

# REUSABLE CODE

Presented by Tony Vo

Slides by Tony Vo



- Computer's don't get tired of **repeating the same mundane tasks** over and over again
  - We can take advantage of this
  
- We write code with a purpose that the **same code** can be used many times for **different problems**
  - Reusable or generic code saves you time in the long run
  - Being generic means that the code is applicable to many different problems
  - Makes you more employable as an engineer/scientist

- **Keep It Simple** and **Smart**
  - Your code should be straight to the point
  - Code should be variable and dynamic
  
- In future lectures, we will cover:
  - **Functions**: increases code reusability
  - **Loops**: increases functionality

## REUSABLE CODE: EXAMPLE

- A friend who is repeating this unit gave you the following code  

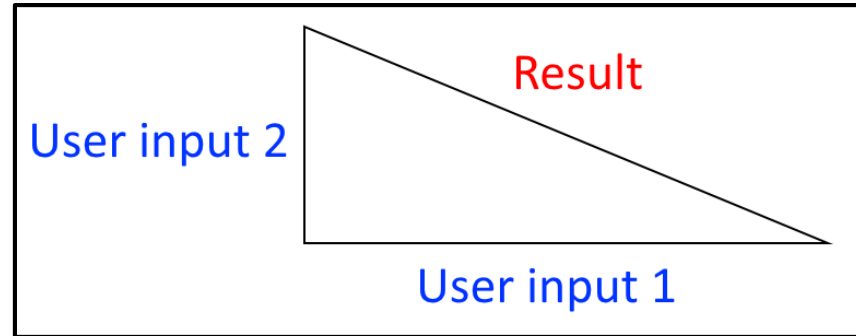
```
plot(-5:5, -2*(-5:5).^2 + 2*(-5:5) + 5);
```

  - Can you make the code more reusable?
- Hints:
  - Think about needing to use the code for your own purpose
  - Recognise where variables can be used in place of static numbers

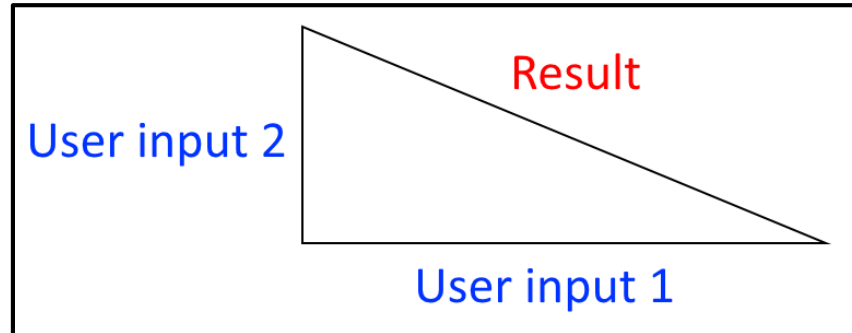
## MORE BUILT-IN FUNCTIONS

- `A = input('text')`: Prints out the text string and awaits an input from the user to store into variable A
- `pause`: Pauses the m-file until a key is pressed
- `pause(N)`: Pauses for N seconds
- `disp(X)`: Displays the value of variable X
- `disp('text')`: Displays the text string
- `echo on / off`: Prints commands for debugging purposes

- Problem description
  - Write a program that calculates the hypotenuse length of a right angle triangle given **user input** lengths of the adjacent and the opposite sides



- Two input commands (one for each side)  
    `adjacent = input('...')`  
    `opposite = input('...')`
- We can then calculate the hypotenuse length based on those inputs  
    `hypotenuse = sqrt(adjacent^2 + opposite^2)`



- Writing generic and dynamic code
- More built-in functions
- Are you required to request a user input for every variable in your code?