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city = app.EntercityEditField.Value; %getting city input
distance = app.HowfarkmEditField.Value; %getting distance max input

[cityLocation, cityStates, howFar] = getLocation(city,distance); %getting
list of close cities

if isa(cityLocation,'double') %checking if city input is in the data set
    app.LampLabel.Text = 'Not Found';
    app.Lamp.Color = [1 1 0];
else
    dataCell = getData(cityLocation, cityStates); %getting cell array with
the data from the close cities

    [cityGood, howFarGood] = getGoods(dataCell, howFar); %getting all cities
which are good to live from the close cities list

    app.OthercitiesTextArea.Value = cityGood; %printing good cities to live

    %LAMP
    count = 0;
    for i=1:length(cityGood) %checking if the city input is good or not
        if strcmp(cityGood{i,1},city)
            app.Lamp.Color = [0 1 0];
            app.LampLabel.Text = 'Good';
            count = 1;
        end
    end
    if count ~= 1
        app.Lamp.Color = [1 0 0];
        app.LampLabel.Text = 'Bad';
    end
    clear i;

    %PLOTTING
    if isa(howFarGood,'double')~=1 %only plotting if there are cities in the
list
        [ypoint, labels] = graphFun(howFarGood); %getting the closest and
farthest cities
        x=(1:4);
        plot(app.UIAxes, x,ypoint); %plotting the closest and farthest cities
        text(app.UIAxes, x,ypoint,
labels, 'VerticalAlignment','bottom','HorizontalAlignment','right');
    end
end

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