

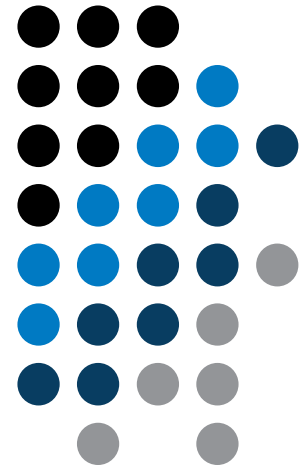
AE0B17MTB – Matlab

Part #10



Miloslav Čapek
miloslav.capek@fel.cvut.cz
Filip Kozák, Viktor Adler, Pavel Valtr

Department of Electromagnetic Field
B2-626, Prague



Learning how to ...

Visualization in Matlab #2

GUI #1

!!! **Attention:** SINCE MATLAB R2014b CHANGES IN GRAPHICS !!!

Advanced visualizing in Matlab

- basic possibilities of visualizing mentioned in 6th part of the course
 - `figure` and basic plotting (`plot`, `stem`, ...)
 - setting curve options of a graph `LineStyle` (doc [LineStyle](#))
 - functions for graph description (`title`), `grid`, `legend`, etc.
- graph options
 - graph as a handle object (change since version R2014b)
 - way of setting property values of graphic "objects"
- selected advanced possibilities of visualizing
 - inserting more graphs in a single `figure`
 - tens of types of graphs (see Help)
 - projection of 3D graphs
 - `view`, `colormap`

Object identifiers (up to R2014b)

- each individual object has its own identifier ('handle' in Matlab terms)
- these handles are practically a reference to an existing object
 - handle is always created by Matlab, it is up to the user to store it
 - complex graphs (contours) may have more identifiers
- root has always handle = 0 (more on root later), figure usually an integer, other objects have handle equal to positive real number (of class double)

handles

```
>> figHandle = figure;  
>> axHandle = axes;
```

- number stored in `figHandle` variable exists even after closing the window, but it is not a handle any more

Object identifiers (since R2014b)

- each graphic object is marked as an object in workspace
 - an object is defined by its class with its properties and methods
- `root` can still be accessed using function `get()` with parameter 0
 - `root` is newly `groot` object
 - (more in part GUI #1)
- after object destruction (closing figure)
 - the object still exists in workspace (it appears as a reference to deleted object)

Advanced visualization in Matlab

- graph as a handle number (version < R2014b)
- graph as an object (since version R2014b)
 - note: in what follows we will reference graphs as handle objects

The top screenshot shows MATLAB R2014b. The Command Window contains the following code and output:

```
>> p1 = plot(0:10)

p1 =

Line with properties:

    Color: [0 0.4470 0.7410]
  LineStyle: '-'
  LineWidth: 0.5000
    Marker: 'none'
  MarkerSize: 6
  MarkerFaceColor: 'none'
      XData: [1 2 3 4 5 6 7 8 9 10 11]
      YData: [0 1 2 3 4 5 6 7 8 9 10]
      ZData: [1x0 double]
```

The Workspace window shows the variable 'p1' with the following properties:

Name	Value	Class	Bytes	Size
p1	1x1 Line	matlab.graphics.chart.primitive.Line	112	1x1

The bottom screenshot shows MATLAB R2013b. The Command Window contains the following code and output:

```
>> p1 = plot(0:10)

p1 =

174.0016
```

The Workspace window shows the variable 'p1' with the following properties:

Name	Value	Bytes	Size	Class	Min
p1	174.0016	8	1x1	double	174.0016

Advanced visualization in Matlab

- Property editor (Inspector)

The screenshot displays the MATLAB environment with a 2D plot of a sine wave. The plot is titled 'Figure 1' and shows a blue line oscillating between -1 and 1 on the y-axis, with the x-axis ranging from 0 to 400. The plot is surrounded by several toolboxes:

- Figure Palette:** Contains options for 'New Subplots' (2D Axes, 3D Axes), 'Variables', and 'Annotations' (Line, Arrow, Double Arrow, Text Arrow, Text Box, Rectangle, Ellipse).
- Plot Browser:** Shows the current plot as 'Axes (no title)' with a blue line.
- Inspector (matlab.graphics.axes.Axes):** A detailed property editor for the selected axes. It lists various properties such as 'ALim', 'AmbientLightColor', 'Box', 'CameraPosition', 'Color', 'DataAspectRatio', and 'FontWeight'. A red box highlights the 'More Properties...' button at the bottom right of this window.
- Property Editor - Axes:** A secondary property editor for the axes. It includes fields for 'X Label', 'X Limits' (0 to 400), and 'X Scale' (linear). A red box highlights the 'More Properties...' button at the bottom right of this window.

