

Topics: Sequential execution, branching, good programming style

Example: Temperature conversion

```
% Convert temp from F to C
tempF = 60;
tempC = (tempF-32)*5/9
```

Sequential execution of statements

Branching

Example: Bacteria B reproduces only when the temperature is above 12°C . The rate is a function of the temperature t in $^{\circ}\text{C}$: $(t - 12)^2$. Extend the temperature conversion program to calculate the rate at which bacteria B reproduces given some temperature entered in $^{\circ}\text{F}$.

Simple if Construct

```
if condition
    statements to execute if condition is true
else
    statements to execute if condition is false
end
```

The if Construct

```
if condition1
    statements to execute if condition1 is true
elseif condition2
    statements to execute if condition1 is false but condition2 is true
else
    statements to execute if all previous conditions are false
end
```

Rules of the if Construct

- Only one block of statements is executed. Execution then skips to the next executable statement following `end`
- There can be at most one `else` clause
- There can be any number of `elseif` clauses

Good programming style

- use comments
- use meaningful variable names
- use named constants
- indent sub-structures

Topics:

- Sequential execution
- Branching
- Good programming style

```
% Convert temp from F to C  
tempF = 60;  
tempC = (tempF-32)*5/9
```

Example:

Bacteria B reproduces when the temperature is above 12°C at a rate of

$$(t - 12)^2$$

where t is temperature in $^{\circ}\text{C}$.

Calculate the rate at which bacteria B reproduces given some temperature entered in $^{\circ}\text{F}$.

Simple **if** Construct

if *condition*

*statements to execute
if condition is true*

else

*statements to execute
if condition is false*

end

The **if** Construct

if *condition1*

*statements to execute
if condition1 is true*

elseif *condition2*

*statements to execute
if condition1 is false
but condition2 is true*

else

*statements to execute if
all previous conditions are false*

end

Rules of the **if** Construct

- Only one block executed.
Then skip to the next statement after **end**
- At most one **else** clause
- Any number of **elseif** clauses

Good programming style

- use comments
- use meaningful variable names
- use named constants
- indent sub-structures