

## MATLAB Review for MEGR 3122

It is highly recommended that students first complete the “MATLAB OnRamp Tutorial” and/or “MATLAB Fundamentals course”

MATLAB On-Ramp

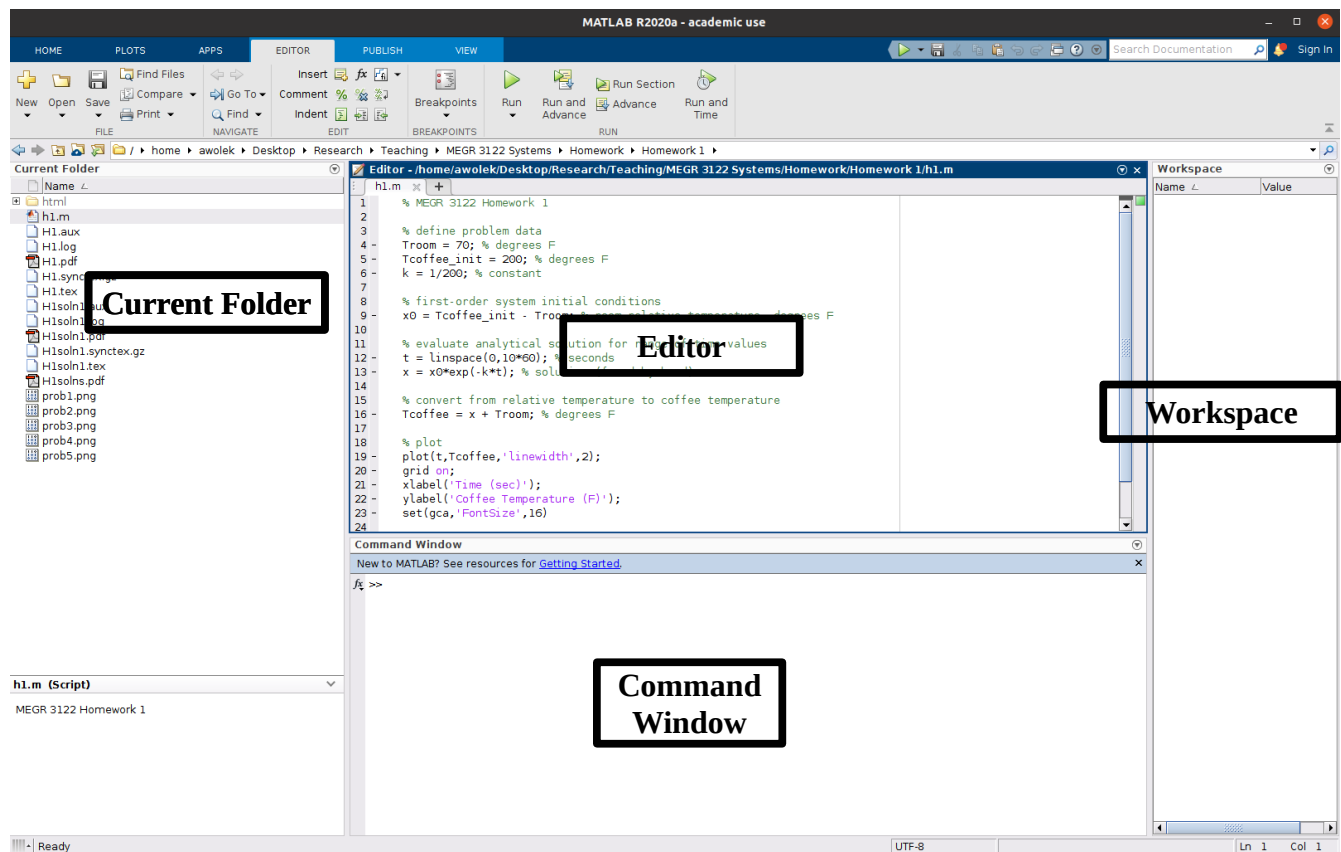
<https://www.mathworks.com/learn/tutorials/matlab-onramp.html>

MATLAB Fundamentals

[https://matlabacademy.mathworks.com/?s\\_tid=gn\\_trg\\_cosp](https://matlabacademy.mathworks.com/?s_tid=gn_trg_cosp)

## MATLAB Environment

- **Current Folder** — Access your files.
- **Command Window** — Enter commands at the command line, indicated by the prompt (`>>`).
- **Workspace** — Explore data that you create or import from files.
  - As you create variables they are listed in the workspace
  - View their size, type, etc.