Advanced visualization in Matlab

- the way of setting handle object properties
 - the possibility of using functions `set` and `get` exists for both versions
 - not case sensitive

```
>> myPlotObj = plot(1:10);  
>> get(myPlotObj, 'color')
```

```
>> set(myPlotObj, 'color', 'r')  
>> get(myPlotObj, 'color')
```

- dot notation (only for versions R2014b and higher)
 - is cAsE sEnSiTiVe

```
>> myPlotObj = plot(1:10);  
>> myPlotObj.Color
```

```
>> myPlotObj.Color = 'r';  
>> myPlotObj.Color
```

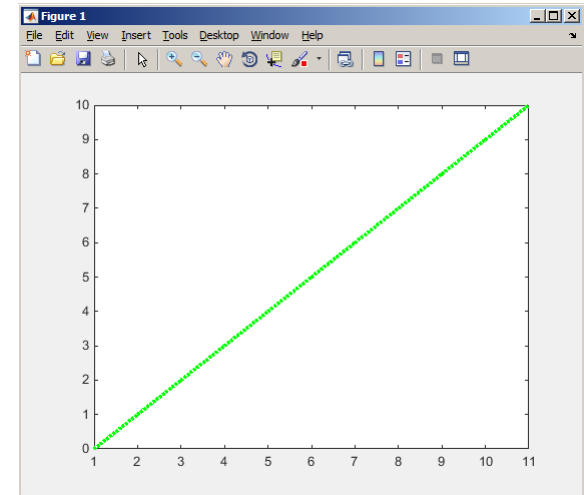

get and set functions

60 s ↑

- Create a graphic object in the way shown. Then using functions `get` and `set` perform following tasks.

```
myPlotObj = plot(0:10);
```

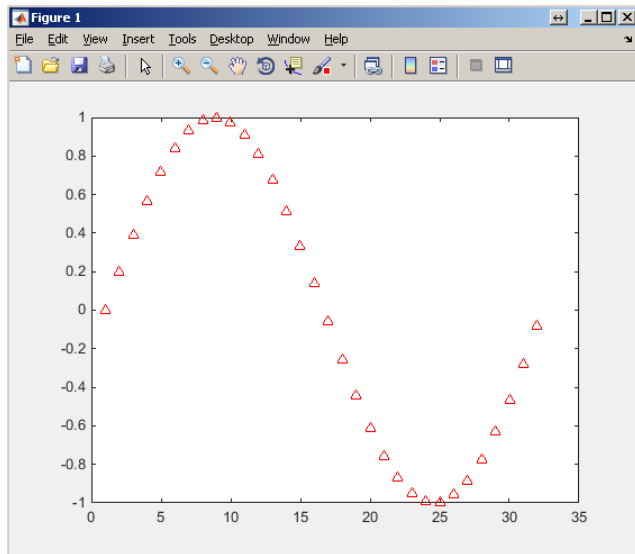
- find out the thickness of the line and increase it by 1.5
- set the line color to green
- set the line style to dotted



Dot notation application

60 s ↑

- Using dot notation change the initial setting of the function shown to get plot as in the figure.

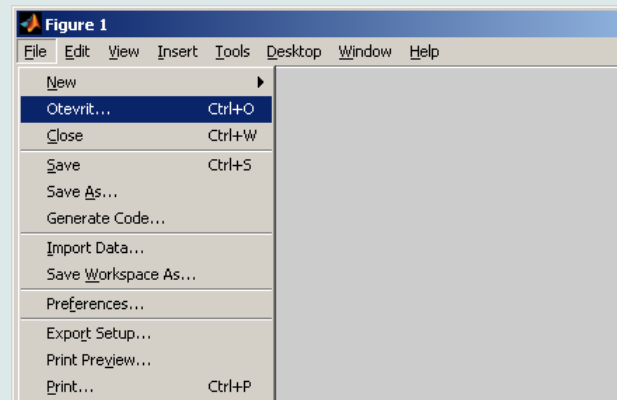
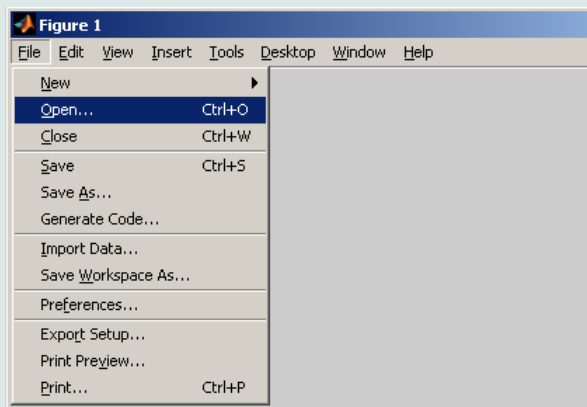


```
myPlotObj = plot(sin(0:0.2:2*pi));
```

