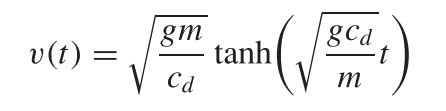
Class 2 – ChE310\_SecB\_S2019 1.17.2019

**Group Activity:** With your group do the following and submit to Jared Dopp on Slack for credit by 2:30pm. Consider the following equation for terminal velocity:



1. Write a script called ‘TermVelScript.m’ that computes the terminal velocity for the following

g = 9.81; m = 68.1; cd = 0.25; t = 4

1. Write a function called ‘TermVelScript.m’ that accepts the time (t) as an input and gives the terminal velocity as the output (using the g, m, and cd parameters above)

**Review from First Day of Matlab Boot camp:**

1. Matlab environment (editor and command window) – up arrow to access previous commands
2. Script vs. function
3. Insert header and save file name
   1. Use of **clc** and **close all**
4. Entering variables
5. Simple math operators

**Second Day of Matlab Boot camp:**

1. Scalar, vector (row vs. column), matrix, string
   1. use of **‘** to transpose a vector or matrix
   2. Accessing elements in (m,n) array
2. Loading data
   1. **xlsread** (\*CornDataHeaders.xlsx)

* ‘SummerOlympicsData.xlsx’
  1. **csvread**
  2. **dlmread**

1. Mathematical operations
   1. Adding, subtracting, multiplication, and division
   2. Order of operations with ()
   3. Powers
   4. Element-by-element operations
2. Built in functions
   1. Logarithms **log** vs **log10**
   2. Rounding **round**, **ceil**, **floor**
   3. Others **sum**, **min**, **max**, **mean**, **sort**
   4. Create vectors **linspace**, **logspace**, (#**:**#**:**#) notation,
   5. Create vectors or matrices **ones**, **zeros**,
   6. Random number generator **rand** and many other forms!
3. Built in variables
   1. **pi** or **i**
4. Use of **input**
5. Use of **disp**
6. Use of **fprintf**
   1. See pg. 54 of text for good examples, table 3.1
7. Exporting data
   1. **csvwrite**
   2. **dlmwrite**
   3. **plot** (more on this in Class 3)
8. Conditions and logical indexing
   1. More [reading](https://www.mathworks.com/help/matlab/matlab_prog/find-array-elements-that-meet-a-condition.html)
9. **End of class coding time**

**Dice Game**

* Together: Make an M-file that does the following
  + Asks for users to guess the value of a dice throw (1 to 6)
  + Use random to generate a ‘throw’
  + Compare the throw value to guess value and
* Teams: Change your code to now play with a d20 dice.