

Beyond the Mouse – A Short Course on Programming

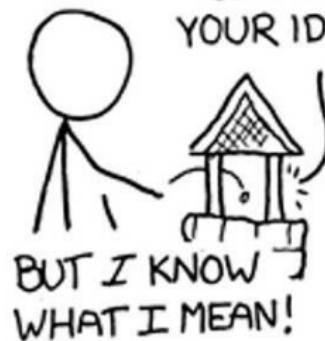
4. Fundamental Programming Principles II: Control Structures (flow control)

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YOU'LL NEVER FIND A PROGRAMMING LANGUAGE THAT FREES YOU FROM THE BURDEN OF CLARIFYING YOUR IDEAS.



"The Uncomfortable Truths Well",
<http://xkcd.com/568> (April 13, 2009)

Intro Quiz ...

What happens here?:

```
function [t lon lat height] = read_gps_data(file)
    [t, lon, lat, height] = textread(file, '%f%f%f%f');
end
```

Intro Quiz ...

What happens here?:

```
function [t lon lat height] = read_gps_data(file)
    [t, lon, lat, height] = textread(file, '%f%f%f%f');
end
```

```
clear all, close all, clc;

gps_data = struct('time', [], 'lon', [], 'lat', [], ...
    'height', [], 'name', {''});

gps_data.name = 'BZ09';

[gps_data.time, gps_data.lon, gps_data.lat, ...
    gps_data.height] = read_gps_data('BZ09.dat');

plot_gps_timeseries(gps_data);
```

Intro Quiz ...

What happens here?:

```
function plot_gps_timeseries(gps_struct)

    figure
    subplot(3,1,1)
    plot( gps_struct.time , gps_struct.lon-mean(gps_struct.lon) )
    title( sprintf( '%s timeseries' , gps_struct.name) )
    ylabel( 'lon (m)' );

    subplot(3,1,2)
    plot( gps_struct.time , gps_struct.lat-mean(gps_struct.lat) )
    ylabel( 'lat (m)' );

    subplot(3,1,3)
    plot( gps_struct.time , gps_struct.height-mean(gps_struct.height) )
    xlabel( 'epoch' );
    ylabel( 'height (m)' );

end
```

Some Comments (mostly Matlab) . . .

- You don't have to start with an empty file – that's intimidating: use old file as 'template'
- Unless it's a one-liner, put it in a script.
- make it a habit to include 'clear all, close all, clc;' at the beginning of your scripts
- Keep things nice and clean: definition of function in function file; use of function on command line or in script file

For Reference . . .

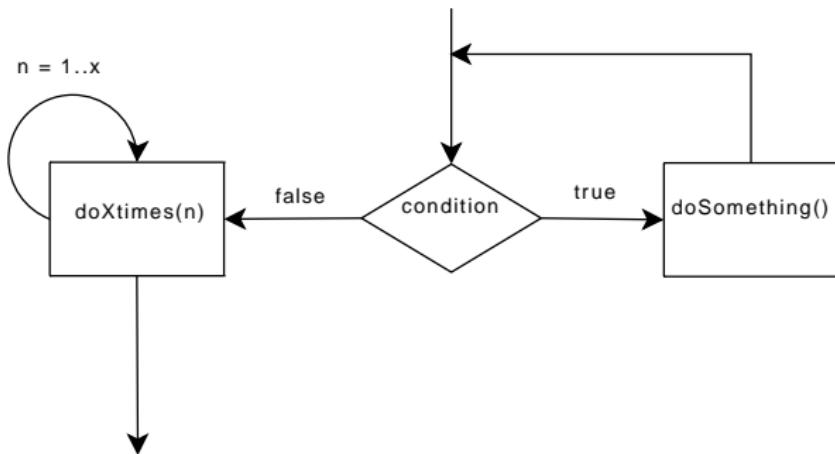
It's usually a good idea to check the rules for operator precedence in the documentation of a programming language.

