

1986	130	The tableYP array is displayed.
1988	136	
1990	145	
1992	158	
1994	178	
1996	211	

Another example of displaying a table is shown in Sample Problem 4-3. Tables can also be created and displayed with the `fprintf` command, which is explained in the next section.

#### 4.3.2 The `fprintf` Command

The `fprintf` command can be used to display output (text and data) on the screen or to save it to a file. With this command (unlike with the `disp` command) the output can be formatted. For example, text and numerical values of variables can be intermixed and displayed in the same line. In addition, the format of the numbers can be controlled.

With many available options, the `fprintf` command can be long and complicated. To avoid confusion, the command is presented gradually. First, this section shows how to use the command to display text messages, then how to mix numerical data and text, next how to format the display of numbers, and finally how to save the output to a file.

##### Using the `fprintf` command to display text:

To display text, the `fprintf` command has the form:

```
fprintf('text typed in as a string')
```

For example:

```
fprintf('The problem, as entered, has no solution. Please  
check the input data.')
```

If this line is part of a script file, then when the line is executed, the following is displayed in the Command Window:

```
The problem, as entered, has no solution. Please check the input data.
```

With the `fprintf` command it is possible to start a new line in the middle of the string. This is done by inserting `\n` before the character that will start the new line. For example, inserting `\n` after the first sentence in the previous example gives:

```
fprintf('The problem, as entered, has no solution.\nPlease  
check the input data.')
```

When this line executes, the display in the Command Window is:

```
The problem, as entered, has no solution.  
Please check the input data.
```

The `\n` is called an escape character. It is used to control the display. Other escape characters that can be inserted within the string are:

<code>\b</code>	Backspace.
<code>\t</code>	Horizontal tab.

When a program has more than one `fprintf` command, the display generated is continuous (the `fprintf` command does not automatically start a new line). This is true even if there are other commands between the `fprintf` commands. An example is the following script file:

```
fprintf('The problem, as entered, has no solution. Please  
check the input data.')
```

```
x = 6; d = 19 + 5*x;
```

```
fprintf('Try to run the program later.')
```

```
y = d + x;
```

```
fprintf('Use different input values.')
```

When this file is executed the display in the Command Window is:

```
The problem, as entered, has no solution. Please check the  
input data.Try to run the program later.Use different input  
values.
```

To start a new line with the `fprintf` command, `\n` must be typed at the start of the string.

#### Using the `fprintf` command to display a mix of text and numerical data:

To display a mix of text and a number (value of a variable), the `fprintf` command has the form:

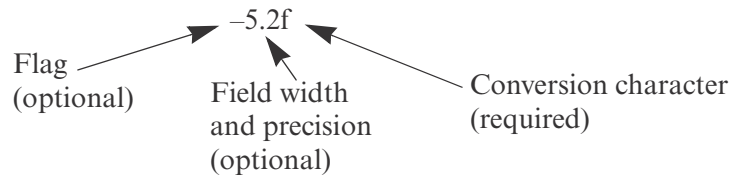
```
fprintf('text as string %-5.2f additional text',  
                                variable_name)
```

The `%` sign marks the spot where the number is inserted within the text.

Formatting elements (define the format of the number).

The name of the variable whose value is displayed.

The formatting elements are:



The flag, which is optional, can be one of the following three characters:

<u>Character used for flag</u>	<u>Description</u>
– (minus sign)	Left-justifies the number within the field.
+ (plus sign)	Prints a sign character (+ or –) in front of the number.
0 (zero)	Adds zeros if the number is shorter than the field.

The field width and precision (5.2 in the previous example) are optional. The first number (5 in the example) is the field width, which specifies the minimum number of digits in the display. If the number to be displayed is shorter than the field width, spaces or zeros are added in front of the number. The precision is the second number (2 in the example). It specifies the number of digits to be displayed to the right of the decimal point.

