

Review of Lecture 1

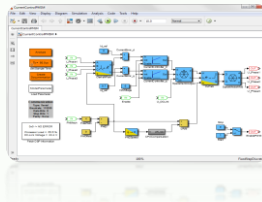
- **MATLAB** (MATrix LABoratory)

- MATLAB has :

Toolbox



Simulink



- **Open alternatives** : Octave, Scilab,
- **Main parts**
 1. Current folder
 2. Workspace
 3. Command window
 4. Command history
- **MATLAB online**

- **Basic arithmetic** : + - * / \ ^
- **Priority of commands** : () , ^ , * and / , + and -
- **Variables**
 1. **Begin with a letter** and can contain letters, digits and (_);
 2. MATLAB is case sensitive;
 3. **Reserved keywords**, cannot be used as identifiers.
- **Some reserved keywords and commands**

Functions : sin, cos, sqrt, exp, ...

Constants : pi, i, j, inf ...

Commands : who, whos, ...
- **Clearing screen and variables and quitting MATLAB** : `clc` , `clear` , `quit` , `exit`.

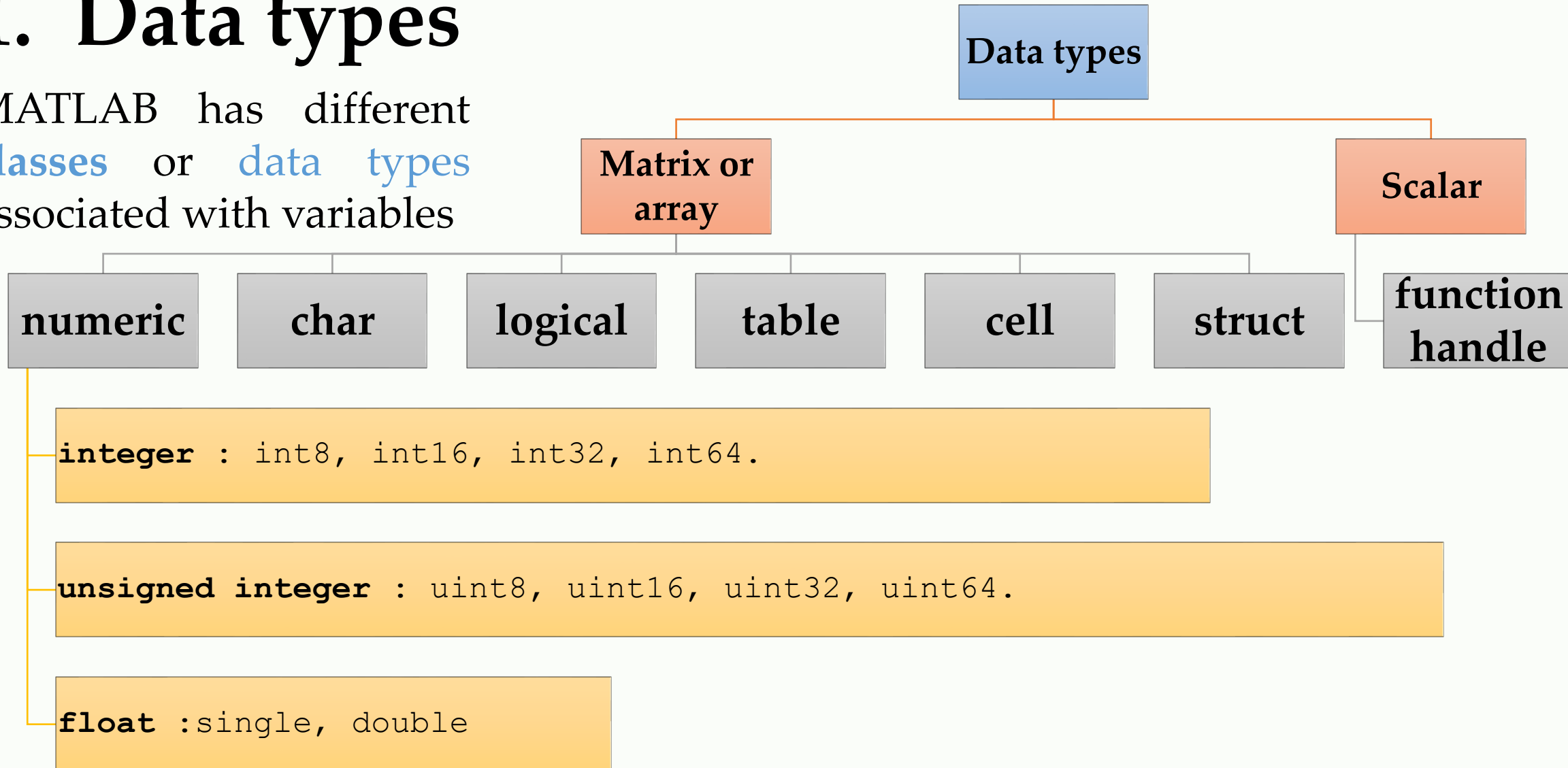
Info 3 Introduction to MATLAB®

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Lecture 2 Data types and script file

1. Data types

MATLAB has different **classes** or **data types** associated with variables



1. Data types

- **Numeric:** Numeric class includes **Integer** and **floating-point numbers**.

