# L06: Branching If-statements

ii statements

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#### 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

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Many of you said that:

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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
```

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```

#### 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 if 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
```

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

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

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

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

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

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' == 'aaaee'
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
```

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

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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
>> strcmp('abcde', 'abcde')
 logical
>> strcmp('abcde', 'AbCdE')
  logical
>> strcmpi('abcde', 'AbCdE')
  logical
>> % 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
```