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# Matlab #1 Report

## Matlab Programming Workshop | Spring 99

### 1-1 : Input/Output in programs:

Name	Syntax	Description
input	<code>x = input(prompt)</code>	<p>Displays the text in prompt and waits for the user to input a value and press the Return key. The user can enter expressions and can use variables in the workspace.</p> <p>Note: If the user presses the Return key without entering anything, then <code>input</code> returns an empty matrix.</p> <p>Note: If the user enters an invalid expression at the prompt, then MATLAB displays the relevant error message, and then redisplay the prompt.</p>
	<code>Str = input(prompt, 's')</code>	Returns the entered text, without evaluating the input as an expression.

```
clc; clear;
prompt = 'Enter a matrix here: ';
x = input(prompt)
prompt = 'Magic matrix: ';
x = input(prompt)
```

COMMAND WINDOW

Enter a matrix here:  
pi \* eye(4)

x =

```
3.1416    0    0    0
    0    3.1416    0    0
    0    0    3.1416    0
    0    0    0    3.1416
```

Magic matrix:  
magic(4)

x =

```
16    2    3    13
 5    11   10    8
 9    7    6    12
 4    14   15    1
```

```
clc; clear;
prompt = 'How many siblings do you have?';
x = input(prompt)
prompt = 'How old is he/she ?';
x = input(prompt, 's')
```

COMMAND WINDOW

How many siblings do you have?  
two

Error using `input`  
Unrecognized function or variable 'two'.

Error in `test1` (line 3)  
x = input(prompt)

How many siblings do you have?  
2

x =

2

How old is he/she ?  
twenty

x =

'twenty'

Name	Syntax	Description
Display	<code>disp(X)</code>	Displays the value of variable <b>X</b> without printing the variable name. Note: If a variable contains an empty array, <b>disp</b> returns without displaying anything.

```

clc; clear;
X = ['Mohammad ', 'Tara ', 'Saghar'];
disp(X);
Y = 20 * rand(3, 2);
disp(Y);
Z = [];
disp(Z);

```

COMMAND WINDOW

```

Mohammad  Tara  Saghar
    19.1433     2.8377
     9.7075     8.4352
    16.0056    18.3147

```

## 1-2 : String comparison:

Name	Syntax	Description
<code>strcmp</code>	<code>tf = strcmp(s1, s2)</code>	compares <b>s1</b> and <b>s2</b> and returns 1 ( <b>true</b> ) if the two are identical and 0 ( <b>false</b> ) otherwise

```

clc; clear;
s1 = 'Hi';
s2 = 'Hello';
tf = strcmp(s1, s2);
ss1 = 'Bye';
ss2 = 'Bye';
tf = strcmp(ss1, ss2);

```

COMMAND WINDOW

tf =

logical

0

tf =

logical

1

Name	Syntax	Description
strncmp	tf = strncmp(s1, s2, n)	Compares up to <b>n</b> characters of <b>s1</b> and <b>s2</b> . The function returns 1 ( <b>true</b> ) if the two are identical and 0 ( <b>false</b> ) otherwise. Text is considered identical if the content of each is the same up to the end or the first <b>n</b> characters, whichever comes first.

```
clc; clear;
s1 = 'Hi dear, Shekofte';
s2 = 'Hi dear, Yaser';
tf = strncmp(s1,s2,8)
```

```
s1 = 'Hi, How are you?!';
s2 = 'Hi, Fine thanks!';
tf = strncmp(s1,s2,8)
```

COMMAND WINDOW

tf =

logical

1

tf =

logical

0

Name	Syntax	Description
Strcmpi	tf = strcmpi(s1, s2)	Compares <b>s1</b> and <b>s2</b> , ignoring any differences in letter case. The function returns 1 ( <b>true</b> ) if the two are identical and 0 ( <b>false</b> ) otherwise. The input arguments can be any combination of string arrays, character vectors, and cell arrays of character vectors.

```
clc; clear;
s1 = 'Hi';
s2 = 'Hello';
tf = strcmpi(s1,s2)
```

```
s1 = 'HELLO';
s2 = 'Hello';
tf = strcmpi(s1,s2)
```

COMMAND WINDOW

tf =

logical

0

tf =

logical

1

Name	Syntax	Description
Strncmpi	<code>tf = strncmpi(s1, s2)</code>	Compares up to <b>n</b> characters of <b>s1</b> and <b>s2</b> , ignoring any differences in letter case. The function returns <b>1 (true)</b> if the two are identical and <b>0 (false)</b> otherwise. The input arguments can be any combination of string arrays, character vectors, and cell arrays of character vectors.

```
clc; clear;
s1 = 'Hi, Mohammad';
s2 = 'Hello, Mohammad';
tf = strncmpi(s1,s2, 7)

s1 = 'HELLO, Mohammad? whats up?';
s2 = 'Hello, Mohammad? How are you?';
tf = strncmpi(s1,s2, 16)
```