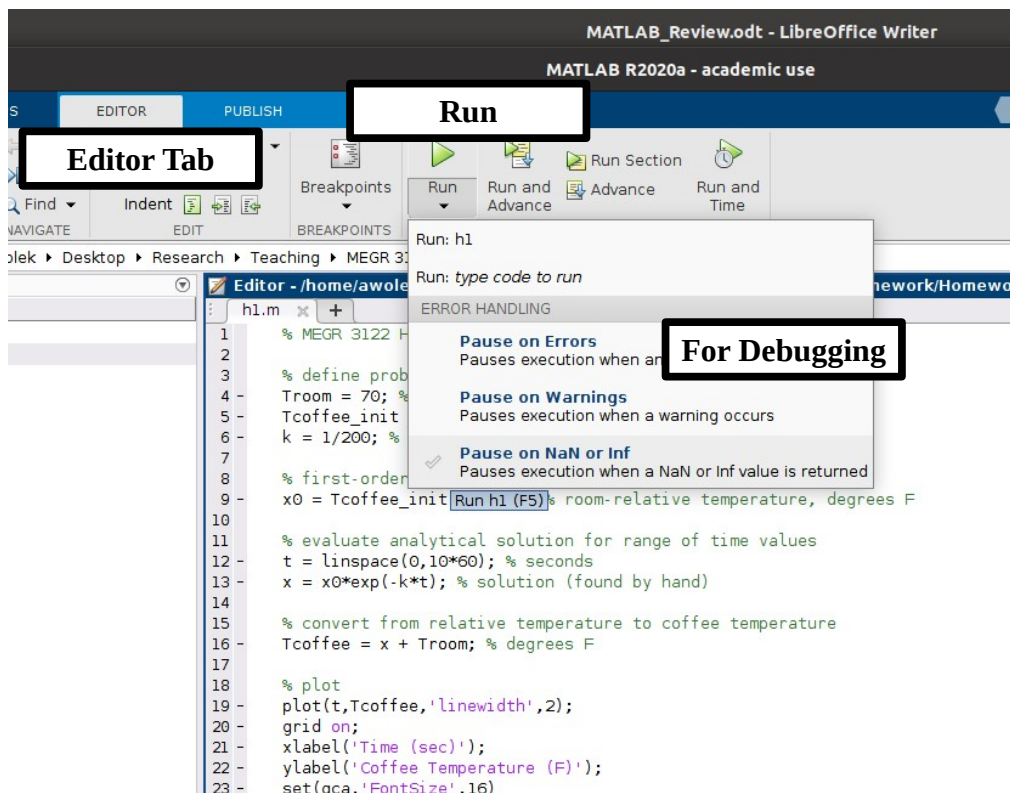
### Three ways to write code in MATLAB:

1. Directly into the **command window** (such code cannot be used multiple times)
  - Useful for doing a quick calculation, debugging code (checking intermediate variables)
2. As a **script** (recommended for most assignments)
  - The script can have any name (e.g., main.m)
    - Filename must be all one word (no spaces!)
  - Usually the highest level code that defines the inputs, calls sub-functions, and prints outputs
  - Can call other functions *that are in the same folder or in MATLAB's path*
3. As a **function**
  - Clearly defined inputs and outputs
  - Begins with a line similar to this:  
`function [output1, output2] = functionName (input1, input2, input3)`
  - Must be saved as a file with the same name as the function (i.e., functionName.m)
    - Again, it must be all one word (no spaces!)
  - Useful to break up complex tasks, make code concise, when a repetitive operation is needed
  - Must assign the outputs and the last line must be `end`

### How to Run Code

Click the Editor tab and press the green “Run” arrow. If you have errors select “Pause on Errors” option to debug. More information on debugging is here:

[https://www.mathworks.com/help/matlab/matlab\\_prog/debugging-process-and-features.html](https://www.mathworks.com/help/matlab/matlab_prog/debugging-process-and-features.html)



## **Homework Directory**

- Create a new folder for each homework. Place “main” files, functions, and any .m files provided by the instructor in this folder.
- Navigate to this folder from within MATLAB to run your code and complete the assignment

## **Accessing the documentation**

- Print a brief help document to the screen: `help funcName`
- Go to a detailed help page: `doc funcName`
- Use the internet, many examples and discussions

