number you entered is outside the range. It will be changed to 10.

y =

    10
```

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Tutorial 4.3.1 if Statement. (Input = 0)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 0; % hard entry to override "No input" error

% If y is greater than 10, change its value to 10

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
to 10. \n')

    if y > 10
        y = 10;
        fprintf('The number has been changed to 10.\n');
    end

    if y < 1
        y = 1;
        fprintf('The number has been changed to 1.\n')
    end

end

y

The number you entered is outside the range. It will be changed to 10.
The number has been changed to 1.

y =

    1
```

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Tutorial 4.3.1 if Statement. (Input = 4)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 4; % hard entry to override "No input" error

% If y is greater than 10, change its value to 10

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
to 10. \n')

    if y > 10
        y = 10;
        fprintf('The number has been changed to 10.\n');
    end

    if y < 1
        y = 1;
        fprintf('The number has been changed to 1.\n')
    end
end

y

y =

    4
```

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Tutorial 4.3.1 if Statement. (Input = 11)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 11; % hard entry to override "No input" error

% If y is greater than 10, change its value to 10

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
to 10. \n')

    if y > 10
        y = 10;
        fprintf('The number has been changed to 10.\n');
    end

    if y < 1
        y = 1;
        fprintf('The number has been changed to 1.\n')
    end
end

y

The number you entered is outside the range. It will be changed to 10.
The number has been changed to 10.

y =

    10
```

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Tutorial 4.3.1 if Statement. (Input = 0)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 0; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
    to 10. \n')

    if y > 10
        y = 10;
        fprintf('The number has been changed to 10.\n');
    end

    if y < 1
        y = 1;
        fprintf('The number has been changed to 1.\n')
    end

else
    fprintf('The number is within the range\n')

end

y

The number you entered is outside the range. It will be changed to 10.
The number has been changed to 1.

y =

    1
```

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Tutorial 4.3.1 if Statement. (Input = 4)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 4; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
    to 10. \n')

    if y > 10
        y = 10;
        fprintf('The number has been changed to 10.\n');
    end

    if y < 1
        y = 1;
        fprintf('The number has been changed to 1.\n')
    end

else
    fprintf('The number is within the range\n')

end

y

The number is within the range

y =

    4
```

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Tutorial 4.3.1 if Statement. (Input = 11)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 11; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately

if y > 10 | y < 1
    fprintf('The number you entered is outside the range. It will be changed
    to 10. \n')

    if y > 10
        y = 10;
        fprintf('The number has been changed to 10.\n');
    end

    if y < 1
        y = 1;
        fprintf('The number has been changed to 1.\n')
    end

else
    fprintf('The number is within the range\n')

end

y

The number you entered is outside the range. It will be changed to 10.
The number has been changed to 10.

y =

    10
```

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Tutorial 4.3.1 if Statement. (Input = 0)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 0; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately

if y > 10
    fprintf('The number is too high. It will be changed to 10.\n');
    y = 10;

elseif y < 1
    fprintf('The number is too low. It will be changed to 1.\n');
    y = 1;

else
    fprintf('The number is within the range\n')

end

y

The number is too low. It will be changed to 1.

y =

    1
```

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Tutorial 4.3.1 if Statement. (Input = 4)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 4; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately

if y > 10
    fprintf('The number is too high. It will be changed to 10.\n');
    y = 10;

elseif y < 1
    fprintf('The number is too low. It will be changed to 1.\n');
    y = 1;

else
    fprintf('The number is within the range\n')

end

y

The number is within the range

y =

    4
```

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Tutorial 4.3.1 if Statement. (Input = 11)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 11; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately

if y > 10
    fprintf('The number is too high. It will be changed to 10.\n');
    y = 10;

elseif y < 1
    fprintf('The number is too low. It will be changed to 1.\n');
    y = 1;

else
    fprintf('The number is within the range\n')

end

y

The number is too high. It will be changed to 10.

y =

    10
```

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Tutorial 4.3.1 if Statement. (Input = 0)

```
% Clear the Command Window
clc

% Get user input
y = input('Enter a number between 1 and 10: ');
y = 0; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately and output the
% new value.

if y > 15
    fprintf('The number is too high. The program is terminating.\n')

elseif y > 10
    fprintf('The number is slightly too high. It will be changed to 1.\n')
    y = 10

elseif y == 10
    fprintf('The number is at the upper limit.\n')
    y

elseif y < 1
    fprintf('The number is too low. It will be changed to 1.\n');
    y = 1

else
    fprintf('The number is within the range\n')

end

The number is too low. It will be changed to 1.

y =

    1
```

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Tutorial 4.3.1 if Statement. (Input = 4)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 4; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately and output the
% new value.

if y > 15
    fprintf('The number is too high. The program is terminating.\n')

elseif y > 10
    fprintf('The number is slightly too high. It will be changed to 1.\n')
    y = 10

elseif y == 10
    fprintf('The number is at the upper limit.\n')
    y

elseif y < 1
    fprintf('The number is too low. It will be changed to 1.\n');
    y = 1

else
    fprintf('The number is within the range\n')

end
```

The number is within the range

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Tutorial 4.3.1 if Statement. (Input = 11)

```
% Clear the Command Window
clc

% Get user input
y = input('Enter a number between 1 and 10: ');
y = 11; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately and output the
% new value.

if y > 15
    fprintf('The number is too high. The program is terminating.\n')

elseif y > 10
    fprintf('The number is slightly too high. It will be changed to 1.\n')
    y = 10

elseif y == 10
    fprintf('The number is at the upper limit.\n')
    y

elseif y < 1
    fprintf('The number is too low. It will be changed to 1.\n');
    y = 1

else
    fprintf('The number is within the range\n')

end

The number is slightly too high. It will be changed to 1.

y =

    10
```

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Tutorial 4.3.1 if Statement. (Input = 16)

```
% Clear the Command Window
clc

% Get user input
%y = input('Enter a number between 1 and 10: ');
y = 16; % hard entry to override "No input" error

% If y is outside the range, change its value appropriately and output the
% new value.

if y > 15
    fprintf('The number is too high. The program is terminating.\n')

elseif y > 10
    fprintf('The number is slightly too high. It will be changed to 1.\n')
    y = 10

elseif y == 10
    fprintf('The number is at the upper limit.\n')
    y

elseif y < 1
    fprintf('The number is too low. It will be changed to 1.\n');
    y = 1

else
    fprintf('The number is within the range\n')

end
```

The number is too high. The program is terminating.

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