What is handle good for?

- when having a handle, one can entirely control given object
- the example below returns all identifiers existing in window figure
- in this way we can, for instance, change item 'Open'... to 'Otevrit'...
 - or anything else (e.g. callback of file opening to callback of window closing 😊)

```
fhndl = figure('Toolbar', 'none');
allFigHndl = guihandles(fhndl);
set(allFigHndl.figMenuOpen, 'Label', 'Otevrit...')
```



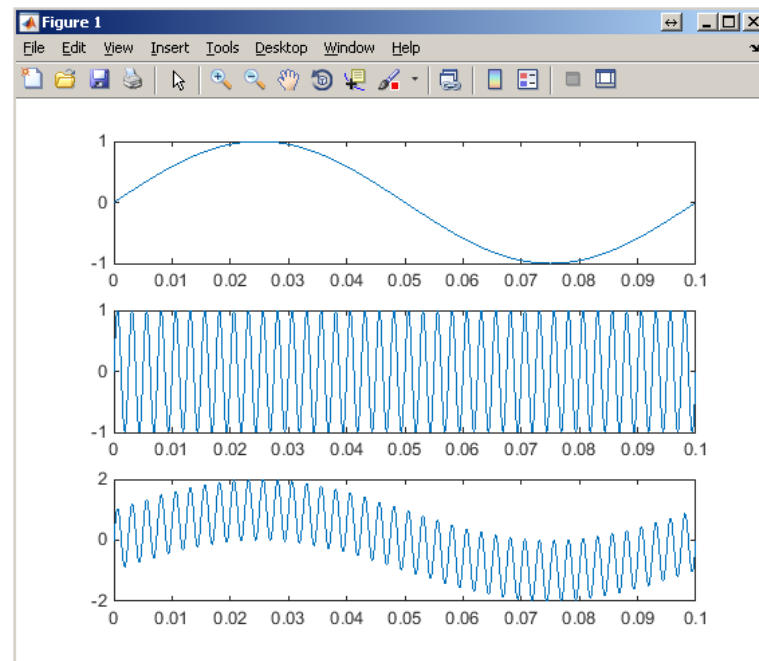
More graphs in a window – subplot

- inserting several different graphs in a single window figure
 - function `subplot(m, n, p)`
 - `m` – number of lines
 - `n` – number of columns
 - `p` – position

