```
function sequence FT = get sequence ft(hbb, sequence number, N)
sequence = hbb.Sequence;
cds indices = hbb.CDS.indices;
% Indices
% 1: 27726
% 2: 27817
% 3: 27940
% 4: 28162
% 5: 29019
% 6: 29147
% indices for coding & non-coding regions
% non-coding regions are sequence[1 2]a
sequence1 = sequence(cds indices(1) : cds indices(2));
sequence1a = sequence(cds indices(2) : cds indices(3));
sequence2 = sequence(cds_indices(3) : cds indices(4));
sequence2a = sequence(cds indices(4) : cds indices(5));
sequence3 = sequence(cds indices(5) : cds indices(6));
% convert A, T, C, G to binary numbers
switch sequence number
         case 1
                 coding A = (upper(sequence1) == 'A');
                 coding T = (upper(sequence1) == 'T');
                 coding C = (upper(sequence1) == 'C');
                 coding G = (upper(sequence1) == 'G');
         case 'la'
                 coding A = (upper(sequence1a) == 'A');
                 coding T = (upper(sequence1a) == 'T');
                 coding C = (upper(sequence1a) == 'C');
                 coding G = (upper(sequence1a) == 'G');
         case 2
                 coding A = (upper(sequence2) == 'A');
                 coding T = (upper(sequence2) == 'T');
                 coding C = (upper(sequence2) == 'C');
                 coding G = (upper(sequence2) == 'G');
         case '2a'
                 coding A = (upper(sequence2a) == 'A');
                 coding T = (upper(sequence2a) == 'T');
                 coding C = (upper(sequence2a) == 'C');
                 coding G = (upper(sequence2a) == 'G');
         case 3
                 coding A = (upper(sequence3) == 'A');
                 coding T = (upper(sequence3) == 'T');
                 coding C = (upper(sequence3) == 'C');
                 coding_G = (upper(sequence3) == 'G');
         case 4
                 coding A = (upper(sequence) == 'A');
                 coding T = (upper(sequence) == 'T');
                 coding C = (upper(sequence) == 'C');
                 coding G = (upper(sequence) == 'G');
```

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