



NAVI MUMBAI

MATLAB

Unit 5-Lecture 15

BTech (CSBS) -Semester VII

6 September 2022, 09:35AM



Introduction to programming

- 1) Introduction,
- 2) M-File Scripts,
- 3) script side-effects,
- 4) M-File functions,
- 5) anatomy of a M- File function,
- 6) input and output arguments,
- 7) input to a script file,
- 8) output commands.



Algorithm

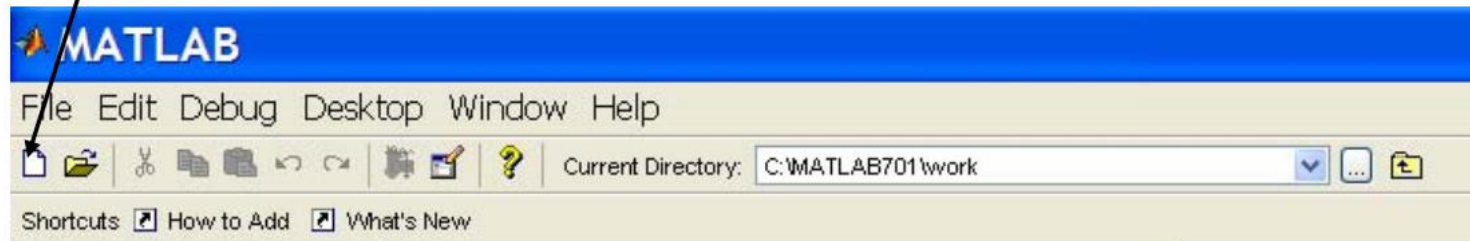
- An **algorithm** is a sequence of steps needed to solve a problem.
- In a **modular** approach, problem is broken into separate steps and then it is refined until results are manageable.
- The basic algorithm involves 3 steps:
 - Get the input: eg. the radius
 - Calculate the result: eg. the area
 - Display the output

This is known as *top to down* design



MATLAB script

- Scripts are
 - collection of commands executed in sequence
 - written in the MATLAB editor
 - saved as MATLAB files (.m extension)
- To create an MATLAB file from command-line
 - » `edit helloWorld.m`
- or click





Script-editor

* Means that it's not saved

Line numbers

MATLAB file path

Debugging tools

Real-time error check

Help file

Comments

Possible breakpoints

The screenshot shows the MATLAB Script Editor window titled "Editor - C:\Documents and Settings\Danilo\My Documents\MATLAB\coinToss.m*". The window has a menu bar (File, Edit, Text, Go, Cell, Tools, Debug, Desktop, Window, Help) and a toolbar with icons for file operations, editing, and execution. Below the toolbar is a numeric keypad and a help icon. The main editor area displays a script for a coin toss simulation. The script includes comments and an if-else statement. Annotations with arrows point to various parts of the interface: "Line numbers" points to the line number column on the left; "MATLAB file path" points to the title bar; "Debugging tools" points to the toolbar; "Real-time error check" points to a green square icon in the bottom right corner; "Help file" points to the help icon in the toolbar; "Comments" points to the comment lines in the script; and "Possible breakpoints" points to the left margin of the script. A status bar at the bottom shows "script", "Ln 8", "Col 4", and "OVR".

```
1 % coinToss.m
2 % a script that flips a fair coin and displays the output
3
4 if rand<0.5 % if a random number is less than .5 say heads
5     disp('HEADS');
6 else % if greater than 0.5 say tails
7     disp('TAILS');
8 end
```

script Ln 8 Col 4 OVR



Script-editor

- **COMMENT!**

- Anything following a **%** is seen as a comment
- The first contiguous comment becomes the script's help file
- Comment thoroughly to avoid wasting time later

- Note that scripts are somewhat static, since there is no input and no explicit output
- All variables created and modified in a script exist in the workspace even after it has stopped running



Script-exercise

% This is a MATLAB script file.

