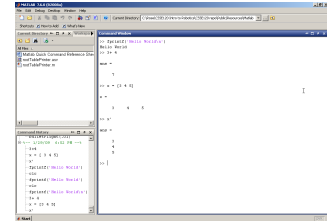


## What is MATLAB?

- Programming Language and
- Integrated Development Environment (IDE)
- Made by The MathWorks Inc.



## How is MATLAB similar to Python?

- Most 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.

## Try out the Command Window

```
>> x = 3
>> x = x + 3
>> clc
>> fprintf('Hello, World!\n')
>> y = 2*3+5
```

Try hitting the up arrow a few times

## 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.

## 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

```

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;
}
    
```

Parallel  
examples  
in Python  
and C.

## Python, C, and MATLAB

```

from math import *

# Prints table of sqrt roots 1 thru 10
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>
// Prints table of sqrt roots 1 thru 10
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;
}
    
```

Python

C

MATLAB

## rootTable in MATLAB

```

function rootTable
%ROOTTABLE Prints table of sqrt roots 1 thru 10    % for comments
% using a helper function printRootTable

clc          % Clears the screen
printRootTable(10)    % Call the helper function    Functions
end

function printRootTable(n)
for i = 1:n
    fprintf('%2d %7.3f\n', i, sqrt(i))    For loops; try typing 1:10
end
end
    
```

All the same concepts, new syntax

## if statement

**if-Statement Structure:**

```

if a<0
    x = 1
end
    
```

Must have an "end" statement

Tabbing is for looks only

No : at the end of the if statement

## elif statement

```

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

elif is done as elseif (one word)

## while loops

```

k = 10
while k>0
    k=k-1
end
    
```

Similar changes as the if statement

Can still use *break* statement to exit early if needed

## for loops

```
for i=0 : 10 : 10000
```

```
    % do stuff
```

```
end
```

```
Python:   for i in range(0,1000, 10):
           #do stuff
```

```
MATLAB:   for i = first : increment : last
```

```
           could omit increment to default to 1, like Python
```

Try writing code to..  
Print values 0 to 50 in multiples of 5  
Then print only those not divisible by 3.

## 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)
- Subfunctions (helper functions) allowed in same .m file
- Variable scope limited to function

## Functions in MATLAB

```
% Practice, by Matt Boutell
% You define what the outputs will be; they return the last value
% assigned to them.
function [output1, output2] = practice(input1, input2)

output1 = input1 * 5;
output2 = input2 * 10;

end
```

Easy to return multiple values, no "return" statement needed  
Autoruns first function, which should have same name as .m file

## Inputs and outputs are optional

### □ **function** testFunction

- No inputs or outputs

### □ **function** [x] = testFunction2

- Only 1 output called x

### □ **function** testFunction3(n)

- Only 1 input called n

### □ **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)

## Hands on MATLAB function .m files

- One of the first functions we made in Python was a factorial function.
- Make a function .m file called "factorialTable.m"
  - Therefore first line should be **function** factorialTable
  - For loop for 1 thru 10 calling fprintf on n and n!
- Make a subfunction called calculateFactorial(n) that returns the n! value to the factorialTable function

```
function [result] = calculateFactorial(n)
    result = 1
    ...
```

Example output on next slide:

## factorialTable output

- Running factorialTable should product this output:

```
1! = 1
2! = 2
3! = 6
4! = 24
5! = 120
6! = 720
7! = 5040
8! = 40320
9! = 362880
10! = 3628800
>>
```

## 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
- Open the Workspace window (upper left tab) to see variable values

## Fun quick keys/Shortcuts (on handout)

- Command Window
  - Up Arrow - Prior command
  - Autocomplete - Tab
- Editor:
  - Comment line - Ctrl+r
  - Uncomment line - Ctrl+t
  - Select All/Auto Indent - Ctrl+a Ctrl+i
  - Run .m file - F5
  - Save - 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?
  - There is also actually a built in factorial function too.

## 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

## Matrix operations

- Make a matrix to play with:
  - $x = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$
- Or in a different syntax for the same result
  - $x = [1\ 2\ 3; 4\ 5\ 6; 7\ 8\ 9]$
  - $x = [1,2,3;4,5,6;7,8,9]$
  - $x = [1, 2, 3; 4, 5, 6; 7, 8, 9]$
  - $x = [1\ 2\ 3; 4\ 5\ 6; 7\ 8\ 9]$

## Get/Set the matrix element

- Get the element of x in row 2 column 3
  - $x(2,3)$
- Set the element of x at row 2 column 3
  - $x(2,3) = 17$
- Get the first column of elements (All rows, column 1)
  - $x(:,1)$
- 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.

## Changing the size of the matrix

- Add a new column to our 3 by 3, x matrix
  - `x(:,4) = [10; 11; 12]`
- 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)`

## Vector operations

- Simple vector syntax
- `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')`

## 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')`
- Type **help plot**
  - Make a black dashed line with circle markers

## Sample Projectile Ball Problem

- Suppose we have a ball that we are throwing and we want to plot the position of the ball.
  - Assume an initial velocity of 5 m/s at 30 degrees
- We want a plot of the ball
  - Could use a special command 'hold on' instead
  - Store each time step into a matrix
    - Row 1 – Time
    - Row 2 – X position
    - Row 3 – Y position
    - Then plot row 2 vs row 3 after matrix is complete
  - Assume ideal world with only gravity

## I was kind enough to start you off

- Download some code to get you started.
- Requirements:
  - Practice using functions
    - `getXLocation`
    - `getYLocation`
  - Practice using matrix accumulators
    - `storedLocations`

## Optional extra challenge

- #1. Solve for the default case
  - ▣ Ball initial speed = 5 m/s
  - ▣ Angle of throw = 30 degrees
  
- #2. Extra fun - Solve for any case
  - ▣ Make a `projectileBall` takes two inputs (`initialSpeed`, `launchAngle`), plots the ball, and returns the time of the flight

## Information about ME123

- <http://www.rose-hulman.edu/ME123/>