COMMAND WINDOW

```
tf =

logical

0

tf =

logical

1
```

### 1-3 : Character categorization in strings:

Name	Syntax	Description
isletter	<code>TF = isletter(A)</code>	Returns a logical array <b>TF</b> . If <b>A</b> is a character array or string scalar, then the elements of <b>TF</b> are logical <b>1 (true)</b> where the corresponding characters in <b>A</b> are letters, and logical <b>0 (false)</b> elsewhere.

```
clc; clear;
A = 'Hi, Im Tara 19 From Tehran';
tf = isletter(A)
```

COMMAND WINDOW

```
tf =

1x26 logical array

1 1 0 0 1 1 0 1 1 1 1 0 0 0 0 1 1 1 1 0 1 1 1 1 1 1
```

Name	Syntax	Description
Isspace	<code>TF = isspace(A)</code>	Returns a logical array <b>TF</b> . If <b>A</b> is a character array or string scalar, then the elements of <b>TF</b> are logical <b>1 (true)</b> where corresponding characters in <b>A</b> are space characters, and logical <b>0 (false)</b> elsewhere.

```
clc; clear;
A = 'Hi, Im Tara 19 From Tehran';
tf = isspace(A)
```

COMMAND WINDOW

tf =

1×26 logical array

0 0 0 1 0 0 1 0 0 0 0 1 0 0 1 0 0 0 1 0 0 0 0 0 0

Name	Syntax	Description
Upper	<code>newStr = upper(str)</code>	Converts all lowercase characters in <b>str</b> to the corresponding uppercase characters and leaves all other characters unchanged.

```
clc; clear;
A = 'Saghar Gorjiduz, CE @ SBU';
newA = upper(A)
```

COMMAND WINDOW

newA =

'SAGHAR GORJIDUZ, CE @ SBU'

Name	Syntax	Description
Lower	<code>newStr = lower(str)</code>	Converts all uppercase characters in <b>str</b> to the corresponding lowercase characters and leaves all other characters unchanged.

```
clc; clear;
A = 'Saghar Gorjiduz, CE @ SBU';
newA = lower(A)
```

COMMAND WINDOW

newA =

'saghar gorjiduz, ce @ sbu'

## 1-4 : Searching and replacing strings

Name	Syntax	Description
Strrep	<code>newStr = strrep(str, old, new)</code>	Replaces all occurrences of old in str with new. If any input argument is a nonscalar string array or cell array of character vectors, then the other input arguments must have compatible sizes.

```
clc; clear;
chr = 'This is Python Programming Workshop!';
newChr = strrep(chr, 'Python', 'MATLAB');
```

COMMAND WINDOW

```
chr =

    'This is Python Programming Workshop!'

newChr =

    'This is MATLAB Programming Workshop!'
```

Name	Syntax	Description
Findstr	<code>K = findstr(str1, str2)</code>	Searches the longer of the two input arguments for any occurrences of the shorter argument, returning the starting index of each such occurrence in the double array k. If no occurrences are found, then <code>findstr</code> returns the empty array, <code>[]</code> . The input arguments <code>str1</code> and <code>str2</code> can be character vectors or string scalars.

```
clc; clear;
s = 'This is MATLAB programming workshop. Enjoy MATLAB!';
findstr(s, 'MATLAB')
findstr(s, 'Python')
```

COMMAND WINDOW

```
ans =

     9    44

ans =

    []
```

## 1-5 : Number to string conversion:

Name	Syntax	Description
Num2str	<code>s = num2str(A)</code>	Converts a numeric array into a character array that represents the numbers. The output format depends on the magnitudes of the original values. <code>num2str</code> is useful for labeling and titling plots with numeric values.
	<code>num2str(A, precision)</code>	Returns a character array that represents the numbers with the maximum number of significant digits specified by <code>precision</code> .
	<code>num2str(A, formatSpec)</code>	Applies a format specified by <code>formatSpec</code> to all elements of <code>A</code> .

```
clc; clear;
A = 0.5 * pi;
s = num2str(A, '%10.5e\n')
```

COMMAND WINDOW

```
s =
'1.57080e+00'
```

```
clc; clear;
pii = num2str(pi, 3)
```

COMMAND WINDOW

```
pii =
'3.14'
```

```
clc; clear;
s = num2str(cos((3 / 4) * pi))
pii = num2str(pi)
```

COMMAND WINDOW

```
s =
'-0.70711'

pii =
'3.1416'
```

## 1-5 : Date and time:

Name	Syntax	Description
Date	<code>C = date</code>	Returns the current date as a character vector in the format <code>dd-MMM-yyyy</code> .

