

Selection Statements

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selection statements, branching statements, condition,
action, temporary variable, error-checking, nesting
statements, cascading if-else, "is" functions

Selection Statements

- Selection (aka Conditional or Branching) Statements: statements that conditionally execute a block of code.
 - `if somethingAistrue, dosomethingX; end`
 - `if somethingAistrue, dosomethingX; else dosomethingY; end`
 - `if somethingAistrue, dosomethingX; elseif anotherthingBistrue, dosomething Y; else dosomethingZ; end`
- Conditions in if statements are relational (aka Boolean or logical) expression that evaluate to either true or false.

if statement

```
if condition  
    action  
end
```

- condition is any expression that can be evaluated to true/false.
- action is any number of statements that get executed if and only if the condition evaluates to true.

Examples

- `if true; fprintf('this always prints\n'); end`
- `if 5; fprintf('this always prints\n'); end`
- `a=3; if a+1; fprintf('this always prints\n'); end`

- `if false; fprintf('this never prints\n'); end`
- `if 0; fprintf('this never prints\n'); end`
- `a=3; if a-3; fprintf('this never prints\n'); end`

Examples

```
if num < 0
    num = num + 1;
end
```

```
num = -5
if num < 0
    num = num + 1;
end
disp(num)
```

```
num = 5
if num < 0
    num = num + 1;
end
disp(num)
```

Exercise

- Write a matlab function `div23.m` that will take an integer number, and display 'yes' if this number is divisible by 2 and separately by 3; 'no' otherwise.
- Sample Run:
 `>> div23(16)`
 divisible by 2: yes
 divisible by 3: no

Exercise

- Write a function `sqrtif.m` that takes a number x , and
 - returns its square root if x is positive.
 - if x is negative, notifies the user that taking square root of negative numbers is not allowed and returns NaN.

if-else statement

```
if condition
  action1
else
  action2
end
```

- if condition is true, action1 is performed. Otherwise, action2 is performed.

Exercise

- Write a function `sqrtif.m` that takes a number x , and
 - returns its square root if x is positive.
 - if x is negative, notifies the user that taking square root of negative numbers is not allowed and returns NaN.
 - Use if-else

Nested if-else statements

- Example: calculate y using the following:

$$y = \begin{cases} 1 & \text{if } x < 5 \\ x^2 & \text{if } 5 \leq x \leq 7 \\ 4 & \text{if } x > 7 \end{cases}$$

```
if x < 5
  y=1;
end
if 5 <= x && x <= 7
  y = x^2;
end
if x > 7
  y = 4;
end
```

```
if x < 5
  y=1;
else
  if 5 <= x && x <= 7
    y = x^2;
  else if x > 7
    y = 4;
  end
end
```

```
if x < 5
  y=1;
elseif x <= 7
  y = x^2;
else
  y = 4;
end
```

Exercise

- Write a function `getdayname(x)` that takes an integer `x` from 1 to 7, and returns the corresponding day name.
- Sample Run:
 `>> getdayname(3)`
 `ans =`
 Tuesday

switch statement

```
switch switchexpression
  case caseexpression1
    action1
  case caseexpression2
    action2
  ...
  otherwise
    defaultaction
end
```

Exercise

- Write a function `getdaynameswitch(x)` that takes an integer `x` from 1 to 7, and returns the corresponding day name.
- Sample Run:
 `>> getdaynameswitch(3)`
 `ans =`
 Tuesday

Exercise

- Write a function `printnumber(n)` that prints 'good' if `n` is 0, 1, or 2; prints 'not good' if `n` is 3 or 4, prints nothing if `n` is 5, and prints 'cannot decide' otherwise.

```
switch(n)
  case 0
    disp('good')
  case 1
    disp('good')
  case 2
    disp('good')
  case 3
    disp('not good')
  case 4
    disp('not good')
  case 5
  otherwise
    disp('cannot decide')
end
```

```
switch(n)
  case { 0, 1, 2 }
    disp('good')
  case { 3, 4 }
    disp('not good')
  case 5
  otherwise
    disp('cannot decide')
end
```

"is" functions

- "is" functions return true if the argument is of a given type.

```
>> ischar('hello')
```

```
ans =
```

```
1 (logical)
```

```
>> ischar([4 5 6])
```

```
ans =
```

```
0 (logical)
```

```
>> isletter('h')
```

```
ans =
```

```
1 (logical)
```

