

- Previous Lecture:
 - Branching (`if`, `elseif`, `else`, `end`)
 - Relational operators (`<`, `>`, `=`, `~=`, `...`, etc.)
- Today's Lecture:
 - Logical operators (`&&`, `||`, `~`), "short-circuiting"
 - More branching—*nesting*
 - Top-down design
- Announcements:
 - Project 1 (P1) due today at 11pm
 - Submit `.m` files (plain text, not from a word processing software such as Microsoft Word)
 - Please fill out beginning-of-semester survey, see course website

Lecture 4 1

Things to know about the `if` construct

- At most one branch of statements is executed
- There can be any number of `elseif` clauses
- There can be at most one `else` clause
- The `else` clause must be the last clause in the construct
- The `else` clause does not have a condition (boolean expression)

Lecture 4 2

Modified Problem 3

Write a code fragment that prints "yes" if `xc` is in the interval and "no" if it is not.

Lecture 4 8

So what is the requirement?

```

% Determine whether xc is in
% [L,R]
xc = -b/2;

if _____

    disp('Yes')
else
    disp('No')
end
    
```

Lecture 4 9

The value of a boolean expression is either true or false.

`(L<=xc) && (xc<=R)`

This (compound) boolean expression is made up of two (simple) boolean expressions. Each has a value that is either true or false.

Connect boolean expressions by **boolean** operators:

and	or	not
<code>&&</code>	<code> </code>	<code>~</code>

Lecture 4 11

Logical operators

- `&&` logical and: Are both conditions true?
E.g., we ask "is $L \leq x_c$ and $x_c \leq R$?"
In our code: `L<=xc && xc<=R`
- `||` logical or: Is at least one condition true?
E.g., we can ask if x_c is outside of $[L,R]$, i.e., "is $x_c < L$ or $R < x_c$?"
In code: `xc<L || R<xc`
- `~` logical not: Negation
E.g., we can ask if x_c is not outside $[L,R]$.
In code: `~(xc<L || R<xc)`

Lecture 4 15


“Truth table”


X, Y represent boolean expressions.
E.g., $d > 3.14$

X	Y	X && Y “and”	X Y “or”	~y “not”
F	F			
F	T			
T	F			
T	T			

Lecture 4 22

Logical operators “short-circuit”

$a > b$ && $c > d$
true 

$a > b$ && $c > d$
false 
Entire expression is false since the first part is false

A && condition short-circuits to false if the left operand evaluates to *false*.

A || condition short-circuits to _____ if _____

Lecture 4 25

Always use logical operators to connect simple boolean expressions

Why is it wrong to use the expression $L \leq xc \leq R$ for checking if x_c is in $[L, R]$?

Example: Suppose L is 5, R is 8, and xc is 10. We know that 10 is not in $[5, 8]$, but the expression $L \leq xc \leq R$ gives...

Lecture 4 28

Variables a , b , and c have whole number values. True or false: This fragment prints “Yes” if there is a *right triangle* with side lengths a , b , and c and prints “No” otherwise.

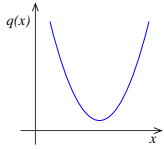
```

if a^2 + b^2 == c^2
    disp('Yes')
else
    disp('No')
end
    
```

A: true
B: false

Lecture 4 29

Consider the quadratic function $q(x) = x^2 + bx + c$



on the interval $[L, R]$:

- Is the function strictly increasing in $[L, R]$?
- Which is **smaller**, $q(L)$ or $q(R)$?
- What is the **minimum value** of $q(x)$ in $[L, R]$?

Lecture 4 32

Start with pseudocode

If xc is between L and R

Min is at xc

Otherwise

Min is at one of the endpoints

We have decomposed the problem into three pieces! Can choose to work with any piece next: the if-else construct/condition, min at xc , or min at an endpoint

Set up structure first: if-else, condition

```

if L<=xc && xc<=R
    Then min is at xc
else
    Min is at one of the endpoints
end
    
```

Now refine our solution-in-progress. I'll choose to work on the if-branch next

Refinement: filled in detail for task "min at xc"

```

if L<=xc && xc<=R
    % min is at xc
    qMin= xc^2 + b*xc + c;
else
    Min is at one of the endpoints
end
    
```

Continue with refining the solution... else-branch next

Refinement: detail for task "min at an endpoint"

```

if L<=xc && xc<=R
    % min is at xc
    qMin= xc^2 + b*xc + c;
else
    % min is at one of the endpoints
    if % xc left of bracket
        % min is at L
    else % xc right of bracket
        % min is at R
    end
end
    
```

Continue with the refinement, i.e., replace comments with code

Final solution (given b,c,L,R,xc)

```

if L<=xc && xc<=R
    % min is at xc
    qMin= xc^2 + b*xc + c;
else
    % min is at one of the endpoints
    if xc < L
        qMin= L^2 + b*L + c;
    else
        qMin= R^2 + b*R + c;
    end
end
    
```

An if-statement can appear within a branch—just like any other kind of statement!

Lecture 4 42

Notice that there are 3 alternatives → can use elseif!

<pre> if L<=xc && xc<=R % min is at xc qMin= xc^2+b*xc+c; else % min at one endpt if xc < L qMin= L^2+b*L+c; else qMin= R^2+b*R+c; end end </pre>	<pre> if L<=xc && xc<=R % min is at xc qMin= xc^2+b*xc+c; elseif xc < L qMin= L^2+b*L+c; else qMin= R^2+b*R+c; end </pre>
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Lecture 4 44

Top-Down Design

```

graph TD
    A[State problem] --> B[Define inputs & outputs]
    B --> C[Design algorithm]
    C --> D[Convert algorithm to program]
    D --> E[ ]
    E --> C
    Decomposition[Decomposition] -.-> C
    Refinement[Stepwise refinement] -.-> D
    
```

An algorithm is an idea. To use an algorithm you must choose a programming language and implement the algorithm.

Lecture 4 48