The last element in the formatting elements, which is required, is the conversion character, which specifies the notation in which the number is displayed. Some of the common notations are:

e	Exponential notation using lowercase e (e.g., 1.709098e+001).
E	Exponential notation using uppercase E (e.g., 1.709098E+001).
f	Fixed-point notation (e.g., 17.090980).
g	The shorter of e or f notations.
G	The shorter of E or f notations.
i	Integer.

Information about additional notation is available in the help menu of MATLAB. As an example, the `fprintf` command with a mix of text and a number is used in the script file that calculates the average points scored in three games.

```
% This script file calculates the average points scored in three games.
% The values are assigned to the variables by using the input command.
% The fprintf command is used to display the output.
game(1) = input('Enter the points scored in the first game ');
game(2) = input('Enter the points scored in the second game ');
game(3) = input('Enter the points scored in the third game ');
ave_points = mean(game);
```

```
fprintf('An average of %f points was scored in the three games.',ave_points)
```

Text

% marks the position of the number.

Additional text.

The name of the variable whose value is displayed.

Notice that, besides using the `fprintf` command, this file differs from the ones shown earlier in the chapter in that the scores are stored in the first three elements of a vector named `game`, and the average of the scores is calculated by using the `mean` function. The Command Window where the script file above (saved as `Chapter4Example6`) was run is shown below.

```
>> Chapter4Example6
```

```
Enter the points scored in the first game    75
```

```
Enter the points scored in the second game   60
```

```
Enter the points scored in the third game    81
```

```
An average of 72.000000 points was scored in the three games.
```

```
>>
```

The display generated by the `fprintf` command combines text and a number (value of a variable).

With the `fprintf` command it is possible to insert more than one number (value of a variable) within the text. This is done by typing `%g` (or `%` followed by any formatting elements) at the places in the text where the numbers are to be inserted. Then, after the string argument of the command (following the comma), the names of the variables are typed in the order in which they are inserted in the text. In general the command looks like:

```
fprintf('..text...%g...%g...%f...',variable1,variable2,variable3)
```

An example is shown in the following script file:

```
% This program calculates the distance a projectile flies,  
% given its initial velocity and the angle at which it is shot.  
% the fprintf command is used to display a mix of text and numbers.
```

```
v=1584; % Initial velocity (km/h)
```

```
theta=30; % Angle (degrees)
```

```
vms=v*1000/3600;
```

```
t=vms*sind(30)/9.81;
```

```
d=vms*cosd(30)*2*t/1000;
```

Changing velocity units to m/s.

Calculating the time to highest point.

Calculating max distance.

```
fprintf('A projectile shot at %3.2f degrees with a velocity
of %4.2f km/h will travel a distance of %g km.\n',theta,v,d)
```

When this script file (saved as Chapter4Example7) is executed, the display in the Command Window is:

```
>> Chapter4Example7
A projectile shot at 30.00 degrees with a velocity of
1584.00 km/h will travel a distance of 17.091 km.
>>
```

#### Additional remarks about the fprintf command:

- To place a single quotation mark in the displayed text, type two single quotation marks in the string inside the command.
- To display the % character in the text, type %%.
- The fprintf command is vectorized. This means that when a variable that is a vector or a matrix is included in the command, the command repeats itself until all the elements are displayed. If the variable is a matrix, the data is used column by column.

For example, the script file below creates a  $2 \times 5$  matrix T in which the first row contains the numbers 1 through 5, and the second row shows the corresponding square roots.

```
x=1:5;
y=sqrt(x);
T=[x; y]
fprintf('If the number is: %i, its square root is: %f\n',T)
```

Create a vector x.

Create a vector y.

Create  $2 \times 5$  matrix T, first row is x, second row is y.

The fprintf command displays two numbers from T in every line.

