CS 100M Lecture 7 September 25, 2001

Topics: Program design, user-defined function

Reading (ML): Ch 5 intro, Sec 5.1, 5.2

Programming Rules of Thumb

- Learn program patterns of general utility and use relevant pattern for the problem at hand.
- Seek inspiration by systematically working test data by hand. Be introspective; ask yourself: "what am I doing?"
- Declare variables for each piece of information you maintain when working problem by hand. Write comments that precisely describe the contents of each variable.
- Decompose problem into manageable tasks.
- Remember the problem's boundary conditions.
- Validate your program by tracing it on simple test data.

Program Trace

 $\it Trace$ the execution of the following program:



Example: Are they prime?

Write a program that saves in a vector all the prime numbers in the range of [2,n], $(n_i,1)$.

Script file savePrime.m:

```
% Save prime numbers from 2 thru n to vector prime
n = input('Enter number: ');
prime = 2;  % vector to store prime #s
i = 3;  % next number to be checked
while (i<=n)
  % call function to check number i, save to prime

  % get next number
    i = i+1;
end
prime</pre>
```

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Function file isPrime.m:

```
% Determine if n is prime, n>=2
% out <-- n if n is prime
% out <-- [] if n is composite

divisor = 2;
while ( mod(n,divisor) ~= 0 )
    divisor = divisor + 1;
end
if ( divisor==n )

else
end</pre>
```

General Form of User-Defined Function

```
function [outarg1, outarg2, ...] = fname(inarg1, inarg2, ...)
% H1 comment line
% Other comment lines
executable code
```

User-Defined Function

- Can easily "reuse" code
- Functions can be independently tested
- Input and output arguments represent a "contract" between the developer and the user of the function
- Arguments are "passed by value"
- Variables in a function can be "seen" only inside the function

Be sure you understand the example on p. 164 in Chapman.