# HOW TO RUN SECTIONS

- 2 ways to define sections
  - 1) Click button in editor tab
    under the edit heading
  - 2) Type %% at the beginning of each section of code

Now when you are debugging you can click
the run section button and it will
only run your current section of code
(will be highlighted in editor)

## INPUT / OUTPUT

Lecture Date: 26 SEP 16

TAKEAWA

We can use fiprintf to save output to a file!

QUESTION: Ask students various questions about frint +

R NOTE: use random-student

fprintf()

\* Last class we started making interactive scripts

\* Now lets make interactive programs that can save and open files

fprintf() can write output to a file!

→ data can be used in MATLAB or other applications

### 3 STEPS TO WRITING OUTPUT TO A FILE

- a) Open a file using fopen ()
- b) Write output to the open file w/ fprintf()
- c) Close the file w/fclose()

(a) Notes

fid = fopen ('file\_name', 'permission')

file identifier

Scalar value assigned

permission code

· written as string

. Students should look up for HW

(b) Notes

ALMOST SAME AS WHAT WE LEARNED !

(c) Notes

It is important to close the file using the fclose () command

#### LECTURE NOTES :

- \* As I am filling in the follow along suipt be sure to show them how MATLAB:
- is adding variables to the workspace
- working directory
  - \* Show them the files
  - \* Change Vmph vector and verun
    the program
- Show students how existing data was overwritten!
- > change permission 'w' to 'a' and show what happens

### Save () and load ()

Overview: <u>Sque()</u> command is used for saving the variables that are currently in the workspace. <u>load()</u> is for retrieving those variables

Save ('file-name')

will save all workspace variables to file\_name. mat created in current directory

-> variable will maintain type, size, value

LAS can NOT be read by other applications

Save ('file-name', 'varl', 'var2')

-> will save just 2 variables, varl and var2

#### LECTURE NOTE:

\* For both save() and load() Show them that you can also do in command window AS WELL as in a script-file

\* You can add arguments to the save command to do different things

Save ('filename', var1, 'var2', - ascii')

optional

GUESTION: what is preserved/lost when saving variables in the ASCII format

