

- Today's topics
 - Review of topics for Test I
 - Characters and strings

- Announcements/Reminders:
 - Assignment 1b due tomorrow night 11:59pm
 - Test I in class on Wednesday

The **if** construct

if `boolean expression 1`

statements to execute if `expression 1` is true

elseif `boolean expression 2`

statements to execute if `expression 1` is false

but `expression 2` is true

:

else

statements to execute if all previous conditions

are false

end

Can have any number of elseif branches
but at most one else branch

Generating random numbers

- `rand(m,n)` gives an m-by-n matrix of random values, each in interval (0,1)
- Generate a random number in the range (a,b)
- Generate a random integer in the range [a,b]

Generating random numbers

- **rand(m,n)** gives an m-by-n matrix of random values, each in interval (0,1)

- Generate a random number in the range (a,b)

$$\text{rand} * (b-a) + a$$

- Generate a random integer in the range [a,b]

$$\text{floor}(\text{rand} * (b-a+1) + a)$$

$$\text{ceil}(\text{rand} * (b-a+1) + a - 1)$$

Simulation problem:

- Ann and Bob take turns flipping an unfair coin—twice as likely to be heads than tails
- In one round, each player flips once
- Ann gets 1 point if she gets heads; Bob gets 2 points if he gets tails
- Game ends after the round in which at least one player gets 10 points. Display the final scores.

Simulation problem: *Stop: $p_A \geq 10$ or $p_B \geq 10$*

- Ann and Bob take turns flipping an unfair coin—twice as likely to be heads than tails
- In one round, each player flips once
- Ann gets 1 point if she gets heads; Bob gets 2 points if he gets tails
- Game ends after the round in which at least one player gets 10 points. Display the final scores.

```
pA = 0; pB = 0;
while pA < 10 && pB < 10
    % 1 round: A flips; B flips; scoring
    r = rand;
    if r < 2 2/3
        pA = pA + 1;
    end
    r = rand;
    if r < 1/3
        pB = pB + 2;
    end
end
display(pA, pB)
```



Common loop patterns

Do something n times

```
for k= 1:1:n
    % Do something
end
```

Do something an indefinite number of times

```
%Initialize loop variables

while ( not stopping signal )
    % Do something

    % Update loop variables
end
```

for loop examples

```
for k= 2:0.5:3  
    disp(k)  
end
```

`k` takes on the values 2,2.5,3
Non-integer increment is OK

```
for k= 1:4  
    disp(k)  
end
```

`k` takes on the values 1,2,3,4
Default increment is 1

```
for k= 0:-2:-6  
    disp(k)  
end
```

`k` takes on the values 0,-2,-4,-6
“Increment” may be negative

```
for k= 0:-2:-7  
    disp(k)  
end
```

`k` takes on the values 0,-2,-4,-6
Colon expression specifies a *bound*

```
for k= 5:2:1  
    disp(k)  
end
```

The set of values for `k` is the empty set: the loop body won't execute

```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



Not a condition (boolean expression) that checks whether $k \leq 6$.

It is an expression that specifies values:

4	5	6
---	---	---

Built-in functions for creating/manipulating arrays

■ Creation

- zeros, ones, rand
- linspace

■ Manipulation

- length
- size

Built-in functions for creating/manipulating arrays

■ Creation

- zeros, ones, rand
- linspace

rows
↓
cols ↙
zeros (3, 2)

■ Manipulation

- length
- size

$x = \text{linspace} \left(\frac{3}{1}, \frac{10}{1}, \frac{8}{1} \right)'$
↑ starting ↑ end ↑ # of values

$[nr, nc] = \text{size}(M)$

$a = [4 \ 2 \ 3; \text{ones}(2,3)]$

Function header is the “contract” for how the function will be used (called)

You have this function:

```
function [x, y] = polar2xy(r, theta)
% Convert polar coordinates (r, theta) to
% Cartesian coordinates (x,y). Theta in degrees.
...
```

Code to call the above function:

```
% Convert polar (r1,t1) to Cartesian (x1,y1)
r1 = 1; t1 = 30;
[x1, y1] = polar2xy(r1, t1);
plot(x1, y1, 'b*')
...
```

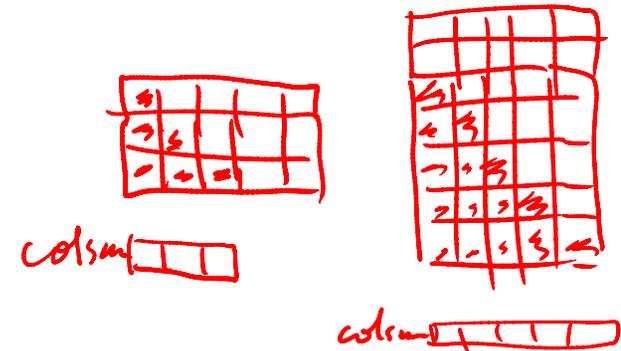
Write a function `triSums` to return the column sums of the largest lower left triangular part of matrix `M` (same number of elements on each side of the triangle; including the main diagonal if matrix is square)

Write a function `triSums` to return the column sums of the largest lower left triangular part of matrix `M` (same number of elements on each side of the triangle; including the main diagonal if matrix is square)

`function colsum = triSums(M)`

`[nr, nc] = size(M)`

`colsums = zeros(`



Write a function triSums to return the column sums of the largest lower left triangular part of matrix M (same number of elements on each side of the triangle; including the main diagonal if matrix is square)