% It has been saved as "g13.m".

```
load g13.dat;                                %Load data file  
voltage = g13( : , 4);                      %Extract volts vector  
time = .005*[1:length(voltage)];           %Create time vector  
plot (time, voltage)                        %Plot volts vs time  
xlabel ('Time in Seconds')                  % Label x axis  
ylabel ('Voltage')                          % Label y axis  
title ('Bike Strain Gage Voltage vs Time')  
grid                                         %Put a grid on graph
```



Script-Question

Write a script to calculate the circumference of circle ($C=2\pi r$).
Comment the script.



Documentation

`circlescript.m`

```
% This script calculates the area of a circle

% First the radius is assigned
radius = 5

% The area is calculated based on the radius
area = pi * (radius ^2)
```

`>> help circlescript`

This script calculates the area of a circle

The first comment at the beginning of the script describes what the script does; this is sometimes called a ***block comment***. Then, throughout the script, comments describe different parts of the script (not usually a comment for every line, however!). Comments don't affect what a script does, so the output from this script would be the same as for the previous version.



Example of a script file

Let us write a script file to solve the following system of linear equations1 :

$$\begin{bmatrix} 5 & 2r & r \\ 3 & 6 & 2r - 1 \\ 2 & r - 1 & 3r \end{bmatrix} \begin{Bmatrix} x_1 \\ x_2 \\ x_3 \end{Bmatrix} = \begin{Bmatrix} 2 \\ 3 \\ 5 \end{Bmatrix}$$

or $Ax = b$. Clearly, A depends on the parameter r . We want to find the solution of the equation for various values of the parameter r . We also want to find, say, the determinant of matrix A in each case.



Example of a script file

```
%----- This is the script file 'solvex.m' -----  
% It solves equation (4.1) for x and also calculates det(A).  
  
A = [5 2*r r; 3 6 2*r-1; 2 r-1 3*r]; % create matrix A  
b = [2;3;5]; % create vector b  
det_A = det(A) % find the determinant  
x = A\b % find x
```



Example of a script file

Let us now execute the script in MATLAB.

```
>> clear all           % clear the workspace
>> r = 1;              % specify a value of r
>> solvex               % execute the script file solvex.m
```

```
det_A =
```

```
64
```

```
x =
```

```
-0.0312
```

```
0.2344
```

```
1.6875
```

```
>> who
```

This is the output. The values of the variables *det_A* and *x* appear on the screen because there is no semi-colon at the end of the corresponding lines in the script file.

Check the variables in the workspace.



Precautions

- NEVER name a script file the same as the name of a variable it computes.
- The name of a script file must begin with a letter. The rest of the characters may include digits and the underscore character.
- You may give long names but MATLAB will take only the first 19 character.

eg. `projectL23C.m`, `cee213_hw5_1.m` but `project.23C.m` and `cee213_hw5.1.m` are not valid names.



Function Files

A function file is also an M-file, like a script file, except that the variables in a function file are all local .A function file begins with a function definition line, which has a well-defined list of inputs and outputs. Without this line, the file becomes a script file. The syntax of the function definition line is as follows:

```
function [output variables] = function_name(input variables);
```



Examples of Function Files

Function Definition Line

```
function [rho,H,F] = motion(x,y,t);
```

```
function [theta] = angleTH(x,y);
```

```
function theta = THETA(x,y,z);
```

```
function [] = circle(r);
```

```
function circle(r);
```