For **MATLAB** that is:

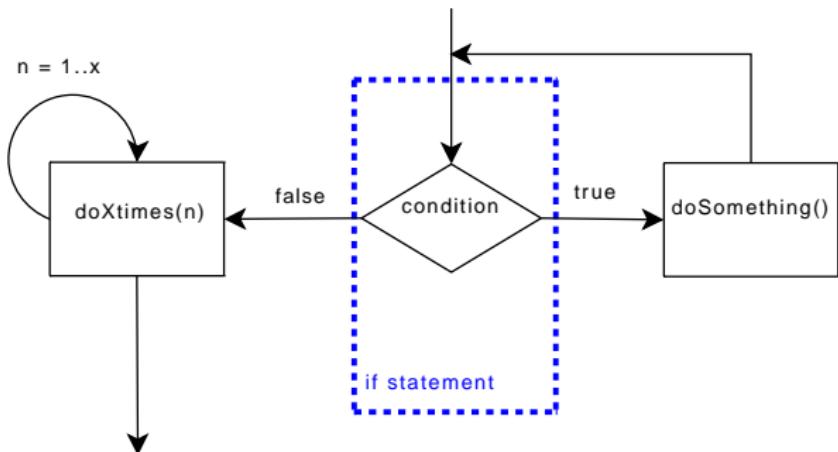
-
1. Parentheses ()
 2. Transpose (.'), power (.^),
complex conjugate transpose ('), matrix power (^)
 3. Unary plus (+), unary minus (-), logical negation (~)
 4. Multiplication (.*), right division (/.), left division (.\.),
matrix multiplication (*), matrix right division (/), matrix left division (\)
 5. Addition (+), subtraction (-)
 6. Colon operator (:)
 7. Less than (<), less than or equal to (<=), greater than (>),
greater than or equal to (>=), equal to (==), not equal to (~=)
 8. Element-wise AND (&)
 9. Element-wise OR (||)
 10. Short-circuit AND (&&)
 11. Short-circuit OR (||)
-

Keep in mind that this may be different for another programming language, read the manual!

