# **Summary of MATLAB Onramp**

### Basic syntax

| Example        | Description   |
|----------------|---|
| x = pi         | Create variables with the equal sign (=). The left-side (x) is the variable name containing the value on the right-side (pi). |
| $y = \sin(-5)$ | You can provide inputs to a function using parentheses.   |

#### **Desktop management**

| Function      | Example       | Description  |
|---------------|---------------|--|
| <u>save</u>   | save data.mat | Save your current workspace to a MAT-file.         |
| <u>load</u>   | load data.mat | Load the variables in a MAT-file to the Workspace. |
| <u>clear</u>  | clear         | Clear all variables from the Workspace.            |
| <u>clc</u>    | clc           | Clear all text from the Command Window.            |
| <u>format</u> | format long   | Change how numeric output is displayed.            |

#### **Array types**

| Example       | Description   |
|---------------|---------------|
| 4             | scalar        |
| [3 5]         | row vector    |
| [1;3]         | column vector |
| [3 4 5;6 7 8] | matrix        |

### **Evenly-spaced vectors**

| Example                  | Description  |  |
|--------------------------|--|--|
| 1:4                      | Create a vector from 1 to 4, spaced by 1, using the <u>colon (:)</u> operator. |  |
| 1:0.5:5                  | Create a vector from 1 to 4, spaced by 0.5.                                    |  |
| <u>linspace</u> (1,10,5) | Create a vector with 5 elements. The values are evenly spaced from 1 to 10.    |  |

### **Creating matrices**

| Example            | Description  |
|--------------------|--|
| rand(2)            | Create a square matrix with 2 rows and 2 columns.      |
| <u>zeros</u> (2,3) | Create a rectangular matrix with 2 rows and 3 columns. |

# Indexing

| Example           | Description  |  |
|-------------------|--|--|
| A( <u>end</u> ,2) | Access the element in the second column of the last row. |  |
| A(2,:)            | Access the entire second row                             |  |
| A(1:3,:)          | Access all columns of the first three rows.              |  |
| A(2) = 11         | Change the value of the second element an array to 11.   |  |

#### **Array operations**

| Example                                      | Description                                  |
|--|--|
| [1 1; 1 1]*[2 2;2 2]<br>ans =<br>4 4<br>4 4  | Perform <u>matrix multiplication</u> .       |
| [1 1; 1 1].*[2 2;2 2]<br>ans =<br>2 2<br>2 2 | Perform <u>element-wise multiplication</u> . |

### **Multiple outputs**

| Example                             | Description  |
|-------------------------------------|--|
| $[xrow,xcol] = \underline{size}(x)$ | Save the number of rows and columns in x to two different variables. |
| $[xMax,idx] = \underline{max}(x)$   | Calculate the maximum value of x and its corresponding index value.  |

#### **Documentation**

| Example          | Description   |
|------------------|---|
| <u>doc</u> randi | Open the documentation page for the randi function. |

### **Plotting**

| Example                                  | Description  |
|--|--|
| <pre>plot(x,y,"ro-","LineWidth",5)</pre> | Plot a red (r) dashed () line with a circle (0) marker, with a heavy line width. |
| hold on                                  | Add the next line to existing plot.  |
| hold off                                 | Create a new axes for the next plotted line.                                     |
| <pre>title("My Title")</pre>             | Add a label to a plot.   |

# Using tables

| Example                                     | Description   |
|---|---|
| data.HeightYards                            | Extract the variable HeightYards from the table data. |
| data.HeightMeters = data.HeightYards*0.9144 | Derive a table variable from existing data.           |

### Logicals

| Example              | Description   |
|----------------------|---|
| [5 10 15] > 12       | Compare a vector to the value 12.                               |
| <u>v1(v1 &gt; 6)</u> | Extract all elements in v1 that are greater than 6.             |
| x(x==999) = 1        | Replace all values in x that are equal to 999 with the value 1. |

### **Programming**

| Example                               | Description   |
|---------------------------------------|---|
| $\frac{\text{if }}{y = 3} \times 0.5$ | If $x$ is greater than $0.5$ , set the value of $y$ to $3$ .          |
| else<br>y = 4<br>end                  | Otherwise, set the value of y to 4.                                   |
|                                       | The loop counter (c) progresses through the values 1:3 (1, 2, and 3). |
|                                       | The loop body displays each value of c.                               |