When this script file is executed, the display in the Command Window is:

```
T =
    1.0000    2.0000    3.0000    4.0000    5.0000
    1.0000    1.4142    1.7321    2.0000    2.2361
If the number is: 1, its square root is: 1.000000
If the number is: 2, its square root is: 1.414214
If the number is: 3, its square root is: 1.732051
If the number is: 4, its square root is: 2.000000
If the number is: 5, its square root is: 2.236068
```

The  $2 \times 5$  matrix T.

The fprintf command repeats five times, using the numbers from the matrix T column after column.

### Using the `fprintf` command to save output to a file:

In addition to displaying output in the Command Window, the `fprintf` command can be used for writing the output to a file when it is necessary to save the output. The data that is saved can subsequently be displayed or used in MATLAB and in other applications.

Writing output to a file requires three steps:

- a) Opening a file using the `fopen` command.
- b) Writing the output to the open file using the `fprintf` command.
- c) Closing the file using the `fclose` command.

#### Step a:

Before data can be written to a file, the file must be opened. This is done with the `fopen` command, which creates a new file or opens an existing file. The `fopen` command has the form:

```
fid = fopen('file_name', 'permission')
```

`fid` is a variable called the file identifier. A scalar value is assigned to `fid` when `fopen` is executed. The file name is written (including its extension) within single quotes as a string. The permission is a code (also written as a string) that tells how the file is opened. Some of the more common permission codes are:


<code>'r'</code>	Open file for reading (default).
<code>'w'</code>	Open file for writing. If the file already exists, its content is deleted. If the file does not exist, a new file is created.
<code>'a'</code>	Same as <code>'w'</code> , except that if the file exists the written data is appended to the end of the file.
<code>'r+'</code>	Open (do not create) file for reading and writing.
<code>'w+'</code>	Open file for reading and writing. If the file already exists, its content is deleted. If the file does not exist, a new file is created.
<code>'a+'</code>	Same as <code>'w+'</code> , except that if the file exists the written data is appended to the end of the file.

If a permission code is not included in the command, the file opens with the default code `'r'`. Additional permission codes are described in the help menu.

#### Step b:

Once the file is open, the `fprintf` command can be used to write output to the file. The `fprintf` command is used in exactly the same way as it is used to display output in the Command Window, except that the variable `fid` is inserted inside the command. The `fprintf` command then has the form:

```
fprintf(fid, 'text %-5.2f additional text', variable_name)
```

 `fid` is added to the `fprintf` command.

**Step c:**

When the writing of data to the file is complete, the file is closed using the `fclose` command. The `fclose` command has the form:

`fclose(fid)`

**Additional notes on using the `fprintf` command for saving output to a file:**

- The created file is saved in the current directory.
- It is possible to use the `fprintf` command to write to several different files. This is done by first opening the files, assigning a different `fid` to each (e.g. `fid1`, `fid2`, `fid3`, etc.), and then using the `fid` of a specific file in the `fprintf` command to write to that file.

An example of using `fprintf` commands for saving output to two files is shown in the following script file. The program in the file generates two unit conversion tables. One table converts velocity units from miles per hour to kilometers per hour, and the other table converts force units from pounds to newtons. Each conversion table is saved to a different text file (extension `.txt`).

```
% Script file in which fprintf is used to write output to files.
% Two conversion tables are created and saved to two different files.
% One converts mi/h to km/h, the other converts lb to N.
clear all
Vmph=10:10:100;
Vknh=Vmph.*1.609;
TBL1=[Vmph; Vknh];
Flb=200:200:2000;
FN=Flb.*4.448;
TBL2=[Flb; FN];
fid1=fopen('VmphtoVkm.txt','w');
fid2=fopen('FlbtoFN.txt','w');
fprintf(fid1,'Velocity Conversion Table\n \n');
fprintf(fid1,'      mi/h      km/h      \n');
fprintf(fid1,'      %8.2f      %8.2f\n',TBL1);
```

Creating a vector of velocities in mi/h.

Converting mph to km/h.

Creating a table (matrix) with two rows.

Creating a vector of forces in lb.

Converting lb to N.