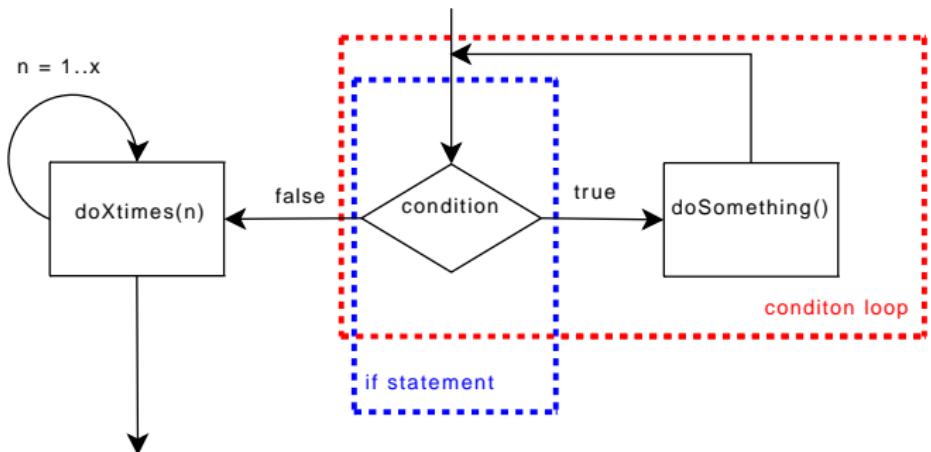
Control Flow – Redirecting the stream



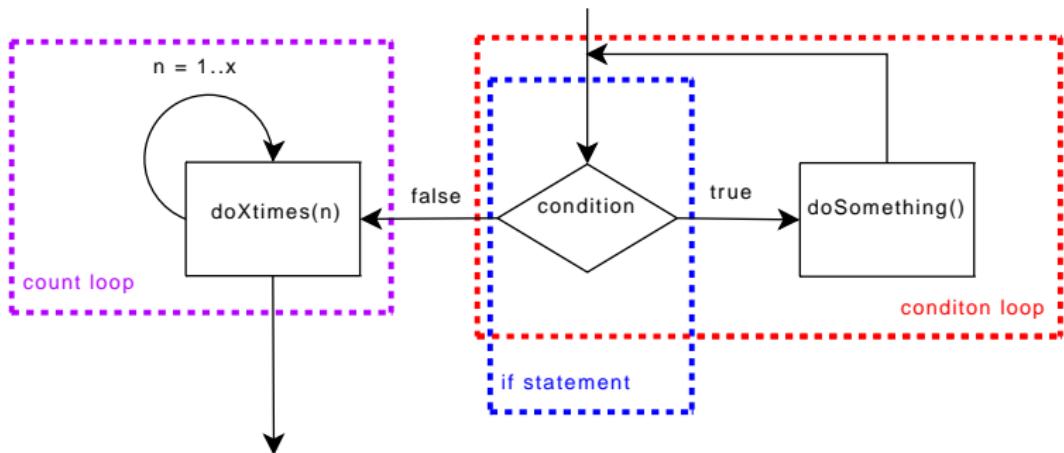
Control Flow – Redirecting the stream



Control Flow – Redirecting the stream



Control Flow – Redirecting the stream



Control Flow – Redirecting the stream

Flow control turns batch processing into programming:

- (high level) programming languages allow different behavior based on conditions **you** define – **flow control**
- A condition can be true (1) or false (0).
- You test a condition using the operators: <, <=, >, >=, ==, != (~=) (find equiv. in respective language)
- Functions often give numeric return values as answer to a test. In Matlab `strcmp('compare', 'strings')` will return 0 (i.e. false).

Truth Tables

Used to **compute** values of logical expressions:

Truth Tables

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'NOT'
(\sim , '!):

a	expression: !a
0	1
1	0

Truth Tables

Used to **compute** values of logical expressions:

'NOT'
(`~`, `!`):

a	expression: <code>!a</code>
0	1
1	0

'AND' (`&&`):

a	b	expression: <code>a && b</code>
0	0	0
0	1	0
1	0	0
1	1	1

Truth Tables

Used to **compute** values of logical expressions:

'NOT'
(`~`, `!`):

a	expression: <code>!a</code>
0	1
1	0

'AND' (`&&`):

a	b	expression: <code>a && b</code>
0	0	0
0	1	0
1	0	0
1	1	1

'OR' (`||`):

a	b	expression: <code>a b</code>
0	0	0
0	1	1
1	0	1
1	1	1

Truth Tables

Used to **compute** values of logical expressions:

‘NOT’
(‘~’, ‘!’):

a	expression: !a
0	1
1	0

‘AND’ (‘&&’):

a	b	expression: a && b
0	0	0
0	1	0
1	0	0
1	1	1

‘OR’ (‘||’):

a	b	expression: a b
0	0	0
0	1	1
1	0	1
1	1	1

‘XOR’:

a	b	expression: a xor b
0	0	0
0	1	1
1	0	1
1	1	0

Truth Tables

Exercise for you to work through:

a	b	c	$(a \&\& b) \mid\mid c$	$(a \mid\mid !b) \&\& (a \text{ xor } c)$
0	0	0		
0	0	1		
0	1	0		
0	1	1		
1	0	0		
1	0	1		
1	1	0		
1	1	1		

Control flow (0) – statements and such

We need a little bit of a formal definition for the following slides. Bear with me

Formal language definitions

```
1 <block> ::= { <statement list> }.

3 <statement list> ::=
    <statement>
5     | <statement list> <statement>.

7 <statement> ::=
    <block>
9     | <assignment statement>
     | <if statement>
11    | <for loop>
     | <while loop>
13    | <do statement>
     | . . .
```

Listing 2.1: bnf.txt

Control flow (0) – statements and such

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Formal language definitions

```
1 <block> ::= { <statement list> }.

3 <statement list> ::=
    <statement>
5     | <statement list> <statement>.

7 <statement> ::=
    <block>
9     | <assignment statement>
    | <if statement>
11    | <for loop>
    | <while loop>
13    | <do statement>
    | . . .
```

Listing 2.1: bnf.txt

'[' and ']' enclose optional statements

Control flow (1) – if – then – else

Formal

```
<if statement> ::= if (<condition >) <statement> [else <statement >].
```

