

# Unit 6: Data Structures

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# Objectives

- Understanding different ways in which data can be organized and stored in memory
  - Vectors
  - Strings
  - Matrices
  - Cells
  - Structs

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# Vectors

- What is a vector?
- How can we create a vector?
- What type of information can we store in a vector?
- How can we modify the data in a vector?
- How can we retrieve data stored in a vector?
- How can we increment the size of a vector?
- How can we concatenate vectors?
- How can we delete an element in a vector?

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# Vectors

- One dimension matrices
- They are used as containers for storing **data of the same type**: integers, floats, char, ..
- Vector can dynamically change their size
- Vector elements can be accessed via their position within the vector itself
  - Example: `vect(4)` to obtain the element in the 4<sup>th</sup> position
- *Some useful functions*
  - `length (vector)` return the number of elements stored in a vector

7
8
9
2
1

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# Vectors

## 1. Creation

```
varVector = [];
```

```
varVector = [1,2,3,4];
```

```
varVector = [0.0454, 3.56];
```

```
varVector = zeros(1,4);
```

...

```
varVector = 1;
```

```
varVector = 1:4;
```

```
varVector = ['a' , 'b' , 'c' ];
```

## 2. Use

- Retrieve an element:
- Retrieve a portion:
- Modify an element:
- Delete an element:

```
varVector(position);
```

```
varVector(position_ini : position_fin);
```

```
varVector(position) = value;
```

```
varVector(position) = [];
```



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# Strings

- A string is a **vector of characters**
- Two options for creating a String:

1.- Create it the same way as we create a vector

```
varSt = ['R','e','a','d',' ','t','h','i','s'];
```

2.- Write the content of the string within quotes

```
varSt = 'Read this';
```

- Once you created the String you can use it in the same way as any other vector

Retrieve a character: varSt(pos)

Save/Modify a character: varSt(pos) = value where value is a  
char

'R'
'e'
'a'
'd'
' '
't'
'h'
'i'
's'

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# Strings

- To print the content of a string
  - You can print the characters one by one (in the same way as when you print the content of a vector of numbers)
  - You can print all its content at once with *fprintf* and the control character %s
    - Example:

```
>>var = 'Biomedical Engineering'  
>>fprintf('\n %s', var);
```

*Biomedical Engineering*

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# Strings

- Matlab provides many functions to work with Strings:
- strcmp (s1, s2)      Compares the two strings and returns 1 if they are the same and 0 if they are different
- strcmpi (s1, s2)      Works the same way as strcmp but ignoring the case (lowercase/uppercase)
- $s1 == s2$       Return a vector containing 1s and 0s for each position in which the characters of the string are equal or different
- $s1=[s1, s2]$       Concatenate the second string to the first one
- strfind(s1, s2)      Returns the starting index of any occurrences of the string s2 in the string s1
- isempty(s)      Returns 1 if the string is the string is empty, 0 otherwise
- $[t, r] = strtok(s1, delim)$       Returns the first token in the string s1 delimited by the characters of delim. The remainder of the original string is

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# Exercise

- What is the value of *var* after executing the following code lines?

```
s1 = 'University';  
var = s1(5);
```



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# Exercise

- What is the value of *var* after executing the following code lines?

```
s1 = 'University';
```

```
var = s1(5);
```

**Solution:**  
The value of *var* will be 'e'

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# Exercise

- What is the value of *var* after executing these lines?

```
s1 = 'Engineering';  
var = strfind(s1,'in');
```



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# Exercise

- What is the value of *var* after executing these lines?

```
s1 = 'Engineering';  
var = strfind(s1,'in');
```

**Solution:**  
The value of var will be [4 9]

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# Exercise

- What is the value of *var* after executing these lines?

s1 = 'cat';

s2 = 'car';

var = strcmp(s1, s2)



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# Exercise

- What is the value of *var* after executing these lines?

s1 = 'cat';

s2 = 'car';

var = strcmp(s1, s2)

**Solution:**  
The value of var will be 0

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# Exercise

- What MATALB will print in screen after executing these lines?

```
s1 = 'cat';
```

```
s2 = 'car';
```

```
(s1 == s2)
```



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# Exercise

- What MATALB will print in screen after executing these lines?

```
s1 = 'cat';
```

```
s2 = 'car';
```

```
(s1 == s2)
```

**REMEMBER:**

If you want to compare two strings use the function **strcmp** instead

**Solution:**  
[1 1 0]

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# Exercise

- What is the value of `var` after executing these lines?

`s1 = 'Bio';`

`s2 = 'medical';`

`var = [s1 s2]`



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# Exercise

- What is the value of `var` after executing these lines?

`s1 = 'Bio';`

`s2 = 'medical';`

`var = [s1 s2]`

**Solution:**

**The value of `var` will be 'Biomedical'**

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# Exercise

- What is the value of `var1` and `var2` after executing these lines?

```
s1 = 'Computer*Programming';
[var1 var2] = strtok(s1, '*')
```



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# Exercise

- What is the value of *var1* and *var2* after executing these lines?

```
s1 = 'Computer*Programming';
[var1 var2] = strtok(s1, '*')
```

## Solution:

The value of *var1* will be 'Computer'

The value of *var2* will be '\*Programming'

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# Exercise

- What is the value of `var` after executing these lines?

`s1 = 'Bio';`

`var = isempty(s1);`



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# Exercise

- What is the value of *var* after executing these lines?

```
s1 = 'Bio';
```

```
var = isempty(s1);
```

**Solution:**  
The value of var will be 0



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# Exercise

- What is the value of `var` after executing these lines?

```
s1 = ":";
```

```
var = isempty(s1);
```



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# Exercise

- What is the value of *var* after executing these lines?

```
s1 = ":";
```

```
var = isempty(s1);
```

**Solution:**  
The value of var will be 1



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# Exercise

- What is the value of `var` after executing these lines?

