## Creating and Using MATLAB Functions

Increasing Readability and Usability of Codes


## What is a function, and when should I create one?

- Examples of functions:
- sin, exp, plot, find, +, ./, /
- Functions Simplify a Program
- Move code from one level to another
- Hide ugly details from the programmer
- Use Functions when:
- A series of steps are repeated multiple times OUTPUT
- A complicated procedure must be performed
- eg. Solving a linear system


## Properties of Functions

Function Workspace vs. MATLAB Workspace

- Scope
- Variables used within the function are different than those used elsewhere
- Function variables are only defined while the function is executing!!!
- Types of variables
- Local Variables (default)
- Variables used within a function. These are completely separate from any variables defined elsewhere (other functions, main program, etc)
- Global Variables
- These can be seen by all routines (functions) within a program
- Use these cautiously!
- Persistent Variables
- Retain their value after the function is exited


## Argument Lists

## Getting Variables in and out of Functions

- Order of arguments in function declaration and function call
- Order is important, names are not
- Number of arguments
- Using "nargin" and "nargout" in programs


## Creating User-Defined Functions

## The Syntax

- function [result]=fun_name $\left(\arg _{1}, \arg _{2}, \ldots \arg _{\mathrm{n}}\right)$
- Function declaration
- result output from the function
- Could be several variables, i.e. [a,b,c] = fun_name(...)
- fun_name name of the function
- Should be the same as the file name
- MATLAB doesn't actually use the function name
- $\arg _{1}, \arg _{2}, \ldots \arg _{n}$ input parameters for the function
- EXAMPLE: Create a function to compute the factorial of a number.


## Recursive Functions

-What is a recursive function?

- A function that calls itself
- If some condition holds, then the function calls itself.
$-f(f(f(f(x))))$
- EXAMPLE: revisit the factorial function.
- Could we write this as a recursive function?
$-f(x)=x$ * $f(x-1), \quad$ for $x>2 \Rightarrow y=f(f(f(f(\ldots f(x)))) \ldots)$
- Algorithm:
- Input: number to compute factorial of (x)
- If $x$ is larger than 2, then
- Save the result as x * factorial $(\mathrm{x}-1)$
- Otherwise, the result is equal to $x$ !
- Output: result
function $y=\operatorname{recurFact}(x)$

$$
\begin{aligned}
& \text { if }(x>2) \\
& y=x \text { * } \operatorname{recurFact}(x-1) \text {; } \\
& \text { else } \\
& y=x ; \\
& \text { end }
\end{aligned}
$$

$$
\begin{aligned}
& \mathrm{Y}=24 \\
& X=4 \quad \mathrm{y}=4^{*} \text { recurFact }(3) \quad \mathrm{Y}=6 \\
& X=3 \quad y=3^{*} \text { recurFact(2) } \\
& \mathrm{y}=2
\end{aligned}
$$

## Inline Functions

## A Fast Way to Create Simple Functions

- fun = inline('function', 'arg ${ }_{1}$ ', 'arg ${ }_{2}{ }^{\prime}, \ldots$ );
- Defines a function
- arg1...argn are variables passed into this function
- Example:
$\mathrm{f}=\mathrm{inline}\left({ }^{\prime} \mathrm{a}^{*} \mathrm{x}^{\wedge} 2+\mathrm{b}^{*} \mathrm{x}+\mathrm{c}^{\prime}\right.$, ' $\mathrm{a}^{\prime}$, 'b’, 'c’, ‘x’); myNum = f(1,0,0,2);
- More later...