Control flow (1) – if – then – else

Formal

```
<if statement> ::= if (<condition >) <statement> [else <statement>].
```

Matlab

```
% if ( CONDITION ) STATEMENT
% [elseif STATEMENT ]
% [else STATEMENT ]
% end.
%
% EXAMPLE: What are we gonna
% do today?
%
day=weekday(now);

if (day == 6 )
    disp('PUB!')
elseif (day == 1 || day == 7)
    disp('sleep')
else
    disp('duh.')
end
```

Control flow (1) – if – then – else

Formal

```
<if statement> ::= if (<condition >) <statement> [else <statement>].
```

Matlab

```
% if ( CONDITION ) STATEMENT  
% [elseif STATEMENT ]  
% [else STATEMENT ]  
% end.  
%  
% EXAMPLE: What are we gonna  
% do today?  
  
day=weekday(now);  
  
if (day == 6 )  
    disp('PUB!')  
elseif (day == 1 || day == 7)  
    disp('sleep')  
else  
    disp('duh.')  
end
```

C-Shell

```
#!/bin/tcsh  
# if ( <condition> ) then <statement>  
# [else <statement> ]  
# endif  
#  
# Example: What are we gonna do today?  
  
set day = `date | awk '{print $1}'`  
  
if ($day == 'Fri' ) then  
    echo 'PUB!'  
else  
    if ($day == 'Sat' || \$day == 'Sun') then  
        echo 'sleep.'  
    else  
        echo 'duh.'  
    endif  
endif
```

Control flow (2) – condition controlled loop: while

Formal

```
<while loop> ::= while (<condition >) <block >.
```

Control flow (2) – condition controlled loop: while

Formal

```
<while loop> ::= while (<condition>) <block>.
```

Matlab

```
% while ( CONDITION )
% STATEMENT
% end.
%
% EXAMPLE: Tell me when a new minute starts
%
clc; %clear screen
c=clock; %get time vector

% 6th element of c is seconds
while ( c(6) < 59.9)
    c=clock;
end
disp('start_new_minute_of_your_life');
```

Control flow (2) – condition controlled loop: while

Formal

```
<while loop> ::= while (<condition>) <block>.
```

Matlab

```
% while ( CONDITION )
%   STATEMENT
% end.
%
% EXAMPLE: Tell me when a new minute starts
%
clc;           %clear screen
c=clock;       %get time vector

% 6th element of c is seconds
while ( c(6) < 59.9)
    c=clock;
end
disp('start_new_minute_of_your_life');
```

C-Shell

```
#!/bin/tcsh
# while ( <condition> ) <block>
#
# Example: Tell me when a new minute starts

#figure out actual second value ...
set sec = `date | \
awk '{ split($4, x, ":"); print x[3] }' `

#do that until we're starting a new minute
while ( $sec < 59 )
    set sec = `date | \
awk '{ split($4, x, ":"); print x[3] }' `

    echo $sec
end

echo 'start new minute of your life ';
```

Control flow (3) – count controlled loop: for

Formal

```
<for loop> ::= for (<assignment>; <condition>; <assignment>) <block>.
```

Control flow (3) – count controlled loop: for

Formal

```
<for loop> ::= for (<assignment>; <condition>; <assignment>) <block>.
```

Matlab

```
% for variable = expression
%   STATEMENT
% end.
%
% EXAMPLE: count from 1 to 10
%
clc;           %clear screen
for n=1:10
    disp(sprintf('n=%d', n));
end
disp('done.');
```

Control flow (3) – count controlled loop: for

Formal

```
<for loop> ::= for (<assignment>; <condition>; <assignment>) <block>.
```

Matlab

```
% for variable = expression
%   STATEMENT
% end.
%
% EXAMPLE: count from 1 to 10
%
clc;           %clear screen
for n=1:10
    disp(sprintf('n=%d', n));
end
disp('done.');
```

C-Shell

```
#!/bin/tcsh
# foreach variable ( <list> ) <block>
#
# Example: list files in current
# directory (yeah, I know).
#
foreach x ('ls ./')
    echo $x
end
```

