

You will write an additional app in this lab, as a third lab on GUI programming. Instead of working with images, the topic of this lab is a mathematical function viewer. The following are the list of GUI objects:

- An **axes** for plotting the function.
- An **edit field** for the user to type/edit the function to be plotted. Let **x** be the only variable; the function is represented by a character vector of Matlab expression. (Note: The expression should work when **x** is a numeric vector.)
- A **dropdown** control for selecting the line style for plotting the function. Initialize the list with standard Matlab line style specification strings.
- A **radio button group** for selecting the symbol/marker type for plotting the function. (Only one **radio button** can be selected at a time.) You can use the **switch-case** statement to identify the marker type selected.
- For line color selection: A **pushbutton** Color that, when pushed, call **uiscolor** to bring up the color selector dialog box. The returned value is a 3-element vector for the RGB values. In the example below, the selected color is set as the **BackgroundColor** of a **label** for visualization.
- Two **edit fields (numeric)** for setting the **x** limits of the plot. The **Value** property of such **edit field** is automatically numeric.

The actual function evaluation and plotting:

- Use the statement: `fp = fplot(ax, fh, [x1 x2]);`
- Here **ax** is the **axes**, **fh** is a function handle, and **[x1 x2]** is the range of **x**. The function handle can be obtained using `str2func(['@(x)' s])`, where **s** is a character vector (the **Value** of the function **edit field**).
- Place the actual function evaluation and plotting in a separate function. In your code, add callbacks for the **ValueChanged** event for the **edit fields** and the **dropdown** control, **SelectionChanged** for the **radio button group**, and let the callback functions call this separate function. The same after a new color is selected.
- Use `set(fp, attribute-name, attribute-value)` to update the plot.

Exception handling (optional):

- Error messages provide valuable feedbacks for the app users when something goes wrong. In this app, there are at least three possible types of user errors: (1) The function **edit field** contains an invalid function expression; (2) Error during evaluation, such as division by zero; (3) Invalid **x** range.
- A simple way of exception handling is to place a **try-catch** statement around the function evaluation and plotting code. If an exception is caught, bring up an error message using **uialert**.

The following is an example of the app:

