

# Module 01:

# Basic MATLAB Programming

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## M01-Q1: Which of the following scripts have errors?

(a)

```
John = 1;
```

(b)

```
_Tom = 10;
```

(c)

```
var_mat_1 = 3;
```

(d)

```
var*2 = 3;
```

## M01-Q2: What is the value in *var3*?

```
x1 = 6;  
x2 = 11;
```

```
var1 = x2 < x1 + 2^4;  
var2 = 2^4 + x2 < x1;
```

```
var3 = var1 + var2;
```

### M01-Q3: What is the value in *var3*?

```
x1 = 6;  
x2 = 11;  
  
var1 = (3 < x1) && (x1 < 10)  
var2 = 12 > x2 > 3;  
  
var3 = var1 + var2;
```

**M01-Q4: Which rounding function should be used to round a number toward 0?**

- A) `round(x)`
- B) `fix(x)`
- C) `ceil(x)`
- D) `floor(x)`

### M01-Q5: What value is assigned to *var3*?

```
x1 = 46;
```

```
x2 = 7;
```

```
var1 = fix(x1/x2);
```

```
var2 = x1 - var1*x2;
```

```
var3 = var1*x2 + var2;
```

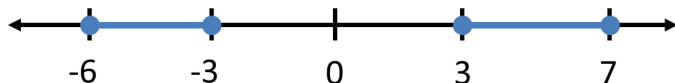
## M01-Q6: What will `class (Var)` return?

```
Var1 = double('a');  
Var2 = Var1 + 10;  
Var = Var2 > 0;
```

## M01-Q7: Please answer the following question.

Which of the script to check if  $x$  is placed at the intervals in blue? If yes, assign true in `lg`.

Otherwise, assign false



```
lg1 = and(x>=-6, x<=-3);  
lg2 = and(x>=3, x<=7);  
lg = or(lg1, lg2);
```

(a)

```
lg1 = or(x>=-6, x<=-3);  
lg2 = or (x>=3, x<=7);  
lg = and(lg1, lg2);
```

(b)

```
lg1= (x>=-6) && (x<=-3);  
lg2= (x>=3) && (x<=7);  
lg= lg1 && lg2;
```

(c)

```
lg1= (x>=-6) || (x<=-3);  
lg2= (x>=3) || (x<=7);  
lg= lg1 || lg2;
```

(d)