Integer	<code>int8</code>	<code>int16</code>	<code>int32</code>	<code>int64</code>
Unsigned integers	<code>uint8</code>	<code>uint16</code>	<code>uint32</code>	<code>uint64</code>
Float			<code>single</code>	<code>double</code>
	(8 bits)	(16 bits)	(32 bits)	(64 bits)

Example :

```
>> A = int8(5);  
>> B = uint32(30);  
>> C = single (A);
```

1. Data types

- Characters and strings

char and **string** are used to store the **alphabetic characters** (single character or character vectors) and **text data** respectively.

Example :

```
>> C1 = 'f';  
>> C2 = 'abcd';  
  
>>  
>> S = "Engineer";  
  
>>
```

(Double quotes (") was introduced
in MATLAB R2017a)

1. Data types

- Logical data

Logical type is used to represent the Boolean values **true** or **false** using **1** and **0** respectively.

Relational operators :

>, <, >=, <=, == (equality) and **~=** (inequality).

Logical operators :

and : **&&**, or : **||**, not : **~**.

```
>> 3 < 2
```

```
ans =
```

```
logical
```

```
0
```

```
>> (3>=2) && (5~=8)
```

```
ans =
```

```
logical
```

```
1
```

```
>> 3+2 == 5
```

```
ans =
```

```
logical
```

```
1
```

```
>> 3 = 3
```

```
3 = 3
```

```
↑
```

Error: The expression to the left of the equals sign is not a valid target for an assignment.

1. Data types

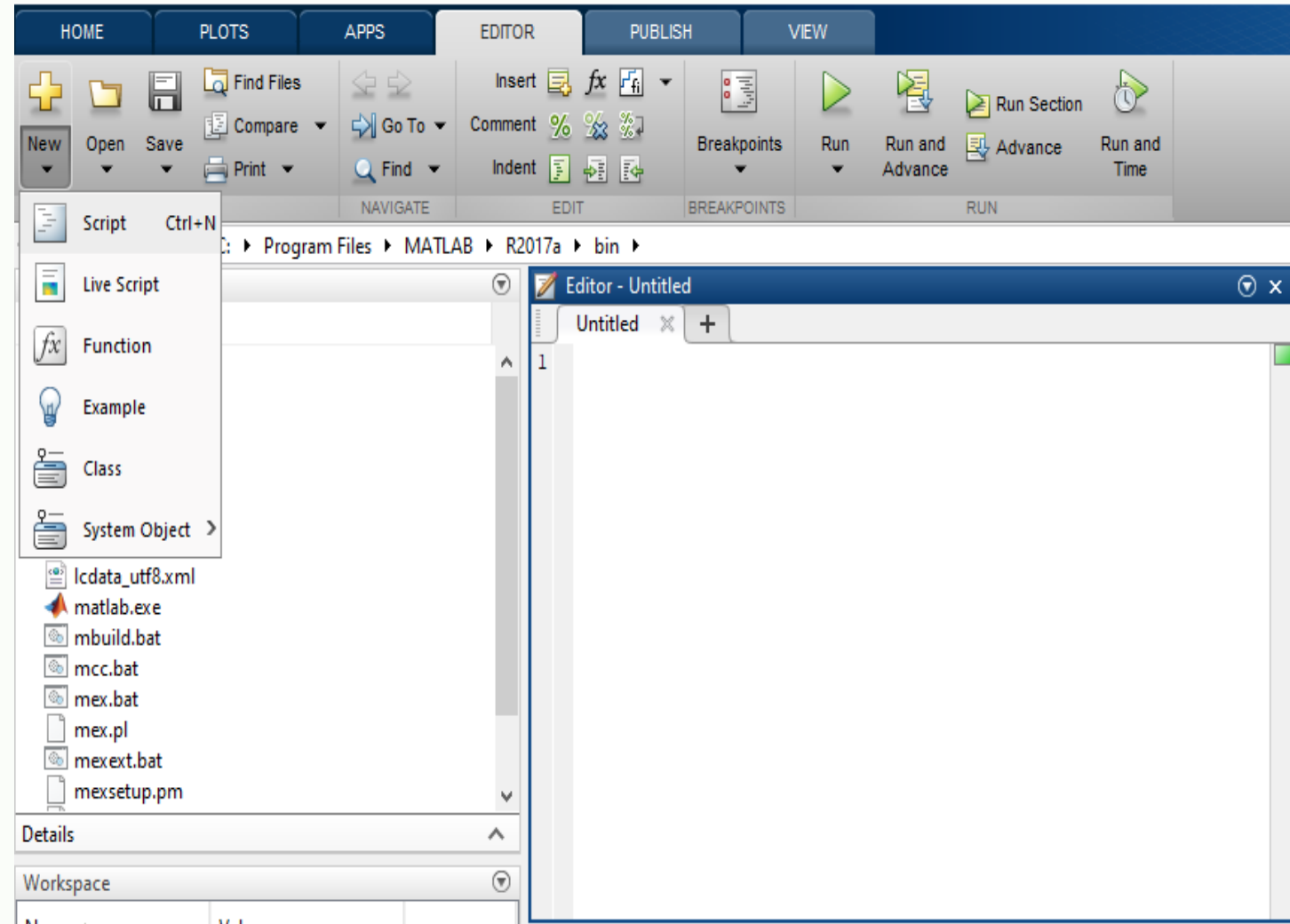
- **Tables** : They are used to package and store **tabular** data and used in general for data analysis.
- **Struct** : struct is used to store **arrays** of **varying** classes and sizes of data.
- **Cell** : Cells store **varying** classes of data in each cell, so they offer more **flexibility** to package data.
- **Function handle** : It is used to **point** and call a function.