Name	Syntax	Description
now	<code>C = now</code>	Returns the current date and time as a serial date number. A serial date number represents the whole and fractional number of days starting from a fixed, preset date (January 0, 0000).

Name	Syntax	Description
Clock	<code>C = clock</code>	Returns a six-element date vector containing the current date and time in decimal form: [year month day hour minute seconds]
clock	<code>[c tf] = clock</code>	Returns a second output argument that is 1 (true) if the current date and time occur during Daylight Saving Time (DST) in your system's time zone, and 0 (false) otherwise.

```

clc; clear;
name = '';
fprintf('Enter your name\n');
name = input(name, 's');
fprintf('Enter your birthday date(yyyy-mm-dd)\n');
date = '';
date = input(date, 's');
fprintf('Your age :\n');
date = split(date, '-');           %split the string into 3 parts
year = str2double(date(1));
age = 1399 - year

```

COMMAND WINDOW

```

Enter your name
mohammad hashemi
Enter your birthday date(yyyy-mm-dd)
1378-08-23
Your age :

```

age =

21

## 1-5 : Conditions

Name	Syntax
If, elseif, else	<pre> If expression     statements elseif expression     statements else     statements end </pre>
Switch, case, otherwise	<pre> Switch switch_expression case case_expression     statements case case_expression     statements ... otherwise     statements end </pre>



```

clc; clear;

%Write a MATLAB program to find maximum
%between three numbers using if-else

x = input("enter 3 numbers in a vector: ");

max_x = 0;
if(x(1) >= x(2))
    max_x = x(1);
else
    max_x = x(2);
end

if(max_x < x(3))
    max_x = x(3);
end

disp(max_x);

```

COMMAND WINDOW

```

enter 3 numbers in a vector:
[10, 2, -5]
10

```

```

clc; clear;

%The 7 days of the week using switch-case-otherwise

n = input('Enter a number: ');
switch n
    case 1
        disp('Sunday')
    case 2
        disp('Monday')
    case 3
        disp('Tuesday')
    case 4
        disp('Wednesday')
    case 5
        disp('Thursday')
    case 6
        disp('Friday')
    case 7
        disp('Saturday')
    otherwise
        disp('out of bound')
end

```

COMMAND WINDOW

```

Enter a number:
4
Wednesday

```

## 1-6 : Loops

Name	Syntax
For	<pre> For index = values     statements end </pre>
While	<pre> while expression     statements end </pre>

```

clc; clear;
%Simple HOP(5) game in MATLAB using while loop
i = 1;
while(true)
    %system turn
    if(rem(i, 5) == 0)
        disp("system: hop");
    else
        disp("system: " + i);
    end
    i = i + 1;

    %user turn
    if(rem(i, 5) == 0)
        x=input("your turn: ','s');
        if(~strcmp(x, "hop"))
            break;
        end
    else
        x=input("your turn: ");
        if(x ~= i)
            break;
        end
    end
    i = i + 1;
end
disp("loser! :)")

```

COMMAND WINDOW

```

system: 1
your turn:
2
system: 3
your turn:
4
system: hop
your turn:
7
loser! :)

```

```

clc; clear;

%program to display n terms of odd natural number
%and their sum using for loop with "continue"

n = 10; sum = 0;
for i = 1:n
    if rem(i, 2) == 0
        continue;
    end
    disp(i);
    sum = sum + i;
end
disp("sum = " + sum);

```

COMMAND WINDOW

```

1
3
5
7
9

sum = 25

```

## 1-6 : Structure array

Name	Description
Structure Array	A structure is a data type that groups related data using data containers called fields. Each field can contain data of any type or size.

```
clear
clc

course.subject="MATLAB Programming";
course.units=1;
course.level="Undergraduate";
course.Instructor="Dr. Yasser Shekofteh";
```

```
course
course.subject
```

COMMAND WINDOW

**struct** with fields:

```
    subject: "MATLAB Programming"
      units: 1
      level: "Undergraduate"
Instructor: "Dr. Yasser Shekofteh"
```

```
ans =
```

```
"MATLAB Programming"
```

```
clear
clc
```

```
car={"Audi Q7", "Black", "$84,800", 2020}
```

COMMAND WINDOW

```
car =
```

```
1×4 cell array
```

```
 {"Audi Q7"} {"Black"} {"$84,800"} {[2020]}
```