

Special Functions for Creating Vectors

- Some vectors are used so often that there are special functions for creating them

```
zeros(1, 5) % A vector of length 5 holding all zeros  
0 0 0 0 0
```

```
ones(1, 3) % A vector of length 3 holding all ones  
1 1 1
```

```
rand(1, 4) % A vector of length 4 holding random numbers  
0.9501 0.2311 0.6068 0.4860
```

Row and Column Vectors

```
>> v = [1 2 3]
```

```
v =  
1 2 3
```

```
>> v = [1 ; 2 ; 3]
```

```
v =  
1  
2  
3
```

Note the semicolons

Length

```
>> v = randn(1, 5);  
>> n = length(v)
```

```
n =  
5
```

```
>> u = randn(5, 1);  
>> n = length(u)
```

```
n =  
5
```

The length function doesn't care about row or column orientation

Appending to a Vector

- Appending to a row vector

```
>> x = [11, 22]  
x =  
11 22
```

```
>> x = [x 33]  
x =  
11 22 33
```

- Appending to a column vector

```
>> x = [11 ; 22]  
x =  
11  
22
```

```
>> x = [x ; 33]  
x =  
11  
22  
33
```

Note the semicolons

Concatenating Vectors

- Concatenating row vectors

```
>> x = [11 22]  
x =  
11 22
```

```
>> y = [33 44 55]  
y =  
33 44 55
```

```
>> z = [x y]  
z =  
11 22 33 44 55
```

- Concatenating column vectors

```
>> x = [11;22;33];  
>> y = [44; 55];  
>> z = [x ; y]
```

```
z =  
11  
22  
33  
44  
55
```

Note the semicolons

The Empty Vector

```
x = [ ];  
for k=1:50  
    if floor(sqrt(k)) == sqrt(k)  
        x = [x; k];  
    end  
end  
x
```

```
x =  
1  
4  
9  
16  
25  
36  
49
```

Another Shortcut for Creating Vectors

- We were already creating vectors when we were using for-loops
 - ":" notation

```
vec = 1:7;      % [1 2 3 4 5 6 7]
vec = 10:-2:0  % [10 8 6 4 2 0]
```
- FYI
 - The for-loop actually converts the ":" notation into a vector before it executes
 - A for-loop will work with *any* vector!
(e.g., `for k = [2 3 5 7 11 13 17 19]`)

A String is a Vector of Characters

- A string is made up of individual characters
 - The string 'CS100M rules' consists of 12 characters (8 letters, 3 digits, and 1 space)
- In Matlab, a string is a *vector* of characters
 - Since a string is a vector, it uses the same indexing scheme as any other vector

Strings as Vectors

- | Vectors | Strings |
|--|---|
| • Indexing <pre>v = [7 0 5]; x = v(3); % x is 5 v(1) = 1; % v is [1 0 5]</pre> | • Indexing <pre>s = 'hello'; c = s(2); % c is 'e' s(1) = 'J'; % s is 'Jello'</pre> |
| • ":" notation <pre>v = 2:5; % v is [2 3 4 5]</pre> | • ":" notation <pre>s = 'a': 'g'; % s is 'abcdefg'</pre> |
| • Appending <pre>v = [7 0 5]; v(4) = 2; % v is [7 0 5 2]</pre> | • Appending <pre>s = 'duck'; s(5) = 's'; % s is 'ducks'</pre> |
| • Concatenation <pre>v = [v [4 6]] % v is [7 0 5 2 4 6]</pre> | • Concatenation <pre>s = [s 'quack'] % s is 'ducks quack'</pre> |

Some Useful String Functions

- ```
str = 'CS100M rules';

isletter(str) % [1 1 0 0 0 1 0 1 1 1 1 1]
isspace(str) % [0 0 0 0 0 0 0 1 0 0 0 0]

s = lower(str); % s is 'cs100m rules'
s = upper(str); % s is 'CS100M RULES'

ischar(str); % Is str a char array? 1 (= true)
```

## Character Arithmetic

- You can do "math" with characters

```
'd' - 'a' % Produces 3
'g' - '8' % Produces 1
'a' < 'd' % Produces 1 (= true)
'd' < 'b' % Produces 0 (= false)
'Z' < 'b' % Produces 1 (= true)
 % Because 90, the ASCII code for 'Z',
 % is less than 98, the ASCII code for 'b'

'a' + 2 % Produces 99
char('a'+2) % Produces 'c'
```

## Example: toUpper

- Goal: Write `toUpper()`, our own version of Matlab's `upper()`, a function to convert a string to all uppercase
  - We want to do this without using Matlab's function `upper()`
- Function header

```
function str = toUpper(str)
% Post: Convert string so all letters are upper case
% Pre: Input is a string
```
- Idea: Note that 'a' - 'A' has the same value as 'b' - 'B' which has the same value as 'c' - 'C', etc.
  - All we have to do is subtract the right number from a lowercase letter and we'll have the equivalent uppercase letter