Control flow (4) – breaking out and continuing loops: break, continue

Matlab

```
% for variable = expression
%   STATEMENT
% end.
%
% EXAMPLE: count from 1 to 10
%
clc;           %clear screen
for n=1:10
    if (n==2)
        disp(sprintf('TWO_IS_PRIME! '));
        continue;
    end
    if (n==5)
        disp( ... %note the dots !!!
              sprintf('Well, that ''s_enough! '));
        break;
    end
    disp(sprintf('n=%d', n));
end
disp('done.');
```

Control flow (4) – breaking out and continuing loops: break, continue

Matlab

```
% for variable = expression
%   STATEMENT
% end.
%
% EXAMPLE: count from 1 to 10
%
clc;           %clear screen
for n=1:10
    if(n==2)
        disp(sprintf('TWO_IS_PRIME! '));
        continue;
    end
    if(n==5)
        disp( ... %note the dots !!!
              sprintf('Well, that''s_enough! '));
        break;
    end
    disp(sprintf('n=%d', n));
end
disp('done.');
```

C-Shell

```
#!/bin/tcsh
# foreach variable ( <list> ) <block>
#
# Example: list files in current
# directory (yeah, I know).

foreach x ('ls ./')
    if ($x == foreach_example.csh) then
        echo 'This one is boring:' $x
        continue
    endif

    if ($x == 'while_example.csh') then
        echo 'I could be a "while":' $x
        break
    endif
end
```

Control flow (5) – for as while

Matlab – for

```
% for variable = expression
%   STATEMENT
% end.
%
% EXAMPLE: count from 1 to 10
%
clc;           %clear screen
for n=1:10
    disp(sprintf('n=%d', n));
end
disp('done.');
```

Control flow (5) – for as while

Matlab – for

```
% for variable = expression  
% STATEMENT  
% end.  
%  
% EXAMPLE: count from 1 to 10  
%  
clc; %clear screen  
for n=1:10  
    disp(sprintf('n=%d', n));  
end  
disp('done.');
```

Matlab – while

```
% for variable = expression  
% STATEMENT  
% end.  
%  
% Can be translated into a while loop.  
%  
% EXAMPLE: count from 1 to 10  
%  
clc; %clear screen  
  
n=1;  
  
while(n<=10)  
    disp(sprintf('n=%d', n));  
    n = n+1;  
end  
disp('done.');
```

Control flow (6) – Error control: try-catch

Formal

```
<tryCatch> ::= try <block> catch <block>.
```

Control flow (6) – Error control: try-catch

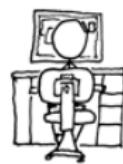
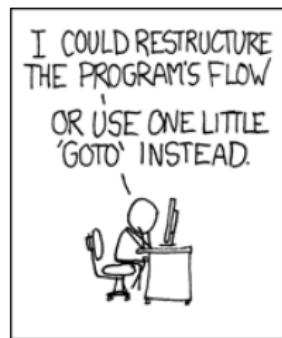
Formal

```
<try_catch> ::= try <block> catch <block>.
```

Matlab

```
% try , STATEMENT, catch ME, STATEMENT, end.  
%  
% EXAMPLE: file opening  
clc;  
try  
    fid = fopen('whatever.txt', 'r'); % open a non-existing file  
    data = fread(fid); % now try to get its data  
catch myException % any name for error message object  
    %let the user know, implement graceful program termination ...  
    disp(myException); % display full error object  
    disp(myException.message); % actual message is more accessible  
    disp(myException.stack); % where did things occur?  
end  
  
disp('----->We_do_get_here!')  
  
%now without try-catch ...  
fid = fopen('whatever.txt', 'r');  
data = fread(fid);  
  
disp('We_cannot_get_here!')
```

Don't you ever dare to goto!



"GOTO", <http://xkcd.com/292>

How to make your code readable (language independent)

- use indentations to structure your code (align comments etc)
- use meaningful variable and function names (`sec` instead of `i` and `listFiles()` instead of `lfls()`)
- decide for one formatting and naming scheme and stick to it; no matter which one it is.
- comment your code
- do not over comment your code!
- try and catch errors
- selfstudy:

<http://www.google.com/search?hl=en&q=good+programming+style&btnG=Search>