2. File script

A **script** is an external file with **.m** extension, which contains a sequence of MATLAB instructions and commands.

The script file can be **edited**, **saved** and **executed**.

new script



2. File script

We can **edit**, **save** and **run** the script file in the command window using the following commands:

edit : >> edit scriptName

save: >> save scriptName

run : >> scriptName

scriptName indicates the name of the script.

```
>> edit my_program
```

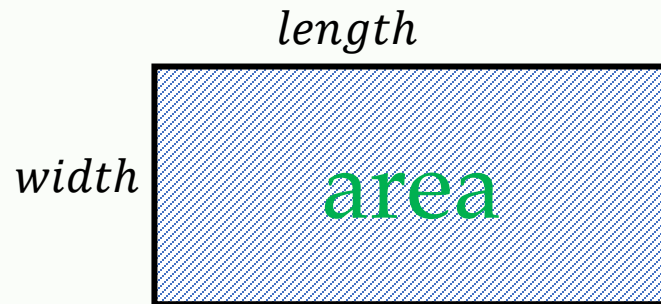
```
>> save my_program
```

```
>> my_program
```

2. File script

First example

Create a program to calculate the area of a rectangle



$$\text{area} = \text{length} * \text{width}$$

Variables

Rectangle area variable : my_area

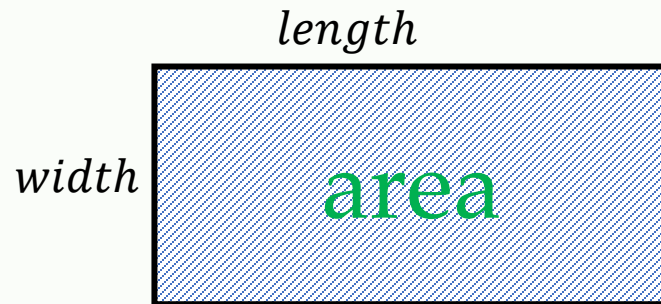
Length variable : length

Width variable : width

2. File script

First example

Create a program to calculate the area of a rectangle



$$\text{area} = \text{length} * \text{width}$$

```
Editor - D:\Univ jijel\2024-2025\MATLAB for 2nd year engineer\rect_area.m
rect_area.m
1 - length = 20
2 - width = 10
3 - my_area = length * width
4 -

Command Window
>> rect_area

