# **Programming Constructs**

David Maxwell

University of Alaska Fairbanks

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```
1 x = 3;
2
3 if x>0
4   disp("positive")
5 end
```

# Example

```
1 x = 3;
2
3 if x>0
4   disp("positive")
5 end
```

# Output

positive

```
1 x = -3;
2
3 if x>0
4  disp("positive")
5 end
```

## Example

```
1 x = -3;
2
3 if x>0
4   disp("positive")
5 end
```

# Output

# if/else

Executes a block of code if a condition holds, and a different block of code otherwise.

```
1 x = -7;
2
3 if x>0
4    disp("positive")
5 else
6    disp("negative")
7 end
```

# if/else

Executes a block of code if a condition holds, and a different block of code otherwise.

#### Example

```
1 x = -7;
2
3 if x>0
4    disp("positive")
5 else
6    disp("negative")
7 end
```

#### Output

negative

# for

Repeats a block of code a number of times, updating the value of a variable on each iteration.

```
1 for j = 1:3
2 disp(j);
3 end
```

## for

Repeats a block of code a number of times, updating the value of a variable on each iteration.

#### Example

```
1 for j = 1:3
2 disp(j);
3 end
```

#### Output

1

2

3

#### elseif

Used for potentially executing an alternative block of code when a if condition fails.

```
v = [-1, 0, 1];
_{2} for k = 1:length(v)
    disp(k)
3
4
  if v(k) < 0
       disp(" negative")
    elseif v(k)>0
7
       disp(" positive")
    else
9
       disp("zero!")
10
    end
11
```

#### elseif

Used for potentially executing an alternative block of code when a if condition fails.

#### Output

negative

zero!

positive

#### break

Used for terminating a loop early.

```
v = [-1, 0, 1];
_2 found = 0;
sigma for k=1:length(v)
4 disp k
if v(k) = 0
found = 1;
7 break
8 end
9 end
10
11 if found == 0
disp("sadly, no zeros")
13 else
disp("Yay! Found zero!")
15 end
```

# break

Used for terminating a loop early.

# Output 1 2 Yay! Found zero!

# while

Iterates a loop as long as a condition holds.

```
1 x = 1971;
2 z = 1;
3
4 while z<x;
5 z = z*10;
6 end
7 disp(x)
8 disp(z)</pre>
```

# while

Iterates a loop as long as a condition holds.

