

Mas314 Matlab Programming I

1. Flow Control

As with other computer languages, Matlab has several commands for flow control including:

If; Switch and case; For; While; Continue; Break.

We next give a brief introduction on how to use these commands for programming.

- **If** The `if` statement evaluates a logical expression and executes a group of statements when the expression is *true*. The optional `elseif` and `else` keywords provide for the execution alternate groups of statements. An `end` keyword, which matches `if`, terminates the last group of statements. *No braces or brackets are involved in statements.* Examples:

- (i) `if A==B, disp('A and B are equal'); end`
- (ii)

```
if A > B,
    disp('greater');
else
    disp('lessorequal');
end
```

- (iii)

```
if A > B,
    disp('greater');
elseif A < B
    disp('less');
elseif A == B
    disp('equal');
else
    disp('Unexpectedsituation');
end
```

- **Switch and case** The `switch` statement executes groups of statements based on the value of a value of a variable or expression. **Note:** Unlike C language, `switch` in Matlab does not fall through. If the first `case` statement is *true*, the other `case` statements do not execute. So, `break` statements are not required.

Generally, `switch` statement takes the form:

```

SWITCH switch_expr
CASE case_expr,
    statement, ..., statement
CASE case_expr1,
    statement,...,statement
:
OTHERWISE,
    statement,...,statement
END

```

- **For** The `for` loop repeats a group of statements a fixed, predetermined number of times. We also need an `end` to match.

```

sum = 0;
for n = 1 : 100
    sum = sum + n;
end
sum

```

The `for` loop can also be nested.

- **While** The `while` loop repeats a group of statements an indefinite number of times under control of a logical condition. A matching `end` is also needed.

```

sum = 0; n = 1;
while n <= 100,
    sum = sum + n;
    n = n + 1;
end
sum

```

- **Continue** The `continue` statement passes control to the next iteration of the `for` loop or `while` loop in which it appears, skipping any remaining statements in the body of the loop.
- **Break** The `break` statement lets you exit early from a `for` loop or `while` loop. In nested loops, `breaks` exits from the innermost loop only. We will use `break` statement in the code of *Bisection Method*.