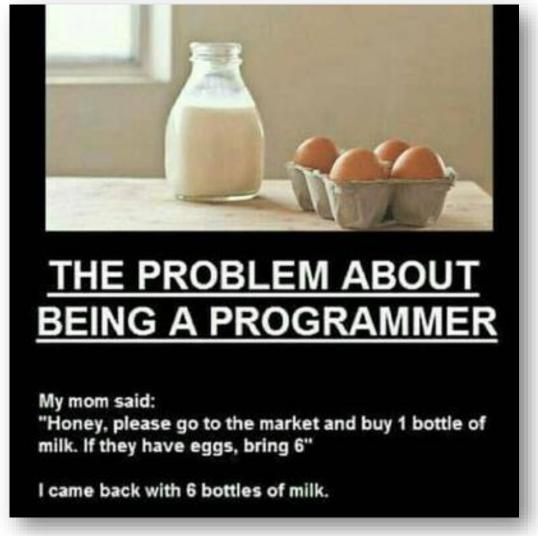


The good stuff. Now it starts to be code.



CONTROL STATEMENTS AND LOOPS





Topics

- Introduction: GUI and basic calculations
- Coding 1: Scripts, style, and variable classes
- Coding 2: Control statements and loops
- Visualization 1: Basics, subplots, get and set
- Coding 3: Functions
- Visualization 2: Descriptive plots
- Coding 4: Basic input and output
- Visualization 3: Distribution and 3D plots
- Coding 5: Input and output specials last lecture before holidays
- Machine Learning 1: Introduction and dimension reduction
- Machine Learning 2: Clustering
- Machine Learning 3: Classification
- Coding 6: Efficiency and debugging basics
- Coding 7: Advanced functions and debugging





Variable Classes II

- Numerics
 - Scalars, Vectors, Matrices
 - Indexing with (i), deletion with = []
 - Integers, doubles, singles
- Character arrays
 - Strings also exist, but char is most frequent
- Logicals
 - True/false, using $== \sim = < > <= >=$ or other functions, combined with && and $| \cdot |$
- Structs
 - Flexible and complex, combination of fields and values, indexing by "."
- Cells
 - Can hold different classes, indexing with {i}
- Test with "class()", is*(), or isa(x,'<class>')



0.6288

0.9630

0.1954 0.9740 0.2666 0.2079 0.8844 0.3232

0.2042





Review: Common Error Messages

- Undefined function X for input argument Y
 - You tried to access something that doesn't exist,
 likely a typo in the code
- Index exceeds matrix dimensions.
 - You tried to access a matrix outside its size
- Subscripted assignment dimension mismatch.
 - You tried to stuff something into something else and the dimensions were not the same







Control Statements

- Conditional -> Content -> Alternative -> End
- If (logical), elseif, else, end
 - Combine logicals with &&, ||, ~
- Switch (variable), case, otherwise, end
- For i=x:y, content, end
 - Repeat code while counting an iterator
 - i_variable = 1:10, i_variable = [1 3 4 10]
- While (toggle_statement), content, end
 - Repeats code as long as toggle is true
 - Make sure your code ends!





Notes

- For loops for a defined number of iterations
- While loops if you don't know how often you need to run a code but know when you're done
- You can use nested control statements (statements inside statements)
 - Beware, it can get messy fast!
- It can help to comment at each end, what exactly ends.



