

Syntax Quick Reference

This appendix gives examples of the most commonly used MATLAB syntax in this book (see [Table A.1](#)).

A.1 EXPRESSIONS

```
x = 2 ^ (2 * 3) / 4;
x = A \ b;           % solution of linear equations
a == 0 & b < 0       % a equals 0 AND b less than 0
a ~= 4 | b > 0       % a not equal to 4 OR b greater than 0
```

A.2 FUNCTION M-FILES

```
function y = f(x)           % save as f.m
% comment for help

function [out1, out2] = plonk(in1, in2, in3) % save as plonk.m
% Three input arguments, two outputs
...

function junk              % no input/output arguments; save as junk.m

[t, x] = ode45(@lorenz, [0 10], x0); % function handle with @
```

A.3 GRAPHICS

```
plot(x, y), grid          % plots vector y against vector x on a grid
plot(x, y, 'b--')         % plots a blue dashed line
plot(x, y, 'go')          % plots green circles
```

Table A.1 Operator Precedence (See Help on operator precedence)	
Precedence	Operators
1.	()
2.	^.' (pure transpose)
3.	+ (unary plus) - (unary minus) ~ (NOT)
4.	* /\ .* ./ .\
5.	+ (addition) - (subtraction)
6.	:
7.	> < >= <= == ~=
8.	& (AND)
9.	(OR)

```
plot(y) % if y is a vector plots elements against row numbers
        % if y is a matrix, plots columns against row numbers

plot(x1, y1, x2, y2) % plots y1 against x1 and
                    y2 against x2 on same graph

semilogy(x, y) % uses a log10 scale for y

polar(theta, r) % generates a polar plot
```

A.4 IF AND SWITCH

```
if condition
    statement % executed if condition true
end;

if condition
    statement1 % executed if condition true
else
    statement2 % executed if condition false
end;

if a == 0 % test for equality
    x = -c / b;
else
    x = -b / (2*a);
end;
```

```

if condition1      % jumps off ladder at first true condition
    statement1
elseif condition2 % elseif one word!
    statement2
elseif condition3
    statement3
...
else
    statementE
end;

if condition statement1, else statement2, end % command line

switch lower(expr) % expr is string or scalar
    case {'linear','bilinear'}
        disp('Method is linear')
    case 'cubic'
        disp('Method is cubic')
    case 'nearest'
        disp('Method is nearest')
    otherwise
        disp('Unknown method.')
end

```

A.5 FOR AND WHILE

```

for i = 1:n % repeats statements n times
    statements
end;

for i = 1:3:8 % i takes values 1, 4, 7
    ...
end;

for i = 5:-2:0 % i takes values 5, 3, 1
    ...
end;

for i = v % index i takes on each element of vector v
    statements
end;

for v = a % index v takes on each column of matrix a
    statements
end;

```

```

end;

for i = 1:n, statements, end      % command line version

try,
    statements,
catch,
    statements,
end

while condition      % repeats statements while condition is true
    statements
end;

while condition statements, end  % command line version

```

A.6 INPUT/OUTPUT

```

disp( x )

disp( 'Hello there' )

disp([a b])      % two scalars on one line

disp([x' y'])    % two columns (vectors x and y
                  must be same length)

disp( ['The answer is ', num2str(x)] )

fprintf( '\n' )      % new line

fprintf( '%5.1f\n', 1.23 )    % **1.2

fprintf( '%12.2e\n', 0.123 )  % ***1.23e-001

fprintf( '%4.0f and %7.2f\n', 12.34, -5.6789 )
                               % **12 and **-5.68

fprintf( 'Answers are: %g %g\n', x, y ) % matlab decides on format

fprintf( '%10s\n', str )      % left-justified string

x = input( 'Enter value of x: ' )

name = input( 'Enter your name without apostrophes: ', 's' )

```

A.7 LOAD/SAVE

```
load filename           % retrieves all variables
                        % from binary file filename.mat
load x.dat              % imports matrix x from ASCII file x.dat
save filename x y z     % saves x y and z in filename.mat
save                   % saves all workspace variables
                        % in matlab.mat
save filename x /ascii % saves x in filename (as ASCII file)
```

A.8 VECTORS AND MATRICES

```
a(3,:)                 % third row
a(:,2)                 % second column
v(1:2:9)               % every second element from 1 to 9
v([2 4 5]) = []       % removes second, fourth and fifth elements
v(logical([0 1 0 1 0])) % second and fourth elements only
v'                     % transpose
```