## **Declaring variables**

- A scalar variable: `>> a = 3;`
- A row vector: `>> a = [1 2 3 4];`
- A column vector: `>> a = [1; 2; 3; 4];`
- A size 2 x 2 matrix: `>> A = [1 2; 3 4];`
- A size 3 x 3 matrix: `>> A = [1 2 3; 3 4 5; 6 7 8];`
- A string: `>> myString = 'Hello World!';`
- Note the variable `pi` is a special variable that is pre-defined in MATLAB
- Area: `>> Area = pi*R^2;`

## **Common operations**

- Trigonometric functions: e.g., `cos(a)`, `sin(a)`, `tan(a)`
- Powers: `a = 2; b = a^10; c = sqrt(b);`
- Matrix multiplication:
  - `>> A = [1 2 3; 3 4 5; 6 7 8];`
  - `>> B = [9 10 11; 12 13 14; 15 16 17];`
  - `>> C = A*B`
- Vector-by-matrix multiplication:
  - `>> A = [1 2 3; 3 4 5; 6 7 8];`
  - `>> x = [1; 2; 3];`
  - `>> y = A*x`
- Size of a matrix gives (number of rows and cols)
  - `>> size(A)`

## **Declaring a vector containing a large range of values**

- To declare a range of `N` values, evenly spaced from `xmin` to `xmax` use `linspace`
  - `xrange = linspace(xmin, xmax, N)`
- To specify the spacing, e.g., from `xmin` to `xma` spacing `dx`, use:
  - `xrange = [xmin:dx:xmax];`

## **Element-wise operations**

- To multiply or take the power of each element in a vector include a “.” in front of the operator. This is not necessary for trigonometric and some other functions.
  - `xrangeElemsSquared = xrange.^2;`
  - `xrangeElemsSquared = xrange.*xrange;`

### **Manipulating matrices**

- Supposed we declare a 3 x 3 matrix as follows:
  - `>> A = [1 2 3; 3 4 5; 6 7 8]`
- Access the element in the second row, second column using:
  - `>> A(2,2)`
- Access the first row using
  - `>> A(1,:)`
- Access the first column using
  - `>> A(:,1)`
- Add a fourth row
  - `>> A(4,:) = [9 10 11]`

### **Displaying output with fprintf**

- To display an output use fprintf with syntax:
  - `fprintf(formatSpec, A1, A2, ... AN);`
  - `formatSpec` is a string containing some indicators (e.g, `%3.3f`) that are replaced with the values stored in the variables `A1, A2, ... , AN` when the program is executed. See `doc fprintf` for detailed information.
  - The character `\n` is added to the end of the `formatSpec` to make the cursor go to a new line
  - `%3.3f` can be used to display decimal numbers
  - `%i` can be used to display integers
- For example, supposed we have `x = 2`, and `y = 3`; and we want to print this to the screen in a formatted text using fprintf:
  - `>> x = 2;`
  - `>> y = 3;`
  - `>> fprintf('The variable x = %3.3f, the variables y = %3.3f \n', x, y);`

### **Single for loop**

```
for k3 = [3:3:30];  
    fprintf('Iter (k3)=%i \n',k3);  
end
```

### **Nested for loops**

```
for k1 = [1:1:10]  
    for k2 = [2:2:20];  
        for k3 = [3:3:30];  
            fprintf('Iter (k1,k2,k3)=%i,%i,%i \n',k1,k2,k3);  
        end  
    end  
end
```

### **While loops**

```
k = 1;  
a = 10;  
while (k < a)  
    fprintf('k is currently %i and still less than %i \n',k,a)
```

```
    k = k + 1;  
end
```

### **If/Else Statements**

```
a = rand; % generate a random number from 0 - 1  
if (a > 0.75)  
    fprintf('the random value %3.3f is > 0.75 \n', a);  
elseif (a > 0.5)  
    fprintf('the random value %3.3f is > 0.5 \n', a);  
else  
    fprintf('the random value %3.3f is <= 0.5 \n', a);  
end
```

### **Clearing Workspace**

- Delete all variables: >> clear all;
- Close all figures: >> close all;
- Clear the command windows: >> clc;

### **Stopping runaway code**

- Sometimes a coding error causes a code to run for a very long period of time or indefinitely.
- This process can be terminated by pressing CTRL + C

### **Comments**

- Comments are entered by starting with the % symbol
- In MATLAB, a semicolon ; is added at the end of each line to suppress the output