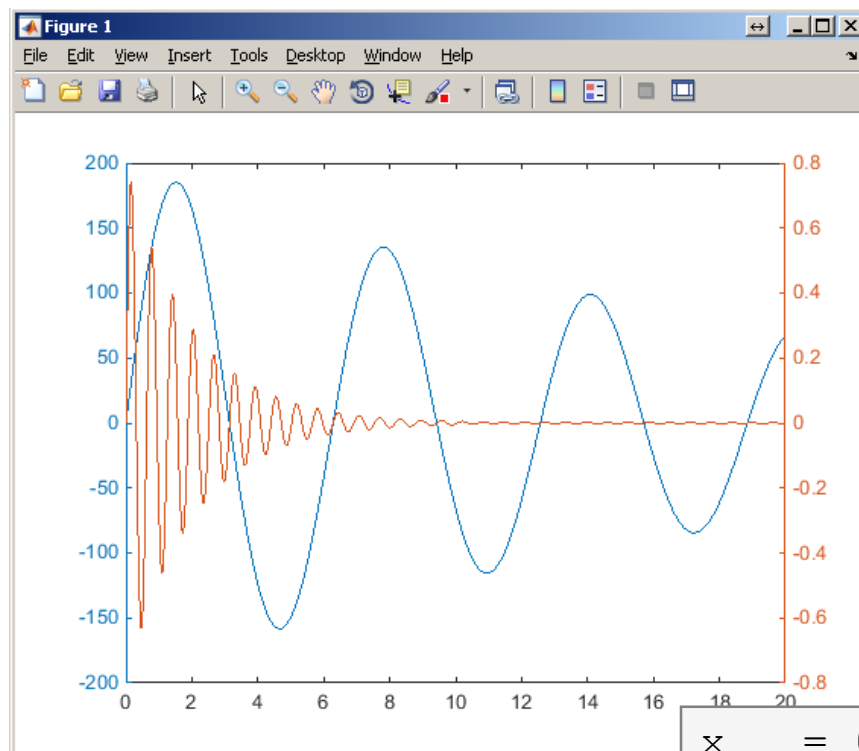
```
t = linspace(0, 0.1, 0.1*10e3);
f1 = 10;    f2 = 400;

y1 = sin(2*pi*f1*t);
y2 = sin(2*pi*f2*t);
y  = sin(2*pi*f1*t) + sin(2*pi*f2*t);
```

```
figure('color', 'w')
subplot(3, 1, 1); plot(t, y1);
subplot(3, 1, 2); plot(t, y2);
subplot(3, 1, 3); plot(t, y);
```



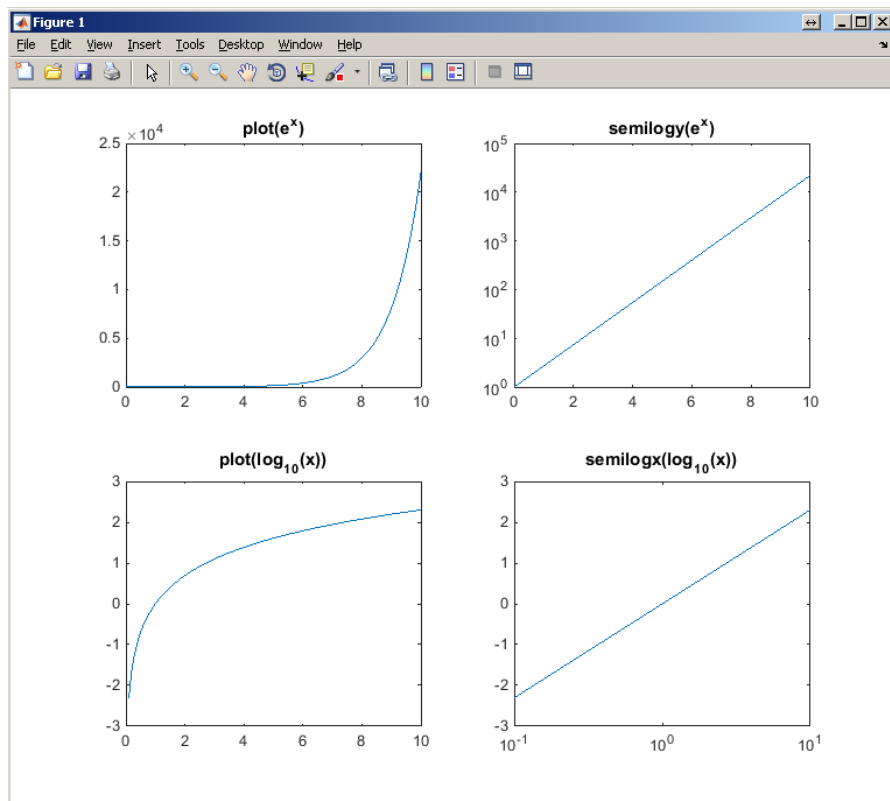
Double y axis – plotyy



```
x = 0:0.01:20;  
y1 = 200 * exp(-0.05*x) .* sin(x);  
y2 = 0.8 * exp(-0.5*x) .* sin(10*x);  
  
figure('color', 'w');  
plotyy(x, y1, x, y2);
```

Logarithmic scale

- functions `semilogy`, `semilogx`, `loglog`



```
x = 0:0.1:10;
y1 = exp(x);
y2 = log(x);
```

```
figure('color', 'w')
subplot(2, 2, 1); plot(x, y1);
title('plot(e^x)');
```

```
subplot(2, 2, 2); semilogy(x, y1);
title('semilogy(e^x)')
```

```
subplot(2, 2, 3); plot(x, y2);
title('plot(log_1_0(x))')
```