length =

    20

width =

    10

my_area =

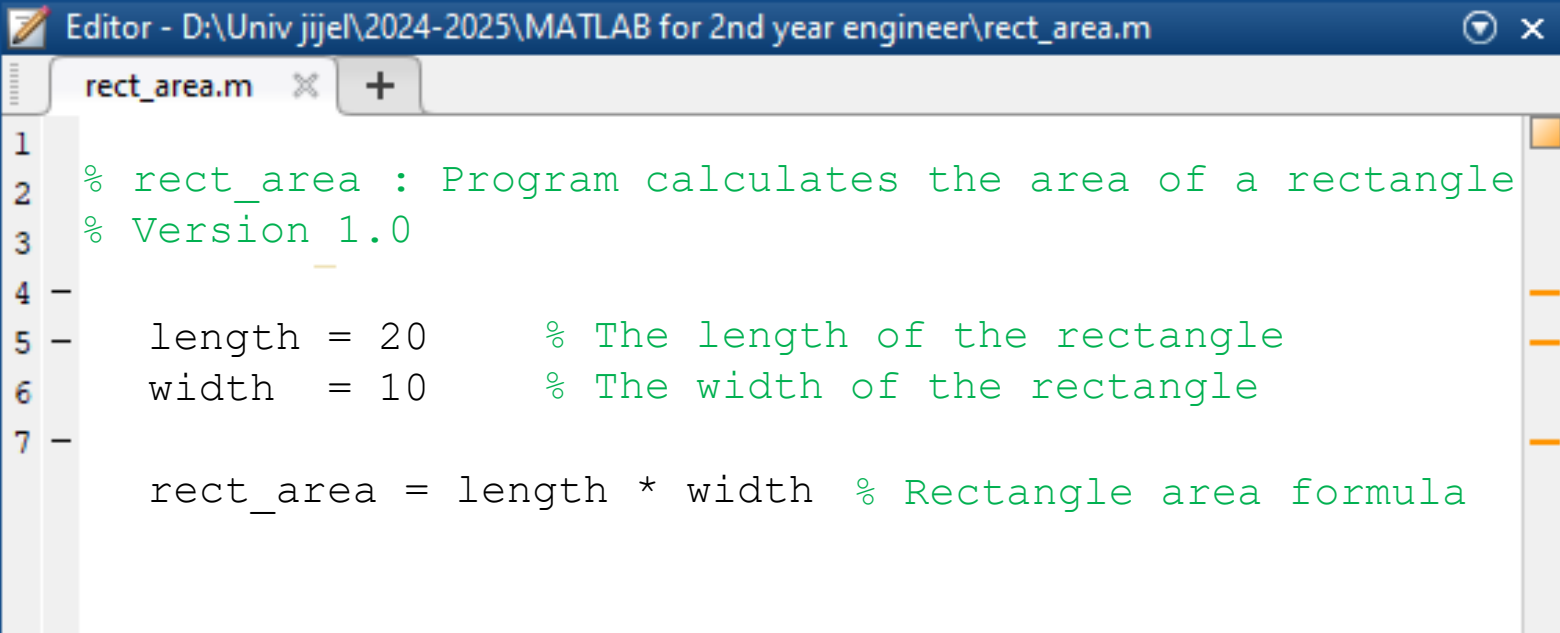
    200
```

2. File script

Comments

Clarify how the task is accomplished and give the user some insights regarding the developed algorithm.

The **first comments** at the beginning of the script are reserved to denote the script **help**



```
1 % rect_area : Program calculates the area of a rectangle
2 % Version 1.0
3
4 -
5 -     length = 20      % The length of the rectangle
6 -     width  = 10      % The width of the rectangle
7 -
   rect_area = length * width % Rectangle area formula
```

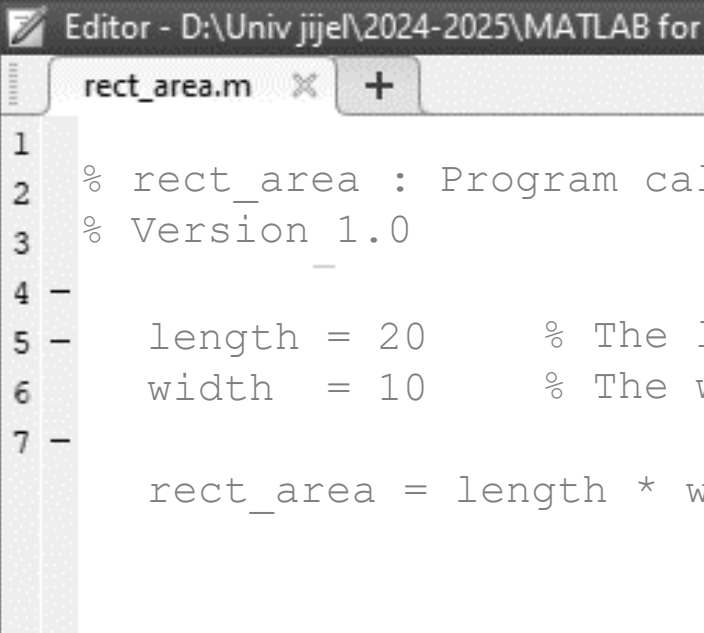
The comments are ignored when executing the script

2. File script

Comments

Clarify how the task is accomplished and give the user some insights regarding the developed algorithm.

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```
1  
2 % rect_area : Program cal  
3 % Version 1.0  
4 -  
5 - length = 20      % The  
6 - width  = 10      % The v  
7 -  
   rect_area = length * w
```

```
>> help rect_area
```

```
rect_area : Program calculates  
the area of a rectangle  
Version 1.0
```

The commen
executing th

Practice