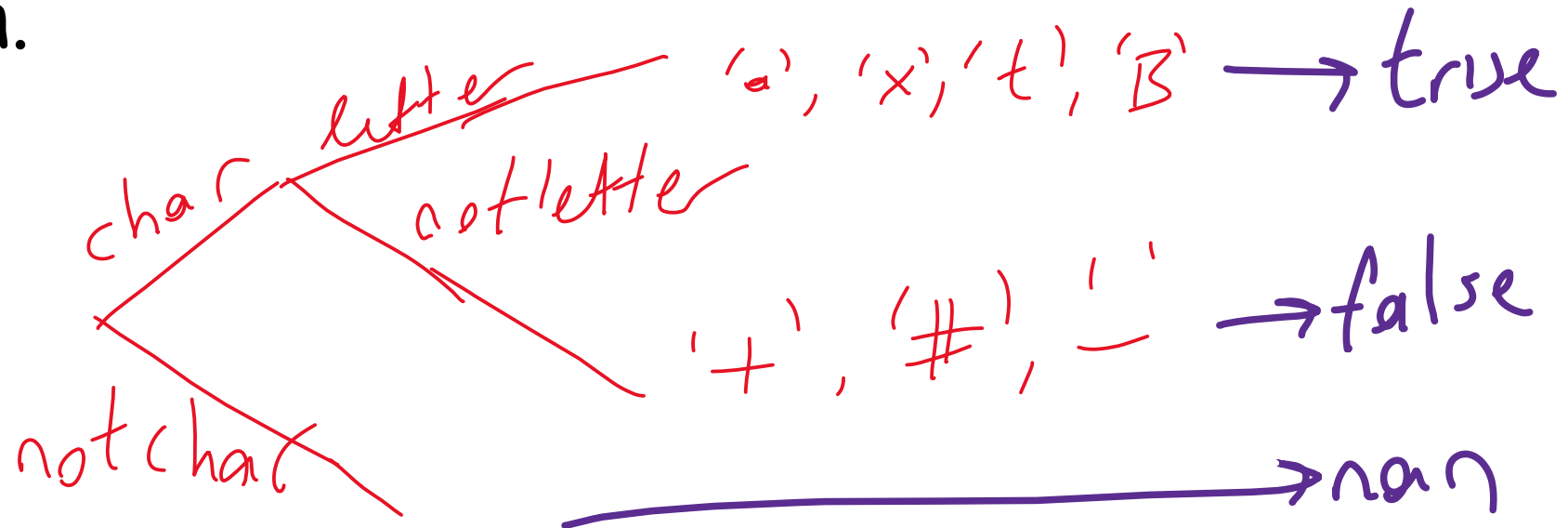
```
>> isletter('hi !# hi !')
```

```
ans = (logical)
```

```
1 1 0 0 0 0 1 1 0 0
```

Exercise

- Assume x is a scalar value. Write a function `myisletter(x)` that returns `true` if `x` is a letter, and `false` otherwise. If `x` is not a character, return `NaN`. Assume `x` is a scalar. Do not use the built-in `isletter` function.



`exist(..., 'var')`

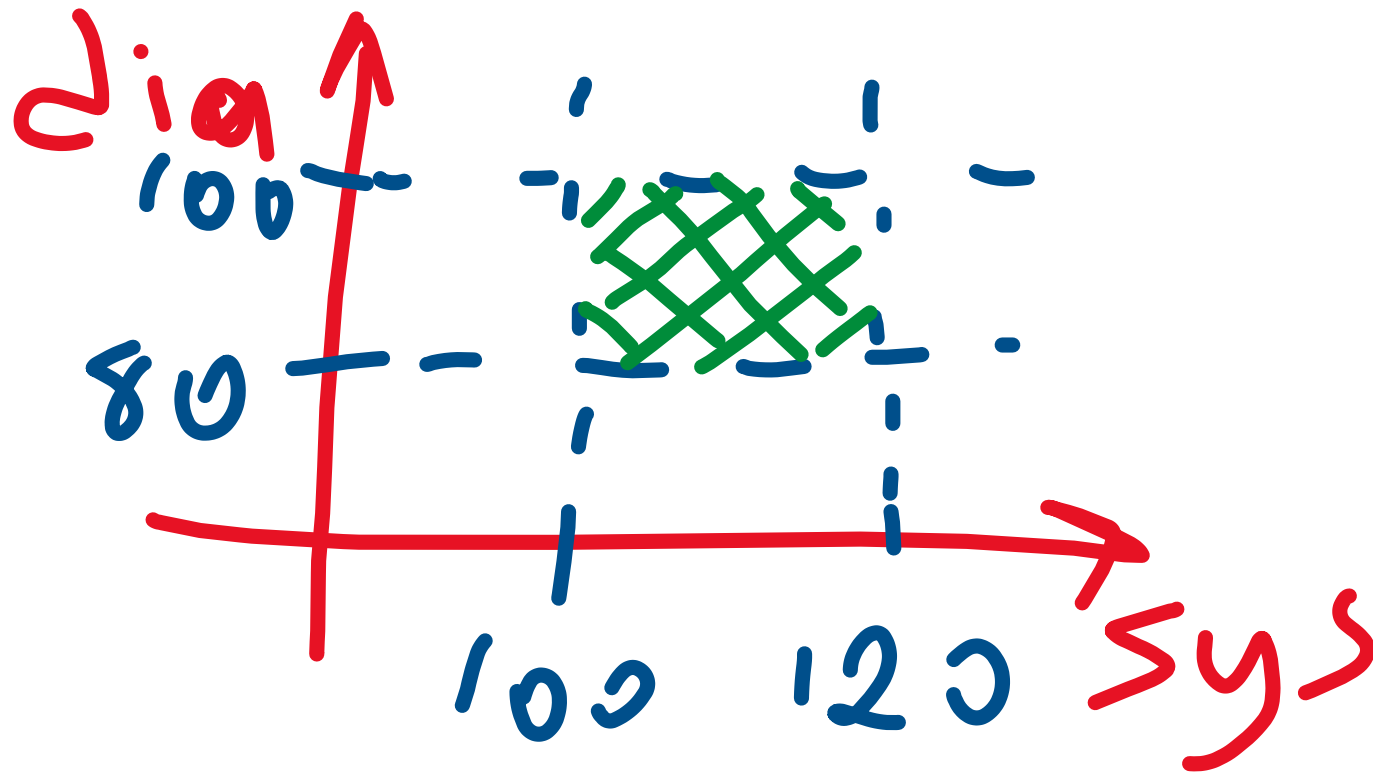
- The most common use of the `exist(..., 'var')` construct is to support default input arguments to functions.
- Exercise: Write a function `divby` that takes a vector `v` and a number `n` and returns the sum of elements in `v` that are divisible by `n`. **If `n` is not given, use `n=2`.**

