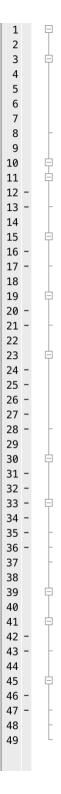
```
% Script without myClass
       a = 'initialValue';
3 -
       b = a2b(a);
       c = b2c(b);
5 -
6 -
       if isa( c, 'char' )
           d = c2d_char(c);
       elseif isa( c , 'double')
7 -
8 -
           d = c2d_num(c);
9 -
       end
10
11
12 -
13 -
14 -
15 -
16
17
18
19 -
20
21
22 -
```



```
% Script without myClass
       a = 'initialValue';
3 -
       b = a2b(a);
4 -
       c = b2c(b);
5 -
       if isa( c, 'char' )
6 -
           d = c2d_char(c);
       elseif isa( c , 'double')
7 -
8 -
           d = c2d num(c);
9 -
       end
10
11
       % Script with myClass
       m = myClass( 'initialValue' );
12 -
13 -
       m.a2b;
14 -
       m.b2c;
15 -
       m.c2d;
16
17
18
19 -
20
21
22 -
```

```
□ classdef myClass < handle
 1
 2
 3
           properties
 4
                а
                b
 5
 6
                С
 7
                d
 8
           end
 9
10
           methods
                function obj = myClass( initVal )
11
12 -
                    obj.a = initVal;
13 -
                end
14
15
                function
                               a2b( obj )
                    obj.b = [obj.a '_through_a2b'];
16 -
17 -
                end
18
                               b2c(obj)
19
                function
                    obj.c = [obj.b '_through_b2c'];
20 -
21 -
                end
22
23
                function
                               c2d(obj)
                    switch class( obj.c )
24 -
25 -
                        case 'char', c2d_char( obj );
26 -
                        case 'double', c2d_num ( obj );
27 -
                    end
28 -
                end
29
30
31 -
32 -
33 -
34 -
35 -
36 -
37
           end
38
           methods ( Hidden ) % My dirty little secrets
39
40
               % Hidden from user, they don't appear in methods(myClass('1'))
41
                function c2d_char( obj )
                    obj.d = [obj.c '_through_c2d_char'];
42 -
43 -
                end
44
45
                function c2d_num( obj )
                    obj.d = [obj.c '_through_c2d_double'];
46 -
47 -
                end
48
           end
49
       - end
```

```
% Script without myClass
       a = 'initialValue':
3 -
       b = a2b(a);
4 -
       c = b2c(b);
5 -
       if isa( c, 'char' )
6 -
           d = c2d_char(c);
       elseif isa( c , 'double')
7 -
8 -
           d = c2d num(c);
9 -
       end
10
11
       % Script with myClass
       m = myClass( 'initialValue' );
12 -
13 -
       m.a2b;
14 -
       m.b2c:
15 -
       m.c2d;
16
17
       % Script with myClass and 'function obj =...'
18
       m = myClass( 'initialValue' ).a2b.b2c.c2d;
19 -
20
21
```

22 -

```
□ classdef myClass < handle
 1
 2
 3
            properties
 4
                а
 5
                b
 6
                С
 7
                d
 8
            end
 9
10
            methods
11
                function obj = myClass( initVal )
12 -
                    obj.a = initVal;
13 -
                end
14
15
                function obj = a2b( obj )
                    obj.b = [obj.a '_through_a2b'];
16 -
17 -
                end
18
19
                function obj = b2c( obj )
20 -
                    obj.c = [obj.b '_through_b2c'];
21 -
                end
22
23
                function obj = c2d( obj )
24 -
                    switch class( obj.c )
25 -
                        case 'char',
                                         c2d_char( obj );
26 -
                        case 'double', c2d_num ( obj );
27 -
                    end
28 -
                end
29
30
31 -
32 -
33 -
34 -
35 -
36 -
37
            end
38
39
            methods ( Hidden ) % My dirty little secrets
                % Hidden from user, they don't appear in methods(myClass('1'))
40
41
                function c2d_char( obj )
                    obj.d = [obj.c '_through_c2d_char'];
42 -
43 -
                end
44
45
                function c2d_num( obj )
                    obj.d = [obj.c '_through_c2d_double'];
46 -
47 -
                end
48
            end
49
       - end
```

```
% Script without myClass
       a = 'initialValue':
3 -
       b = a2b(a);
4 -
       c = b2c(b);
5 -
       if isa( c, 'char' )
6 -
           d = c2d_char(c);
7 -
       elseif isa( c , 'double')
           d = c2d num(c);
8 -
9 -
       end
10
11
       % Script with mvClass
12 -
       m = mvClass( 'initialValue' );
13 -
       m.a2b;
14 -
       m.b2c:
15 -
       m.c2d;
16
17
18
       % Script with myClass and 'function obj =...'
       m = myClass( 'initialValue' ).a2b.b2c.c2d;
19 -
20
       % Script with mvClass and one2another
21
22 -
       m = one2another( myClass('initialValue'), 'a', 'd' );
```

```
□ classdef myClass < handle
 1
2
 3
           properties
 4
                а
 5
                b
 6
                С
7
                d
 8
           end
9
10
           methods
11
                function obj = myClass( initVal )
12 -
                    obj.a = initVal;
13 -
                end
14
15
                function obj = a2b( obj )
16 -
                    obj.b = [obj.a '_through_a2b'];
17 -
                end
18
19
                function obj = b2c( obj )
20 -
                    obj.c = [obj.b '_through_b2c'];
21 -
                end
22
23
                function obj = c2d( obj )
24 -
                    switch class( obj.c )
25 -
                        case 'char',
                                        c2d_char( obj );
26 -
                        case 'double', c2d_num ( obj );
27 -
                    end
28 -
                end
29
30
                function obj = one2another( obj, in, out )
31 -
                    ord = { 'a', 'b', 'c', 'd' };
32 -
                    ind = find(strcmp(in, ord)):(find(strcmp(out, ord))-1);
33 -
                    for kk=ind
34 -
                        obj.([ord{kk} '2' ord{kk+1}]);
35 -
                    end
36 -
                end
37
           end
38
39
           methods ( Hidden ) % My dirty little secrets
40
                % Hidden from user, they don't appear in methods(myClass('1'))
41
                function c2d_char( obj )
                    obj.d = [obj.c ' through c2d char'];
42 -
43 -
                end
44
45
                function c2d_num( obj )
46 -
                    obj.d = [obj.c '_through_c2d_double'];
47 -
                end
48
           end
49
       - end
```