#### **ENGR 20 - MATLAB**

#### Homework 3

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### 1. Gradebook Function

```
function [gradeLetter] = grade(gradeNumber)
    % Get grade letter
    if (gradeNumber >= 90)
        gradeLetter = "A";
    elseif (gradeNumber >= 80)
        gradeLetter = "B";
    elseif (gradeNumber >= 70)
        gradeLetter = "C";
    else
        gradeLetter = "D";
    end
    % Get grade plus or minus
    if (gradeNumber >= 97 || gradeNumber < 70)</pre>
        return
    else
        onesDigit = mod(gradeNumber, 10);
        if (onesDigit < 3)</pre>
            gradeLetter = append(gradeLetter, "-");
        elseif (onesDigit > 7)
            gradeLetter = append(gradeLetter, "+");
        end
    end
end
% Gradebook function test
exampleGrades = [68, 70, 72, 75, 79, 80, 81, 85, 87, 89, 90, 92, 93, 99, 100, 101];
for exampleGrade = exampleGrades
    disp(exampleGrade + " = " + grade(exampleGrade));
end
68 = D
```

```
70 = C-

72 = C-

75 = C

79 = C+

80 = B-

81 = B-

85 = B

87 = B

89 = B+

90 = A-

92 = A-

93 = A
```

```
100 = A
101 = A
```

## 2. Logical Indexing in Arrays

```
% 1x100 array of random integers between 1 and 100
 arr = [randi(100, [1, 100])]
 arr = 1 \times 100
                                                                   85 ...
     32
          32
               34
                    66
                         43
                               84
                                    88
                                         55
                                              34
                                                   55
                                                         26
                                                              37
 % The find() function searches through the input vector and returns
 % the indices of elements that meet the given condition.
 % For example, find(arr < 5) returns the indices of elements less than 5.
 find(arr < 5)
 ans = 1 \times 6
    17
          40
               42
                    48
                         73
                               92
 % Instead of returning the indices of elements that meet the given
 % condition, arr(*some condition*) returns the actual elements that meet
 % the given condition. Running the function below with return all values in
 % the array that is less than 5.
 arr(arr < 5)
 ans = 1 \times 6
 % This combination of functions has the same output as arr(*some
 % condition*). This is because the arr(x) function returns the element in
 % the xth column. find() returns an array of indices, and since those feed
 % into the arr() function, this combo with return the same thing as
 % arr(*some condition*).
 arr(find(arr < 5))</pre>
 ans = 1 \times 6
             3
                     2 1
                               2
     2
         4
3. Primes
 primes = [];
 for i = 1:200
     if (isprime(i))
          primes = [primes, i];
     end
 end
 primes
 primes = 1 \times 46
```

#### 4. Factorials

2

5 7 11 13

```
for i = 1:10
    fprintf("%.0f! = %.0f\n", i, factorial(i));
```

29

31 37

41 • • •

19 23

17

#### end

```
1! = 1

2! = 2

3! = 6

4! = 24

5! = 120

6! = 720

7! = 5040

8! = 40320

9! = 362880

10! = 362880
```

## 5. Fibonacci Sequence

```
fib = [];
for i = 1:40
    if (i < 3)
        fib = [fib, 1];
    else
        fib = [fib, fib(i-1)+fib(i-2)];
    end
end
fib</pre>
```

3

8 . . .

## 6. Pythagorean Triples

1

2

```
pythag_triple_permutations = [];
pythag_triple_combinations = [];
pythag_hypothenuses = [];
for a = 1:30
    for b = 1:30
        for c = 1:30
            if (a^2 + b^2 == c^2 \mid | a^2 + c^2 == b^2 \mid | c^2 + b^2 == a^2)
                % Permutations
                pythag triple permutations = [pythag triple permutations; [a b c]];
                % Combinations
                if (~ismember([a^2, b^2, c^2], pythag_hypothenuses)) % Tried
~pythag_hypothenuses(pythag_hypothenuses == c^2)
                    pythag_hypothenuses = [pythag_hypothenuses; c^2];
                    pythag_triple_combinations = [pythag_triple_combinations; [a b
c]];
                end
            end
        end
    end
end
pythag_triple_permutations
```

pythag\_triple\_permutations = 66×3

```
5
3
3
      5
           4
4
      3
            5
4
5
5
5
6
     5
           3
      3
           4
           3
     4
     12
           13
     13
           12
     8
           10
6
     10
           8
```

# pythag\_triple\_combinations