Common Mistakes

- Using = instead of == to test for equality
- Not using quotes when comparing a text variable to a text, such as:
choice == y
- Not spelling out an entire logical expression:
if radius || height <= 0; disp('Need positive values'); end
- Unnecessarily testing if something is 0 or 1:
 - if (x < 5) == true
 - if (x < 5)
- Unnecessary elseif statements
if x==5; action1
elseif ~~x~=5~~; action2; end

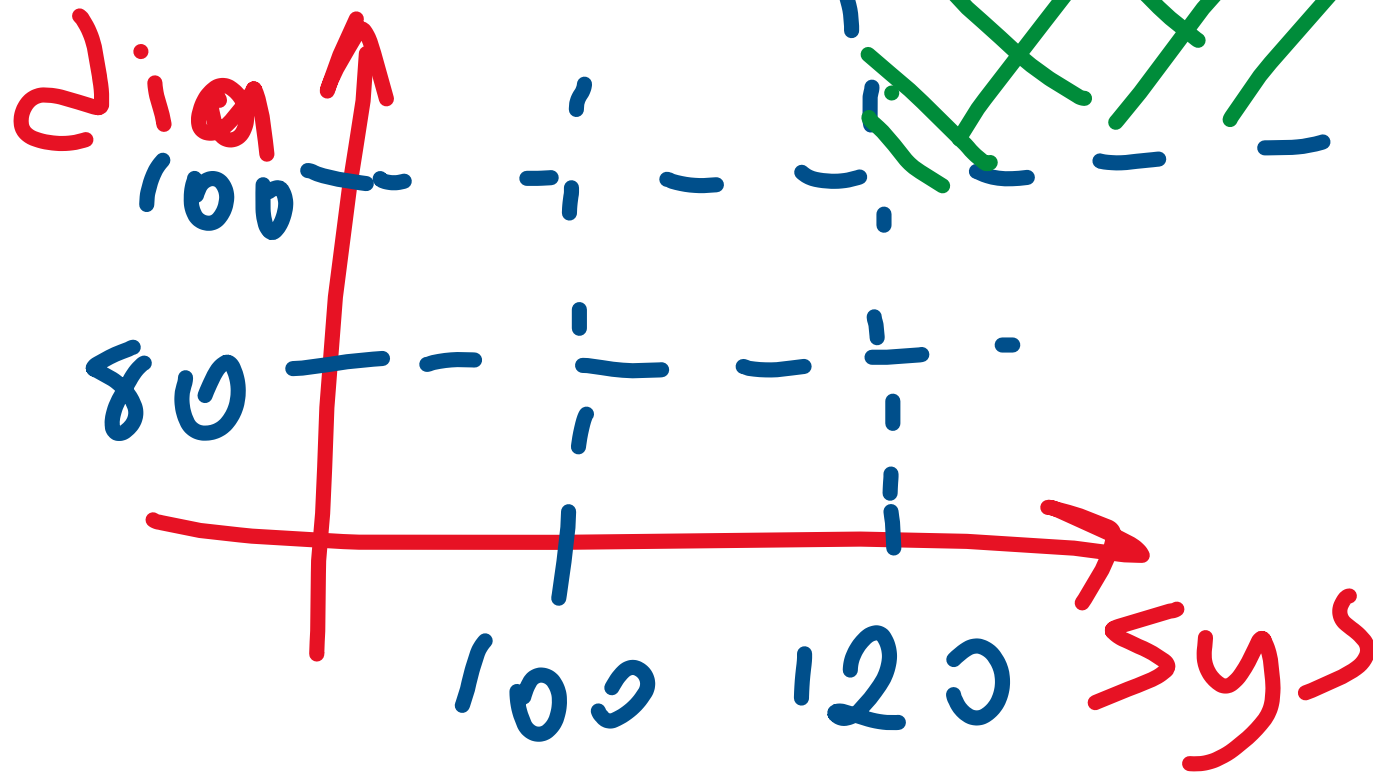
Exercise

- Write a function `isgoodbloodpressure()` that takes as input systolic and diastolic blood pressures and returns true if these values fall within the following shaded region:



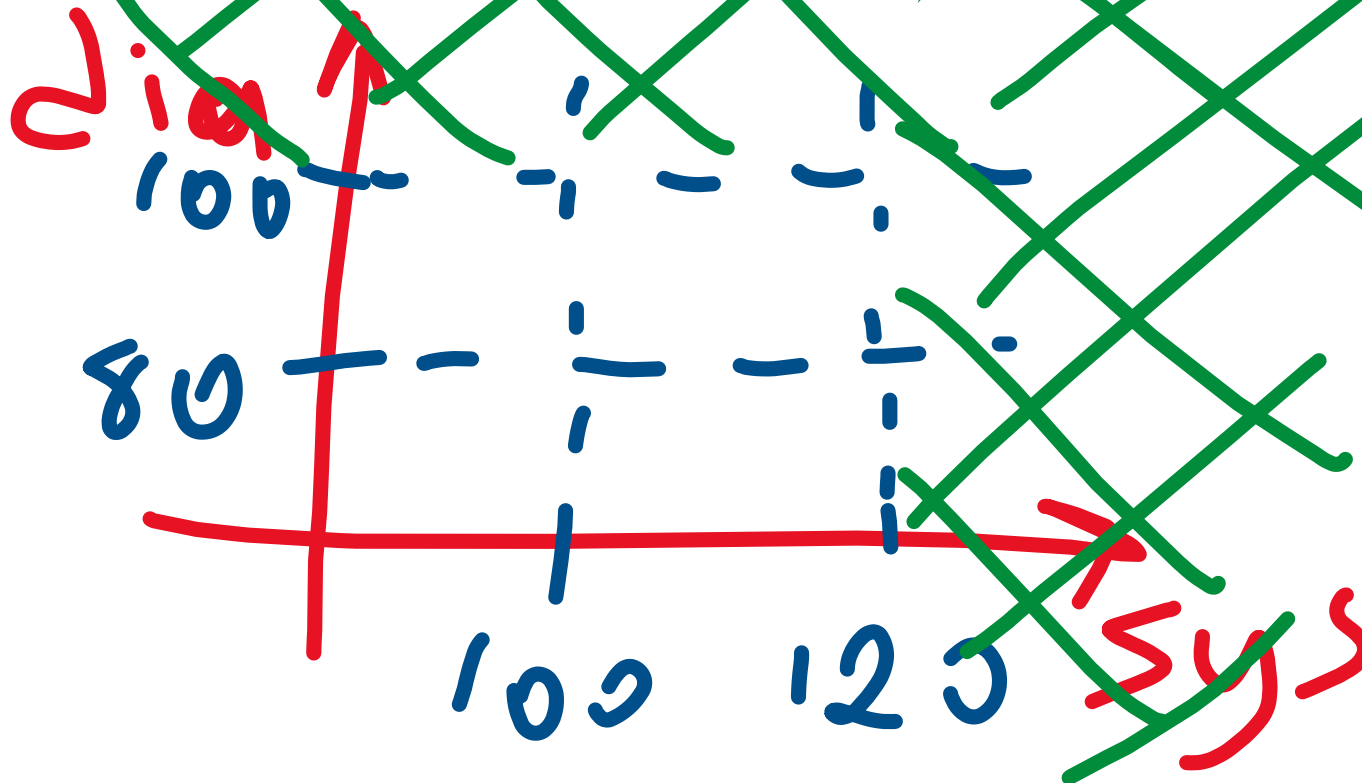
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