`s1 = '9';`

`var = s1 + 2;`



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# Exercise

- What is the value of *var* after executing these lines?

```
s1 = '9';
```

```
var = s1 + 2;
```

You are trying to sum a character and a number. MATLAB will convert the character to its corresponding ASCII code, and then performs the operation.

**Solution:**  
The value of *var* will be 59



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# Exercise

- What is the value of *var* after executing these lines?

```
s1 = 9;
```

```
var = s1 + 2;
```

To know the ascii value of a character you can use the function *double*.

Example: the command *double('9')* returns the value *57*

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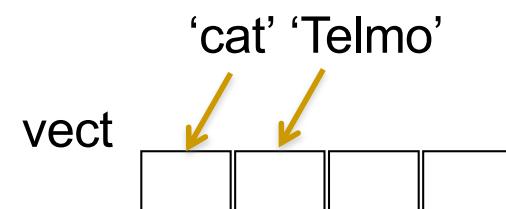
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# Vectors/Matrices of Strings

- Sometimes you try to store Strings in a vector.. in the same way as you work with vectors. This is tricky. Be aware of this:

If you try to do

`vect(1) = 'cat';`



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# Vectors/Matrices of Strings

- Sometimes you try to store Strings in a vector.. in the same way as you work with vectors. This is tricky. Be aware of this:

If you have a 3x3 matrix you could do

```
mat(1,:)= 'cat';  
mat(2,:)= 'dog';
```

mat		
c	a	t
d	o	g

This is fine. You put one character in each cell of the matrix

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# Vectors/Matrices of Strings

- Sometimes you try to store Strings in a vector.. in the same way as you work with vectors. This is tricky. Be aware of this:

However, if you try to do something like

```
mat(1,:)= 'cat';  
mat(2,: )= 'dog';  
mat(3,: )='squirrel';
```

mat								
c	a	t						
d	o	g						
s	q	u	i	r	r	e	l	

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# Vectors/Matrices of Strings

## ■ Conclusion:

- You can save strings together putting each of them in a different row of matrix... but only when all the strings have the same length.
- In the next week we will learn to overcome the problem of storing together strings with different lengths.

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# Exercise

- Write a program that asks the user to introduce his/her name and surname and it prints the user initials as in the example:

Example:

Introduce your name: Bill

Introduce your surname: Gates

Your initials are B. G.



# Exercise

```
name = input('Introduce your name:','s');
surename = input('Introduce your surname:','s');
initials = [name(1) ' ' ' surname(1) '.'];
fprintf('\nYour initials are %s',initials);
```



# Example

- Write a program that asks the user to introduce word/sentences and it prints how many times the user introduces the word ‘cat’. The program ends the execution when the user introduces a blank word (empty).

Example:

Introduce a word: House

Introduce a word: Cat

Introduce a word: Programming

Introduce a word: cat

Introduce a word: Table

Introduce a word:

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# Example

```
count = 0;  
word = input('Introduce a word:','s');  
while (isempty(word) == 0)  
    if strcmpi(word, 'cat')  
        count = count + 1;  
    end  
    word = input('Introduce a word:','s');  
end  
fprintf('\n You introduced the word cat %d times', count);  
disp('bye!');
```



# Example

- Write a program that asks the user to introduce word/sentences and prints those that end in a vowel. The program ends the execution when the user introduces a blank word (empty).

Example:

Introduce a word: House

House

Introduce a word: Programming

Introduce a word: Table

Table

Introduce a word:

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# Example

```
word = input('Introduce a word:','s');
while (isempty(word) == 0)
    maxpos = length(word);
    finalchar = word(maxpos);
    switch finalchar
        case {'a','e','i','o','u', 'A','E','I','O','U'}
            fprintf('%s\n', word);
    end
    word = input('\nIntroduce a word:','s');
end
disp('bye!');
```



# Example

- Write a program that asks the user to introduce a character. Then it asks to introduce word/sentences and prints those that contains the character. The program ends the execution when the user introduces a blank word.

Example:

Introduce a character: **a**

Introduce a word: **House**

Introduce a word: **Programming**

**Programming**

Introduce a word: **Table**

**Table**

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# Example

```
vchar = input('Introduce a character: ','s');
word = input('Introduce a word: ','s');
while (isempty(word) ==0)
    vpos = strfind (word, vchar);
    if isempty(vpos) == 0
        fprintf('%s\n', word);
    end
    word = input('Introduce a word: ','s');
end
disp('Bye!');
```



# Example

- Write a program that asks the user to introduce a word. Then it asks to introduce sentences and prints those that contains the word. The program ends the execution when the user introduces a blank word.

Example:

Introduce a word: **cat**

Introduce a sentence: **Programming MATLAB**

Introduce a sentence: **The cat is black**

**The cat is black**

Introduce a sentence: **The cat is on the table**

**The cat is on the table**

Introduce a sentence:

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# Example

EXACTLY THE SAME PROGRAM  
AS THE PREVIOUS EXERCISE

```
word = input('Introduce a word: ','s');
sentence = input('Introduce a sentence: ','s');
while (isempty(sentence) ==0)
    vpos = findstr(sentence, word);
    if isempty(vpos) == 0
        fprintf('%s\n', sentence);
    end
    sentence = input('Introduce a sentence: ','s');
end
disp('Bye!');
```



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