

# L06: Branching

## If-statements

Lucas A. J. Bastien

E7 Spring 2017, University of California at Berkeley

January 30, 2017

Version: release

# Announcements

**Lab 02 is due on February 3 at 12 pm**

Today:

- ▶ Branching (if-statements)
- ▶ Comparing character strings (`strcmp` and `strcmpi`)
- ▶ The `fprintf` function

Wednesday:

- ▶ Matrices and matrix multiplication (maybe on chalk board)

Friday:

- ▶ Mostly practice questions

# Your written feedback

Many of you said that:

- + Lectures are well organized; I am well prepared
- + You like the diaries
- + You appreciate the questions and interactions
- It goes too fast You will learn a lot in E7 this semester  
I will try to post slides and diaries earlier
- I switch between slides and Matlab too quickly I will try  
to improve
- You want more practice questions and problems  
I will keep asking many questions in class  
Remember that you have 4 hours of lab section per week!  
In lab section, you will spend time practicing concepts seen in lecture

# What is branching?

We as humans often make decisions based on certain conditions

## For example:

When I go to work in the morning, **if** it is raining outside **then** I take my umbrella with me. If it is not raining, then I don't take my umbrella

Here, my decision depends on the weather



Similarly, computer programs often need to take different actions depending on certain conditions

# Syntax of if-statements

```
if condition1
    % What to do if condition1 is true
elseif condition2
    % What to do if condition2 is true
else
    % What to do otherwise
end
```

## Notes:

- ▶ condition1 and condition2 must be expressions that evaluate to logical values (either true or false)
- ▶ **Important:** Statements under condition2 will not be executed if condition1 is true, even if condition2 is true. **Only the first clause which condition is true is executed**
- ▶ There can be as many `elseif` clauses as desired
- ▶ `elseif` and `else` clauses are optional

## if-statements: example 1

```
function [result] = my_cos_1(theta, is_degrees)
% Calculate cosine of theta. If is_degrees is true,
% assume that theta is in degrees. If is_degrees is false,
% assume that theta is in radians.
%
% In this implementation of the function, we use an if-
% statement with an else clause

if is_degrees
    result = cosd(theta);
else
    result = cos(theta);
end

end
```

## if-statements: example 2

```
function [result] = my_cos_2(theta, is_degrees)
% Calculate cosine of theta. If is_degrees is true,
% assume that theta is in degrees. If is_degrees is false,
% assume that theta is in radians.
%
% In this implementation of the function, we use an if-
% statement without an else clause. The variable theta keeps
% its original value if is_degree is false

if is_degrees
    % Convert to radians
    theta = theta * pi / 180;
end

result = cos(theta);

end
```

## if-statements: example 3

```
function [result] = my_cos_3(theta, is_degrees)
% Calculate cosine of theta. If is_degrees is true,
% assume that theta is in degrees. If is_degrees is false,
% assume that theta is in radians.
%
% In this implementation of the function, we use an if-
% statement with an else clause. The if-statement is used
% to create a handle to the appropriate function to use, given
% the units of theta

if is_degrees
    cos_function = @cosd;
else
    cos_function = @cos;
end

result = cos_function(theta);

end
```



## if-statements: practice question 1

What will the value of the variable “hot” be after executing the following code?

```
>> temperature = 85;  
>> if temperature > 90  
>>     hot = true;  
>> else  
>>     hot = false;  
>> end
```

(A) true

(B) false

## if-statements: practice question 2

What will the value of the variable “hot” be after executing the following code?

```
>> temperature = 85;  
>> hot = false;  
>> if temperature > 90  
>>     hot = true;  
>> end
```

- (A) true
- (B) false
- (C) Matlab will throw an error because there is no `else` clause

**Note:** the `else` clause is optional; the code above is correct

## if-statements: practice question 3

What will the value of the variable “warm” be after executing the following code?

```
>> temperature = 95;  
>> if 70 < temperature < 90  
>>     warm = true;  
>> else  
>>     warm = false;  
>> end
```

(A) true

(B) false

---

**Relational operators of equal precedence are evaluated from left to right. In the example above, “70 < temperature” evaluates to logical 1 (true). The remaining expression is “1 < 90”, which evaluates to true. Correct code:**

**70 < temperature & temperature < 90**

## Comparing character strings

Character strings are arrays. Using the relational operator `==` between two character strings will result in an element-wise comparison:

```
>> 'abcde' == 'aaeee'  
ans =  
    1x5 logical array  
     1     0     0     0     1
```

and will result in an error if the strings have different lengths:

```
>> 'abcde' == 'abc'  
Matrix dimensions must agree
```

**DO NOT use the relational operator `==` to check whether two character strings are the same!**

## Comparing character strings (continued)

Instead, use the functions **strcmp** (case sensitive) or **strcmpi** (case insensitive). For example:

```
>> strcmp('abcde', 'abc')
logical
    0
>> strcmp('abcde', 'abcde')
logical
    1
>> strcmp('abcde', 'AbCdE')
logical
    0
>> strcmpi('abcde', 'AbCdE')
logical
    1

>> % The functions "lower" and "upper" may be useful
>> lower('AbCdE') % Convert character string to lower case
    abcde
>> upper('AbCdE') % Convert character string to upper case
    ABCDE
```

# The fprintf function

Use the function `fprintf` to print information into a file (later in the semester) or to screen. Examples for printing to screen:

```
>> fprintf('Hello World!\n')
Hello World!

>> fprintf('Hello\nWorld!\n')
Hello
World!

>> a = 2;
>> b = 3;
>> fprintf('%d multiplied by %d equals %d\n', a, b, a*b);
2 multiplied by 3 equals 6
```

Notes:

- ▶ `\n` is used to add a “newline” character
- ▶ Matlab replaces the tokens that start with `%` by the values listed as the second, third, ..., arguments

## The fprintf function (continued)

Useful conversion specifications (*i.e.* the tokens that start with %):

%d	integer number
%f	floating point number, decimal notation
%.10f	floating point number, decimal notation with ten decimals
%e	floating point number, scientific notation
%.10e	floating point number, scientific notation with ten decimals
%s	character string

Example:

```
>> fprintf('%s\n%f\n%.10f\n%e\n%.10e\n', 'pi=', pi, pi, pi, pi)
pi=
3.141593
3.1415926536
3.141593e+00
3.1415926536e+00
```

# The sprintf function

The syntax of using `sprintf` is similar to the syntax of using `fprintf` to print information to screen. The difference between these two functions is that `fprintf` prints information to screen or to a file, whereas `sprintf` returns a character string. For example:

```
>> my_string = sprintf('The value of pi is %.15f', pi)
my_string =
The value of pi is 3.141592653589793
```