

## BE- Discussion #5, 2020-10-02

GOOD LUCK ON THE EXAM!

### Announcements

- HW#2 will be released this weekend
- Next Wednesday, October 7<sup>th</sup> is the last day to drop a course without a 'W'
- Exam 1 today 4<sup>30</sup>-6<sup>00</sup> PM EDT
  - to ask questions, you can either join the Zoom meeting and raise your hand, or you can email (list will be given on the exam instructions)

### Review Quiz #2

#### Review of Material

- Matrix multiplication
- Vectorizing code
- Load/save
- While loop

### Vectorizing Code

```
mat = [5 4 6 7 1; 10 23 5 14 20];
%{
mat = 5 4 6 7 1
      10 23 5 20 5
%}
[r c] = size(mat);
biggest = 0;
for i=1:r
    for j=1:c
        if mat(i,j) > biggest
            biggest = mat(i,j);
        end
    end
end
max(max(mat))
```

```
x = sin(linspace(0,10,100))
count = 0;
for i = 1:length(x)
    if x(i) > 0
        count = count + 1;
    end
end
%count = 62
count = length(find(x>0))
count = length(x(sin(x)>0))
count = sum(x>0)
```

\*checking to see how many positive numbers there are

\*multiple ways to accomplish this!

### Load / save

```
1 - mat = [1:5;6:10];
2 - save practice.dat mat -ascii
3 - mat2 = 1:5
4 - save practice.dat mat2 -ascii -append
5 - load practice.dat
6
7 - practice
```

Command Window

```
practice =

     1     2     3     4     5
     6     7     8     9    10
     1     2     3     4     5
```

### "Un-vectorizing" code

newvec = diff(vec)

```
for i = 1:length(vec)-1
    newvec(i) = vec(i+1) - vec(i);
end
```

### While loop

```
pin = 2456
pinin = input('Enter your pin ');
count = 1;
%while the input pin doesn't equal the pin, run the while loop
while (pinin ~= pin)
    %if count is >= 10, give them an error message
    if count >= 10
        error('Too many tries')
        break;
    else
        pinin = input('Enter your pin ');
        count = count + 1;
        %increases the count on each try
    end
end
```

\*remember the atm/pin # exercise from the GPP!

## Matrix Multiplication

mat1 =

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

$3 \times 3$

mat2 =

$$\begin{bmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{bmatrix}$$

$2 \times 3$

mat3 =

$$\begin{bmatrix} 4 & 2 & 0 \\ 2 & 6 & 8 \end{bmatrix}$$

$2 \times 3$

>> mat1 \* mat2

error, dimensions don't match

>> mat2 \* mat1

$$\begin{bmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

$(2 \times 3) \times (3 \times 3)$

3 = 3, inner dimensions match, valid!

outer dimensions determine final size which is  $2 \times 3$

$$\begin{aligned} (1)(1) + (2)(4) + (3)(7) &= 30 \\ (3)(1) + (2)(4) + (1)(7) &= 18 \end{aligned}$$

$$\begin{aligned} (1)(2) + (2)(5) + (3)(8) &= 36 & (1)(3) + (2)(6) + (3)(9) &= 42 \\ (3)(2) + (2)(5) + (1)(8) &= 24 & (3)(3) + (2)(6) + (1)(9) &= 30 \end{aligned}$$

30	36	42
18	24	30

>> mat2 \* mat3

error, dimensions don't match

>> mat2 .\* mat3

$$\begin{bmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{bmatrix} .* \begin{bmatrix} 4 & 2 & 0 \\ 2 & 6 & 8 \end{bmatrix} \Rightarrow \begin{array}{l} \frac{(1)(4)}{(3)(2)} = \frac{4}{6} \quad \frac{(2)(2)}{(3)(6)} = \frac{4}{12} \quad \frac{(3)(0)}{(1)(8)} = \frac{0}{8} \\ \Rightarrow \end{array} \begin{bmatrix} 4 & 4 & 0 \\ 6 & 12 & 8 \end{bmatrix}$$

>> 3 \* mat2

3	6	9
9	6	3

>> mat2 .\* 3

3	6	9
9	6	3

## Example function

```
function area = areaCircle(radius)
% calculates the area of a circle
% radius is the input argument
area = pi * radius.^2;
% area is the returned variable
end
```

ex. of calling:

>> areaCircle(5)

ans =

78.5398

\*NOTE: returned word "function" and don't ever forget the 'end'!