File Name

motion.m

angleTH.m

THETA.m

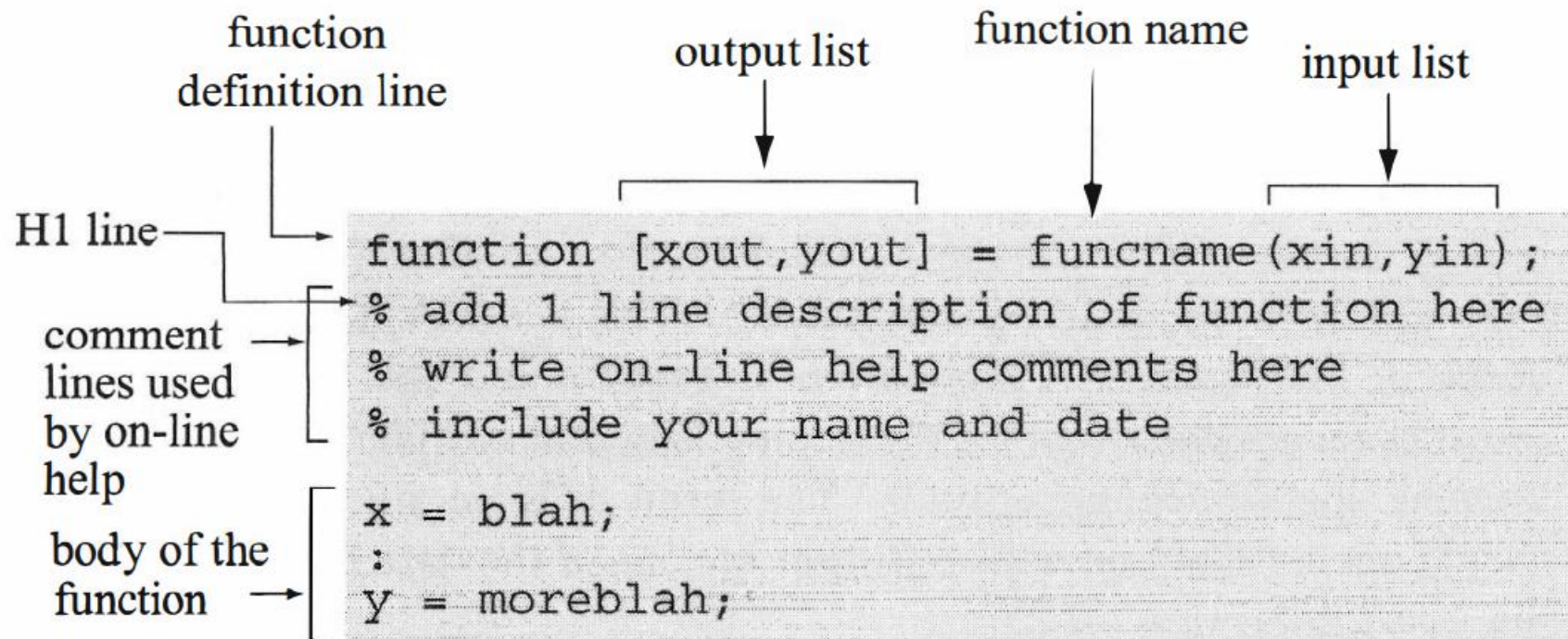
circle.m

circle.m

Caution: The first word in the function definition line, `function`, *must be typed in lowercase*. A common mistake is to type it as `Function`.



Anatomy of Function Files





Executing Function Files

This is the full syntax of calling a function. Both the output and input list are specified in the call. For example, if the function definition line of a function reads

```
function [rho ,H,F] = motion (x ,y,t) ;
```

then all the following commands represent legal call (execution) statements:



Executing Function Files

- `[r,angmom,force]=motion(xt,yt,time);` The input variables *xt*, *yt*, and *time* must be defined before executing this command.
- `[r,h,f]=motion(rx,ry,[0:100]);` The input variables *rx* and *ry* must be defined beforehand; the third input variable *t* is specified in the call statement.
- `[r,h,f]=motion(2,3.5,0.001);` All input values are specified in the call statement.
- `[radius,h]=motion(rx,ry);` Call with partial list of input and output. The third input variable must be assigned a default value inside the function if it is required in calculations. The output corresponds to the first two elements of the output list of `motion`.



Example

```
>> clear all
>> [detA, y] = solvexf(1); % take r=1 and execute solvexf.m
>> detA % display the value of detA

detA =
    64
>> y % display the value of y

y =
   -0.0312
    0.2344
    1.6875
>> who

Your variables are:

detA  y
```

Values of *detA* and *y* will be automatically displayed if the semi-colon at the end of the function command is omitted.

Note that only *detA* and *y* are in the workspace; no *A*, *b*, or *x*.