COMP1200-MatLab - Lab 06

Due midnight – Thursday – October 20

Submit devPlan06.txt and Lab06.m via Blackboard

Before you start writing your program:

Read all of these instructions carefully. The devPlan06.txt file at the assignment link is an incomplete development plan. You are to save the file and edited it by adding your name and the date and by completing: 1. STATE THE PROBLEM, 2. DESCRIBE THE INPUT AND OUTPUT REQUIREMENTS, and 3. WORK HAND EXAMPLES. Use the development plan as a guide when writing the m-script file solution for the following problem. This file must be saved as a .txt file.

For 3. WORK HAND EXAMPLES, find the slope and y-intercept using at least 4 pairs of velocity(x) and distance(y). The values in your hand example should NOT be the ones used in the sample input and output below.

NOTE: You will see later that the spelling and casing of file names is very important in MATLAB. Your submitted file(s) MUST be spelled and cased as instructed. [-5 points per file for not doing so.]

Problem:

Program: Lab06.m

Edwin Hubble used the Mount Wilson Observatory telescopes to measure features of nebulae outside the Milky Way. He found that there is a relationship between a nebula's distance from earth and the velocity with which it was traveling from the earth. Hubble's initial data on 24 nebula is presented in Table 1 in the problem scenario.

The relationship between distance and velocity led scientists to propose that the universe came into being with a Big Bang, a long time ago. If material scattered from the point of the Big Bang traveling at a constant velocity, the distance traveled can be determined.

Problem Constants:

See instructions.

Problem Inputs:

See instructions.

Problem Outputs:

See instructions.

Other variables:

See instructions.

Relevant formulas:

See instructions.

Regression Definition:

A regression is a statistical analysis assessing the association between two variables. It is used to find the relationship between two variables.

Regression Formula:

Regression Equation y = mx + b

Slope
$$(m) = \frac{n(\sum xy) - (\sum x)(\sum y)}{n(\sum x^2) - (\sum x)^2}$$

Intercept (b) =
$$\frac{(\sum y)(\sum x^2) - (\sum x)(\sum xy)}{n(\sum x^2) - (\sum x)^2}$$

n is the number of x,y pairs

Instructions:

- ☐ Insert comments at the top and throughout each file
 - o Include the follow comments at the beginning of this (and ALL) files.
 - % your name
 - % assignment number
 - % date you completed the assignment
 - % a short narrative about what the file does

-5 points per file for absence of any of these required comments at the top

- Use your development plan as a guide for comments throughout each file
 Use clc and clear all at the beginning of your program.
- ☐ Use descriptive variable names.
- ☐ Use Sample Input/Output as a guide.
- ☐ No extra output, i.e., use semicolons!
- ☐ Initialize the counters and accumulator.

- □ Loops:
 - Think carefully about what needs to be done before the loop, in the loop, and after the loop
 - O Use a **sentinel loop** for entering velocities and distances.
 - Use **counting loops** when summing data and printing table.

☐ Printing:

- Use **fprintf** for all output.
- Decimal places:
 - velocity
 - distance 3
 - slope
 - y-intercept 3
- o Column numbers **right-justified**, i.e., right-aligned
- o No extra blank spaces in the other output.

4

New commands

fprintf
input

Revisit

using index with a vector, Ch.4 initialize counter and accumulators sentinel loop counting loop

Other information:

- Ask the user to enter a velocity and distance pair until zero(0) is entered for velocity.
- Build vectors to store the velocities and distances using an **index** to assign the values in the elements.
- Count the number of pairs of velocity and distance (n) and use to control for loops later.
- Compute the sums needed to computer the slope and y-intercept.
- Print the contents of the velocity and distance vectors in a two column table with a title and column headings.
- Print slope and y-intercept in the form of a linear equation. Use the answers in your hand example to check slope and y-intercept.
- Ask the user to enter one of the velocities entered earlier and compute the distance using the linear equation that you create. Note: The distance may not be the exact value because of the limited amount of input.

Sample Input/Output:

```
Enter the velocity of a nebula (enter 0 to stop): 170
Enter the distance of a nebula: .032
Enter the velocity of a nebula (enter 0 to stop): 290
Enter the distance of a nebula: .034
Enter the velocity of a nebula (enter 0 to stop): -130
Enter the distance of a nebula: .214
Enter the velocity of a nebula (enter 0 to stop): -70
Enter the distance of a nebula: .263
Enter the velocity of a nebula(enter 0 to stop): -185
Enter the distance of a nebula: .275
Enter the velocity of a nebula (enter 0 to stop): 0
 NEBULA INPUT DATA
                                                             The values in
 VELOCITY DISTANCE
                                                              your hand
  km/sec 106 parsecs
                                                            example should
    170
         0.032
                                                           NOT be the ones
    290
            0.034
                                                             used in the
   -130
            0.214
                                                               sample.
   -70
             0.263
   -185
             0.275
LINEAR EQUATION: distance = -0.0006 * velocity + 0.172
Enter a velocity of a nebula from above: -70
```

Submit via Blackboard:

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devPlan06.txt Software development method Lab06.m MATLAB script file
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For velocity = -70, distance = 0.211