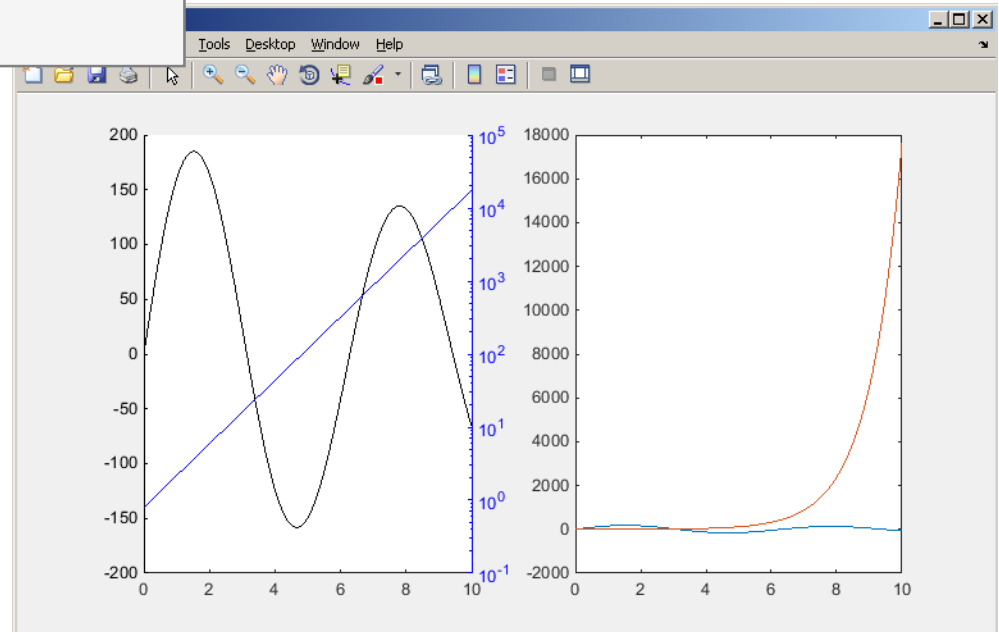
```
subplot(2, 2, 4); semilogx(x, y2);
title('semilogx(log_1_0(x))')
```

Example

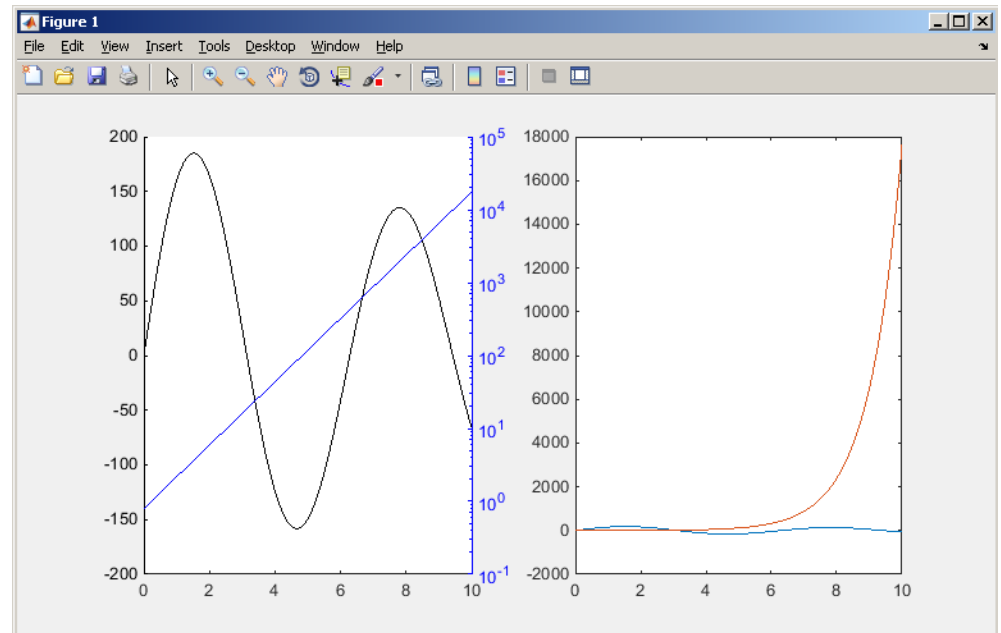
600 s ↑

- compare functions `plot` and `plotyy` in one figure object (using `subplot`) for functions shown below
 - in the object created by `plotyy` change default colors of individual lines to blue and black (don't forget about the axes)

```
x = 0:0.1:10;  
y1 = 200 * exp(-0.05*x) .* sin(x);  
y2 = 0.8 * exp(x);
```



Example - solution

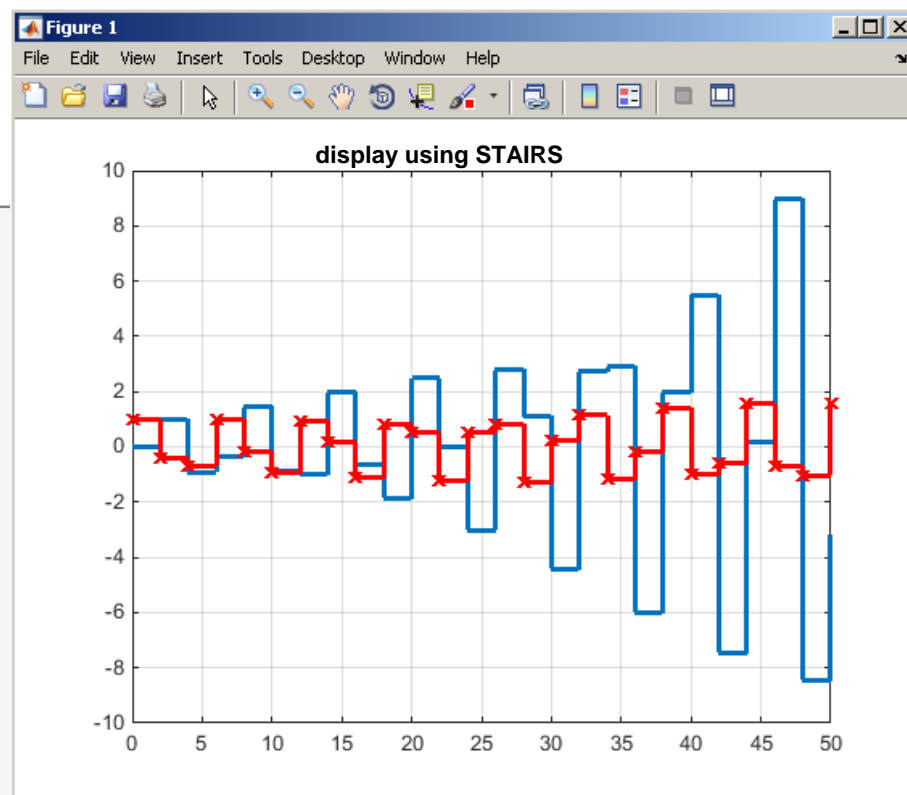


stairs

```
x = 0:2:50;
y1 = exp(0.05*x) .* sin(x);
y2 = exp(0.01*x) .* cos(x);

figure('Color', 'w');
stairs(x, y1, 'LineWidth', 2);
hold on; grid on;
stairs(x, y2, ...
      'Color', 'r', ...
      'Marker', 'x', ...
      'LineWidth', 2);

title('display using STAIRS');
```



