

# EL2310 – Scientific Programming

## Lecture 3: Scripts and Functions



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# Overview

## Lecture 3: Scripts and Functions

Wrap Up

More on Plotting

Scripts and Functions

Output, Input and Commenting

On Customized Help, Paths and Timing



















## Saving/printing a figure

- ▶ You often want to save a figure
- ▶ This can be done from the figure menu or with `print` command.
- ▶ To create an eps file, select desired figure and do  
`print -deps <filename> (black/white)`  
`print -depsc <filename> (color)`
- ▶ For print options do `help print`

## Getting input from a figure

- ▶ You can get information (coordinates) by clicking inside figure
- ▶ Use command

```
xy = ginput
```

(pressing ENTER terminates the command)

or

```
xy = ginput(n)
```

(if you know beforehand how many data points)

## drawnow and pause

- ▶ To force a figure to display its content now (flush event queue),  
use `drawnow`
- ▶ To pause execution and wait for ENTER in command window,  
use `pause`
- ▶ You can pause for  $n$  seconds with  
`pause(n)` (e.g. `pause(0.1)` to pause 0.1s)

# Subplots

- ▶ Easy to put many plot in the same figure with `subplot (n, m, k)`
- ▶ Sets up for n by m plots in a figure and prepares to add plot k
- ▶ Example  
`subplot (2, 1, 1), plot (x1, y1)`  
`subplot (2, 1, 2), plot (x2, y2)`

## 3D plots

- ▶ Several functions to plot in 3D
- ▶ `plot3(x, y, z)`
- ▶ `mesh(X, Y, Z)`
- ▶ `surf(X, Y, Z)`
- ▶ `contour(X, Y, Z)`
- ▶ `mesh`, `surf` and `contour` plot the matrix `Z` against the values of `X` and `Y`.
- ▶ You can create values for `X` and `Y` with  
`[X, Y] = meshgrid(x, y);`  
where `x` and `y` are vectors and `X` and `Y` are matrices
- ▶ See also `colormap`

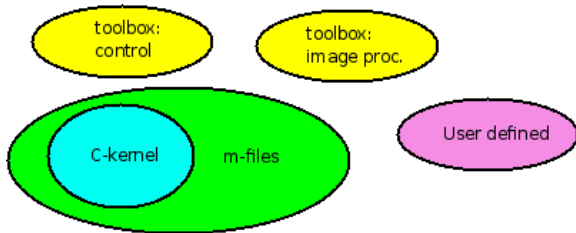
## Task 2

- ▶ Display the function  $z = 1 - x^2 + y^2$
- ▶ Use the interval  $x, y \in [-1, 1]$



# Scripts and functions

- ▶ Command windows ok for “calculator type” things
- ▶ Many commands  $\Rightarrow$  execute a file with commands instead



# m-files

- ▶ You put your code in so called m-files
- ▶ Text file with file-ending .m
- ▶ Two types of m-files
  - ▷ scripts
  - ▷ functions

# Scripts

- ▶ Commands listed are executed as if written on command line
- ▶ No need to type all commands over and over again
- ▶ Easy to reproduce experiments
- ▶ A form of documentation of what you did
  
- ▶ Unexpected side effects?
- ▶ Ex: All variables cleared, changed, etc. in script also clear, changed in the workspace

# Functions

- ▶ Used to “extend functionality” of MATLAB, with syntax:  
`function[out1, out2] = firstfunction(in1, in2)`
- ▶ The function normally matches filename
- ▶ A function can have any number of input (`in1, in2`) and output (`out1, out2`) arguments:
- ▶ they can be scalar, vectors, matrices, strings, handles, functions, etc.



## Creating/Editing files

- ▶ **MATLAB** has a built-in text editor
- ▶ Create a new file or edit existing file with  
`edit <filename>`

# Outputting text

- ▶ You often want to output text
- ▶ Useful to make user understand what is going on
- ▶ `disp('Some really nice text')`
- ▶ **NOTE:** Strings in MATLAB are in single quotes

## Getting input from the user

- ▶ You can easily get input from user from keyboard
- ▶ `value = input('Some message that lets the user know what to input: ')`
- ▶ Input can be empty, scalar, vector, matrix, variable, etc.
- ▶ Input will be parsed
- ▶ Will repeat question until correct answer is given
- ▶ For string input do  
`s = input('Give us a string: ','s')`
- ▶ Then, input will not be parsed and just returned as string



## Adding comments

- ▶ Remember that people might want to read you code afterwards!
- ▶ You can (and should) add comments:
- ▶ Everything on the line after a % is interpreted as a comment

## Good variable names

- ▶ Besides comments it is good to use meaningful variable names
- ▶ On the command line not so important as you are working with it actively
- ▶ You might have to understand a script/function after years or from someone else:
  - ▷ Not so good  
`a=0:0.1:10;`
  - ▷ Better  
`speed=0:0.1:10;`
  - ▷ Even better  
`speed=0:0.1:10; % transl. speed of robot in m/s`

## Variable scope

- ▶ Each function has its own set of variables
  - ▷ (normally) functions can not access variables in base/main workspace
  - ▷ variable changes inside function do not affect base workspace
- ▶ This helps avoid name clashes (no need to track (all variable names in all functions called)
- ▶ These restrictions are called “scoping” and each variable has a “scope”
- ▶ Input arguments become local variables inside functions  
⇒ changes to input arguments are limited to function

## Task 3

- ▶ Write scripts / functions that
  - ▷ Ask the reader to click in a window to enter some data
  - ▷ Display the points in the graph
  - ▷ Fit a line to them
  - ▷ Calculate the mean squared error between the points and the line

# Learning by reading

- ▶ Remember that there are a lot of m-files in `MATLAB`
- ▶ You can look at all these to learn from
- ▶ Either find the file and look at it or do  
`type <function>`

## Adding function description

- ▶ You can make sure that others can get useful “help” on your functions
- ▶ First comment line in file is used by `lookfor`
- ▶ **Example:**

```
function [k,m] =  
calc_lineparameters(x,y)  
% [k,m] = CALC_LINEPARAMETERS(x,y) fits data to  
a line with least squares  
% The resulting parameters describe the line  
on the form  
% y = k*x+m
```

## Working directory

- ▶ Check current directory in file system with  
`pwd`
- ▶ Can change directory with  
`cd <direcory>`
- ▶ Can check where you are with  
`dir`