```
function colsum = triSums(M)
```

```
[nr, nc] = size(M);
```

```
minD = min(nr, nc);
```

```
colsums = zeros(1, minD);
```

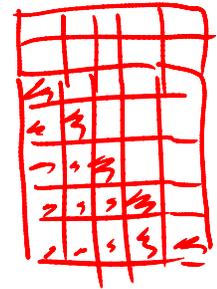
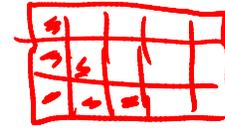
```
for c = 1: minD
```

```
    for r = 0: nr
```

```
        colsum(c) = colsum(c) + _____
```

```
    end
```

```
end
```



Other notes for the test (course)

- Read questions/instructions carefully
- Use Matlab syntax
- Do not use **break**, **continue**
- Do not use **randi**, instead use **rand**
- Many students make “index out-of-bounds” error

Other notes for the test (course)

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% vector v

for k = 1 : length(v) - 1

x(k) = v(k) + v(k+1)

end

Characters & strings

- We have used strings already:
 - `n= input('Next number: ')`
 - `sprintf('Answer is %d', ans)`
- A string is made up of individual characters, so a string is a 1-d array of characters
- `'CS1112 rocks!'` is a character array of length 13; it has 7 letters, 4 digits, 1 space, and 1 symbol.

\	C	^	S	^	1	^	1	^	3	^	2	^		^	r	^	o	^	c	^	k	^	s	^	!	'
---	---	---	---	---	---	---	---	---	---	---	---	---	--	---	---	---	---	---	---	---	---	---	---	---	---	---

- Can have 2-d array of characters as well

\	C	^	S	^	1	^	1	^	3	^	2	'
\	r	^	o	^	c	^	k	^	s	^	!	'

2x6 matrix

Matlab types: char, double, uint8, logical

There is not a type "string"! What we call a string is a 1-d array of chars

```
a 'c^s^1'
```

```
b = [3 9]
```

```
d = rand > .5
```

a is a 1-d array with type **char** components. We call **a** a "string" or "char array"

b is a 1-d array with type **double** components. **double** is the default type for numbers in Matlab. We call **b** a "numeric array"

d is a scalar of the type **logical**. We call **d** a "boolean value"

Single quotes enclose strings in Matlab

Anything enclosed in single quotes is a string (even if it looks like something else)

- `'100'` is a character array (string) of length 3
- `100` is a numeric value
- `'pi'` is a character array of length 2
- `pi` is the built-in constant 3.1416...
- `'x'` is a character (vector of length 1)
- `x` may be a variable name in your program

Strings are vectors

Vectors

- Assignment
`v = [7 0 5];`
- Indexing
`x = v(3); % x is 5`
`v(1) = 1; % v is [1 0 5]`
`w = v(2:3); % w is [0 5]`
- : notation
`v = 2:5; % v is [2 3 4 5]`
- Appending
`v = [7 0 5];`
`v(4) = 2; % v is [7 0 5 2]`
- Concatenation
`v = [v [4 6]];`
`% v is [7 0 5 2 4 6]`

Strings

- Assignment
`s = 'hello';`
- Indexing
`c = s(2); % c is 'e'`
`s(1) = 'j'; % s is 'jello'`
`t = s(2:4); % t is 'ell'`
- : notation
`s = 'a':'g'; % s is 'abcdefg'`
- Appending
`s = 'duck';`
`s(5) = 's'; % s is 'ducks'`
- Concatenation
`s = [s 'quack'];`
`% s is 'ducks quack'`

Some useful string functions

```
str= 'Cs 1112';
```

```
length(str)      % 7  
isletter(str)    % [1 1 0 0 0 0 0]  
isspace(str)     % [0 0 1 0 0 0 0]  
lower(str)       % 'cs 1112'  
upper(str)       % 'CS 1112'
```

```
ischar(str)
```

```
    % Is str a char array? True (1)
```

```
strcmp(str(1:2), 'cs')
```

```
    % Compare strings str(1:2) & 'cs'. False (0)
```

```
strcmp(str(1:3), 'CS')
```

```
    % False (0)
```

Example: capitalize 1st letter

Write a function to capitalize the first letter of each word in a string. Assume that the string has lower case letters and blanks only. (OK to use built-in function **upper**)

```
function [str, nCaps] = caps(str)
```

```
% Post: Capitalize first letter of each word.
```

```
% str = partially capitalized string
```

```
% nCaps = no. of capital letters
```

```
% Pre: str = string with lower case letters & blanks only
```

```
look for the spaces
```

```
Look For The Spaces
```

See caps.m

ASCII characters

(American Standard Code for Information Interchange)

<i>ascii code</i>	<i>Character</i>	<i>ascii code</i>	<i>Character</i>
:	:	:	:
:	:	:	:
65	'A'	48	'0'
66	'B'	49	'1'
67	'C'	50	'2'
:	:	:	:
90	'Z'	57	'9'
:	:	:	: