

How is MATLAB different from Python? MATLAB = "matrix laboratory" MATLAB defaults to use a 2D matrix of numbers (of type double) for as many things as possible Many built-in functions without loading libraries Array indices start at 1, not 0 MATLAB actually has good help docs © MATLAB is pricey! Ballpark \$5000 the day you stop going to Rose to have a personal copy of MATLAB. Used heavily in industry. Very common.

What is MATLAB? Programming Language and Integrated Development Environment (IDE) Made by The MathWorks Inc.

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Sample comparison code

The first program we looked at in C was a print root table function. Let's see the syntax in Matlab.

Review code in C and Python first
See how MATLAB would code the root table problem
```

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How is MATLAB similar to Python?

Similar to IDLE:
Interactive mode for quick tests
Programming mode for writing code
Python has .py files for code
MATLAB uses .m files for code
Similar programming concepts as Python...
Variables, functions, if, for, while, etc.
```

```
from math import *
def printRootTable(n):
    for i in range(1,n):
        print " $2d $7.3f" $ (i, sqrt(i))

def main():
    printRootTable(10)

main()

#include <stdio.h>
#include <math.h>

void printRootTable(int n) {
    int i;
    for (i=1; i<=n; i++) {
        printf(" $2d $7.3f\n", i, sqrt(i));
    }
}
int main() {
    printRootTable(10);
    return 0;
}</pre>
```



```
while loops

k = 10
while (k>0)
k=k-1
end

Similar to the if statement
Can still use the "break" statement to exit early if needed
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if statement if-Statement Structure: if (a<0) x = 1 end Must have an "end" statement tabbing is for looks only () around condition

```
for loops

for i=1:0.001:10
% do stuff
end
Compare to range in Python:
for i in range(1,10,0.001): (which doesn't work)
#do stuff
MATLAB for loop, k = first: increment: last
(could omit increment to default to 1, like Python)

Your turn:
Program now: code to print multiples of 5 up to 50.
Then print only those not divisible by 3.
```

