```
1
     % open the editor window where you can scripts
    % a script is a sequence of command executed one-after another and written in a
     file
 3
    % as already mentioned, save the script file name without an spaces or special
     characters (underscore is alllowed)
 4
     % dot(.) m extension
 5
     % there will be a button provided to run the script
 6
    % the results will be shown in the command window
 7
 8
    v = zeros(10,1);
 9
    for i = 1:10
10
      v(i) = 2^i;
11
     end
12
     disp(v)
     % notice that where-ever I don't wish to display the results automatically, I
13
     supress them by semicolon
14
15
     i = 1;
16
    while i<=5
17
      disp('anomitra is sexy')
18
      i = i + 2;
19
     end
20
    i = 1
21
    while true
22
23
     disp(i)
     if i <5
24
     disp('less than 5')
25
      elseif i < 8</pre>
26
27
     disp('less than 8')
28
      else
29
     disp('greater than 7')
30
      end
      if i == 10
31
32
     disp('i is 10 now')
33
     break
34
     end
35
      i=i+1;
36
    end;
37
38
    % I think identation doesn't matter in MATLAB
39
    % once check that out yourself
40
    % for me it was not something to worry about
41
42
43
     % now open a new script (say script2) and paste the lines 45 to 46 below and
     uncommnet them
44
45
    %function y = squareThisNumber(x)
46
    %y = x^2;
47
48
    % now save the script2 with name squareThisNumber.m in the same folder where the
    previous script file is saved
49
50
    % come back to previous script now
51
    % write this command below in that file and run the script
52
53
    t = squareThisNumber(5);
54
     disp(t)
55
56
     % now change the script of the function file to below lines 57 to 59
57
     %function [y1, y2] = sqrAndCubeThisNumber(x)
58
     %y1 = x^2;
59
     %y2 = x^3;
60
    % remember to now save the file with the same name as the function name and with
     a .m extention
62
     % keep case-sensitivity in mind too
63
     % now come back to previous script and write
     [t r] = sqrAndCubeThisNumber(5);
64
```

```
65
    disp([t r])
66
67
    % y1 value will be sent to t
68
    % y2 value will be sent to r
69
    % so if your function is returning n values then a matrix to hold that n values
70
    % must be constructed before the calling of the function
71
    \mbox{\%} if the function is not returning any valu then simply don't write any y
72
    % and then also don't call the function as
73
    % matrix = function name(arg1,agr2,...)
74
    % then simply do
75
    % function_name(arg1,agr2,...)
76
    % the function script should be like
77
    % function function_name(arg1,agr2,...)
   % your code
```