Creating a table (matrix) with two rows.

Open a .txt file named VmphtoVkm.

Open a .txt file named FlbtoFN.

Writing a title and an empty line to the file fid1.

Writing two column headings to the file fid1.

Writing the data from the variable TBL1 to the file fid1.

```
fprintf(fid2,'Force Conversion Table\n \n');
fprintf(fid2,'    Pounds      Newtons      \n');
fprintf(fid2,'    %8.2f        %8.2f\n',TBL2);
fclose(fid1);
fclose(fid2);
```

Writing the force conversion table (data in variable TBL2) to the file fid2.

Closing the files fid1 and fid2.

When the script file above is executed two new .txt files, named VmphtoVkm and FlbtoFN, are created and saved in the current directory. These files can be opened with any application that can read .txt files. Figures 4-3 and 4-4 show how the two files appear when they are opened with Microsoft Word.

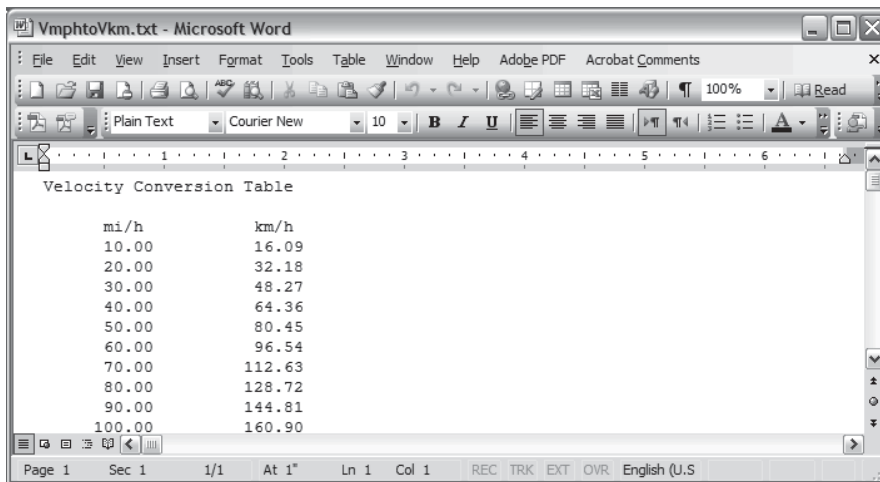


Figure 4-3: The VmphtoVkm.txt file opened in Word.

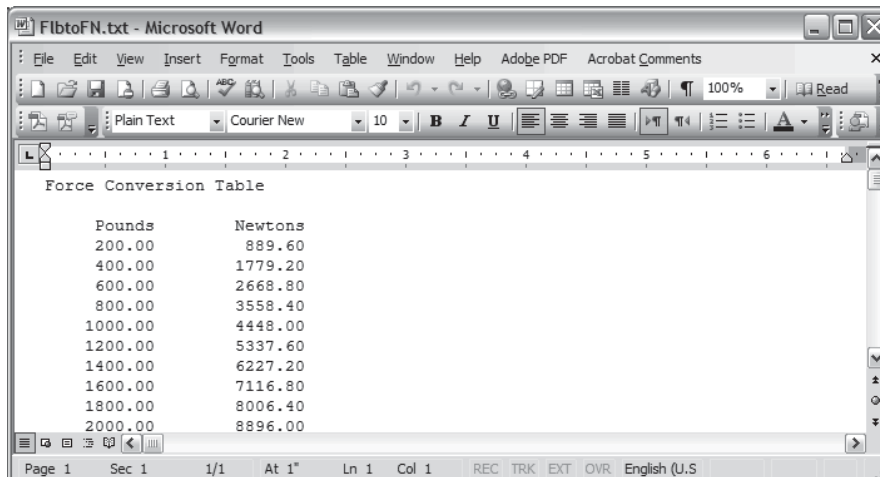


Figure 4-4: The FlbtoFN.txt file opened in Word.