```
elif statement

if (a<0)
  x=1
  elseif(a>0)
  x=2
  else
  x=3
  end

elif is done as elseif (one word)
```

Inputs and outputs are optional

- function testFunction
 - No inputs or outputs
- \square function [x] = testFunction2
 - □ Only 1 output called x
- □ function testFunction3(n)
 - Only 1 input called n
- \Box function [y] = testFunction4(a,b,c)
 - □ 3 inputs a, b, c and 1 output y

If the primary function has inputs, call from command line, If no inputs needed, you can select Run (or F5)

factorialTable output

□ Running factorialTable should product this output:

2! = 23! = 6

4! = 24 5! = 120 6! = 720

7! = 5040

8! = 40320 9! = 362880

10! = 3628800

MATLAB scripts vs MATLAB functions

- MATLAB scripts
 - No function signature line, just code
 - □ All variables visible in workspace
 - No subfunctions at all!
- MATLAB functions
 - □ First line of code is function [outputs] = name (inputs)
 - $\hfill \square$ Subfunctions (helper functions) allowed in same .m file
 - □ Variable scope limited to function
- □ Revisit examples so far to see.

Debugger

- □ In this case, MATLAB is more like Eclipse than IDLE
- □ MATLAB has an easy to use debugger
- □ Add a breakpoint to the start of your factorialTable code (first line in the factorialTable function)
- □ Step into the code by running function in shell
- Open the Workspace window (upper left tab) to see values

Hands on MATLAB function .m files

- □ One of the first functions we made in Python was a factorial function.
- □ Make a program that has an m file called "factorialTable.m"
- □ Make a subfunction called calculateFactorial(n) that returns the n! value to the factorialTable function
 - A little help on the subfunction:

function [result] = calculateFactorial(n)

result = 1

Fun quick keys/Shortcuts (on handout)

- □ Up Arrow Interactive Mode Command History
- □ Comment line
- Ctrl k
- Uncomment line □ Select All/Auto Indent -
- Ctrl t Ctrl a Ctrl I
- □ Run .m file
- Autocomplete ■ Save
- Tab Ctrl s
- □ Standard copy, cut, paste

Built-in MATLAB functions

- □ Let's learn about help in MATLAB
- □ Type in "help prod"
 - □ Click on "doc prod" from the "help prod" text.
 - Or type in "doc prod"
 - Excellent help documents in MATLAB
- □ Read about prod
- □ What does prod(1:4) do?
- □ What about prod(1:n) for your factorial function?
- $\hfill\Box$ There is also actually a built in factorial function too.

Get/Set the matrix element

- $\hfill \Box$ Get the element of x in row 2 column 3
 - = x(2,3)
- $\hfill\Box$ Set the element of x at row 2 column 3
 - x(2,3) = 17
- Get the first column of elements (All rows, column 1)
- □ Slice the matrix to get the 2 by 2 upper left corner □ x(1:2,1:2)
- □ Similar to Python list slicing but base 1.

Help in MATLAB

- □ Go to the help menu -> Product Help
- □ In the Search Results tab, look for some things:
 - while
 - function
 - □ why
 - □ whos The whos Function
 - bench
- □ Click on the Contents tab -> Getting Started

Changing the size of the matrix

- $\hfill\Box$ Add a new column to our 3 by 3, x matrix
 - x(:,4) = [10; 11; 12]
- $\hfill\Box$ Add a new row to our 3 by 4, x matrix
 - $x(4; = [13 \ 14 \ 15 \ 16]$

Doesn't throw an 'array out of bounds' error, just works and expands the matrix for the new index

- ☐ Get the size of the matrix
 - □ [R,C] = size(x)

Matrix operations

- □ Make a matrix to play with:
 - □ x = [1 2 3
 - 456
 - 789]
- $\hfill\Box$ Or in a different syntax for the same result
 - $\mathbf{x} = [1 \ 2 \ 3;4 \ 5 \ 6;7 \ 8 \ 9]$
 - $\mathbf{x} = [1,2,3;4,5,6;7,8,9]$
 - $\mathbf{x} = [1, 2, 3; 4, 5, 6; 7, 8, 9]$
 - $x = [1 \ 2 \ 3;$
 - 4 5 6;
 - 789]

Vector operations

- Simple vector syntax
- $_{\Box}$ t = 1:10
- □ t = 1: 0.01: 10
- □ Get the first 5 elements of t
 - □ t(1:5)
- □ Get the last 5 elements of t
 - t(end-4:end)
- □ Get the vector length
 - □ length(t)

Plotting in MATLAB

- □ All plots are based on points, unlike Maple
- Make a vector of x values
- □ Make a vector of y values
- □ Plot x vs y
- □ Sample:
 - x = -pi:0.1:pi;
 - $y = \sin(x);$
 - □ plot(x,y)
 - Now try plot(x,y,'b.')

I was kind enough to start you off

 Go to Angel and download some code to get you started.

Changing the step size

- □ Try a worse resolution:
 - x = -pi:0.5:pi;
 - $y = \sin(x);$
 - plot(x,y,'b.')
- □ Try a better resolution:
 - x = -pi:0.001:pi;
 - $y = \sin(x);$
 - □ plot(x,y,'b.')
- □ Use *help plot* to make a Black Dashed line

Continued Projectile Ball Problem

- #1. Solve for the default case first
 - Ball initial speed = 5 m/s
 - □ Angle of throw = 30 degrees
- #2. Solve for any case
 - Make a function say projectileBall that takes two inputs (initialSpeed, launchAngle), plots the ball, and returns the time of the flight [flightTime]

Sample Projectile Ball Problem

- Suppose we have a ball that we are throwing and we want to plot the position of the ball.
- We know the initial velocity of the ball, the angle of the initial velocity.
- We want a plot of the ball, as well as, the time and x value when the ball hits the ground.
 - □ Store each time step into a matrix
 - Row 1 Time
 - Row 2 X position
 - Row 3 Y position
 - Assume ideal world with only gravity

Information about ME123

□ http://www.rose-hulman.edu/ME123/