CS 105

Introduction to Scientific Computing
Topic #15 – Custom Functions

Matt Burlick Stevens Institute of Technology

ASSIGNMENT 10

- Write a function to compute the hyperbolic sine
 - $sinh(x) = \frac{e^x e^{-x}}{2}$
- Use the function to plot x vs sinh(x) for x=- π ,..., π

NECESARY SKILLS

- How to write custom functions
 - File format
 - Input and outputs
- How to use custom functions in a script or another function

TOPICS

- 1. Making Custom Functions
- 2. Using Custom Functions

READING

• Section 5.1

WHAT'S A FUNCTION

- We already know what a function is
 - Something that takes inputs (maybe), does some job, and returns outputs (maybe)
- We've used tons of built-in MATLAB functions
 - disp
 - Input
 - plot
 - rand
 - isempty

CUSTOM FUNCTIONS

- Why might we want to make our own functions?
 - Recycling code!
 - Write once, use often!
- How do we make a custom function?
 - Make new files, one per function
 - Start file with special header which includes the keyword function and ends with keyword end
 - It's just a block of code (which may contain other blocks)!

FUNCTION HEADER

- How do we use functions?
 - Just like with built-in Matlab functions!
 - output = function_name(param1,param2,...)
 - Where param1, param2, etc.. have values
 - They're inputs
 - output is a variable we store the returned value in
- How do we create functions?
 - We start our functions file similarly:
 - function output=function_name(param1,param2,...)
 - Note the keyword function
 - The variable output must be set in the body of the function
 - If in fact the function is supposed to return something
 - param1, param2, ... are just variables names to be used (maybe) in the body
 - They are assigned values when the function is used

EXAMPLE: PRINT ARRAY

```
    %file PrintArray.m
    function PrintArray(A)
        for i=1:length(A)
            disp(A(i));
        end
    end
```

Note: This function doesn't return anything!

EXAMPLE: SUMARRAY

```
% file: SumArray(A)
function s = SumArray(A)
s=0;
for i=1:length(A)
s = s + A(i);
end
end
```

Note: s is the return value, must be assigned in the function

EXAMPLE: GETMINMAX

Note: We return several values as a vector!

USING FUNCTIONS

- Using functions is often called calling functions
- Here we specify the function name, supply values for the inputs (maybe), assign variables for the outputs (maybe)
- X = input('Enter something: ');
- plot(x,y);
- PrintArray([4 3 4 0]);
- X = SumArray([4 3 4 0]);
- [x,y] = GetMinMax([4 3 4 0]);

LOCAL VARIABLES

- For our purposes variables are "local" to the script they're in
 - So if a script or function calls a new function, the variables within the function are different than the variables outside the function

COMMANDS, SCRIPTS, AND FUNCTIONS

- So now we've talked about 3 ways to do code:
 - 1. Single commands
 - Sequences of commands in a file as a script
 - 3. A function in a file to be used by other functions/scripts

INCLUDING FUNCTIONS

- If a function is in the same folder as the functions/scripts that use it we have no problem!
 - The computer can find them
 - Also true for Built-In functions
- What if there function is elsewhere?
 - We may want to have different folders to group different types of functions
 - To allow a function/script to find it we use addpath(path)
 where path is either the absolute or relative path to the
 function(s)

PATHS

- Absolute path let's us specify where it is on the computer from the *root* of the machine:
 - Windows: "C:/MyDocs/MyFunctions"
 - Mac/Linux/Unix: "\home\MyDocs\MyFunctions"
- Relative paths specify where a file is relative to the current location
 - Nice for if we move stuff around!
 - Uses a few special characters
 - '.' means "current folder/directory"
 - "..." means "parent folder/directory"
 - EX: addpath('./../MyFunctions/SortingFunctions');