Plotting 2-D functions

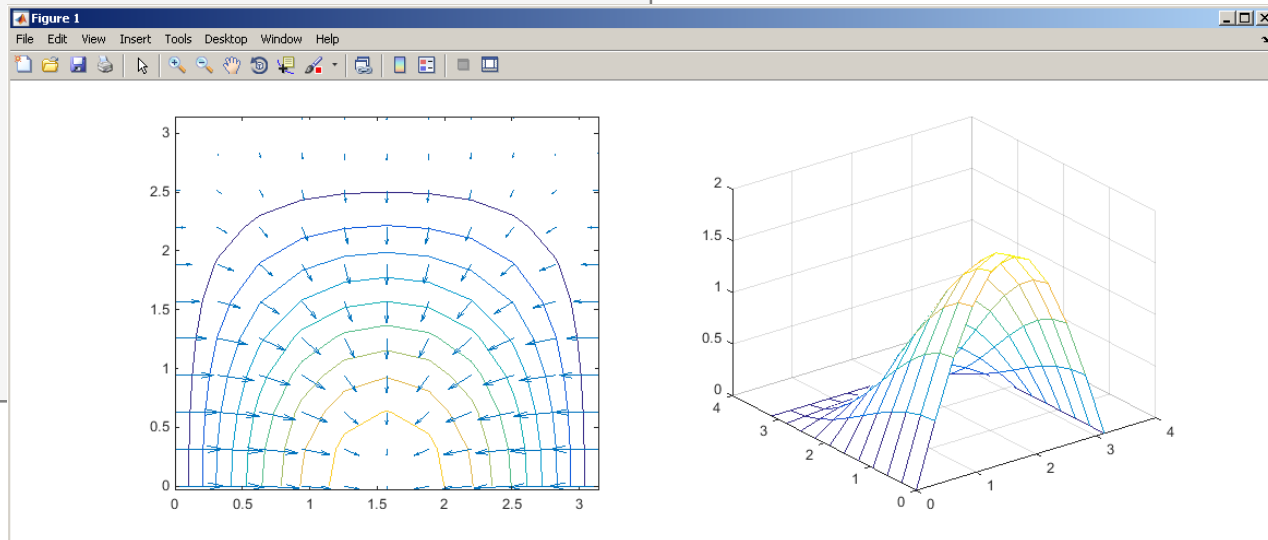
- contour, quiver, mesh

```
t = 0:pi/10:pi;
[x, y] = meshgrid(t);
z = sin(x) + cos(y) .* sin(x);
[gx, gy] = gradient(z);
```

```
figure('Color','w');
```

```
subplot(1, 2, 1);
contour(x, y, z);
hold on;
quiver(t, t, gx, gy);
```

```
subplot(1, 2, 2);
mesh(x, y, z);
```



Advanced visualizing in Matlab

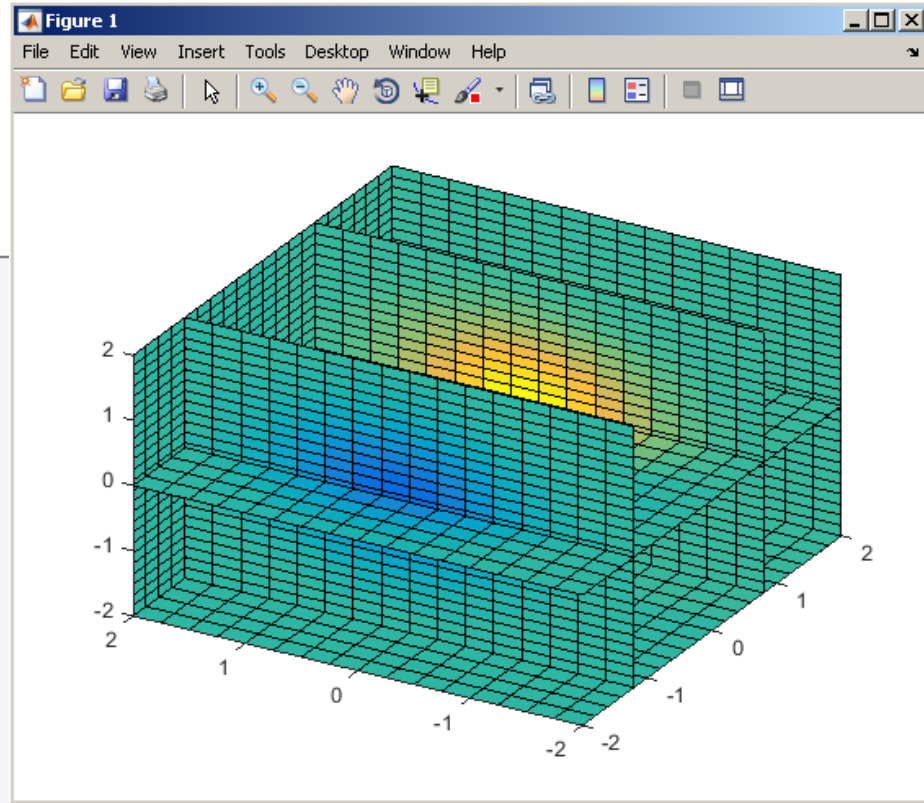
- function slice
- function view

```
[x, y, z] = meshgrid(-2:0.2:2, ...
                    -2:0.25:2, ...
                    -2:0.16:2);

v = x .* exp(-x.^2 - y.^2 - z.^2);

xslice = [-1.2, 0.8, 2];
yslice = 2;
zslice = [-2, 0];

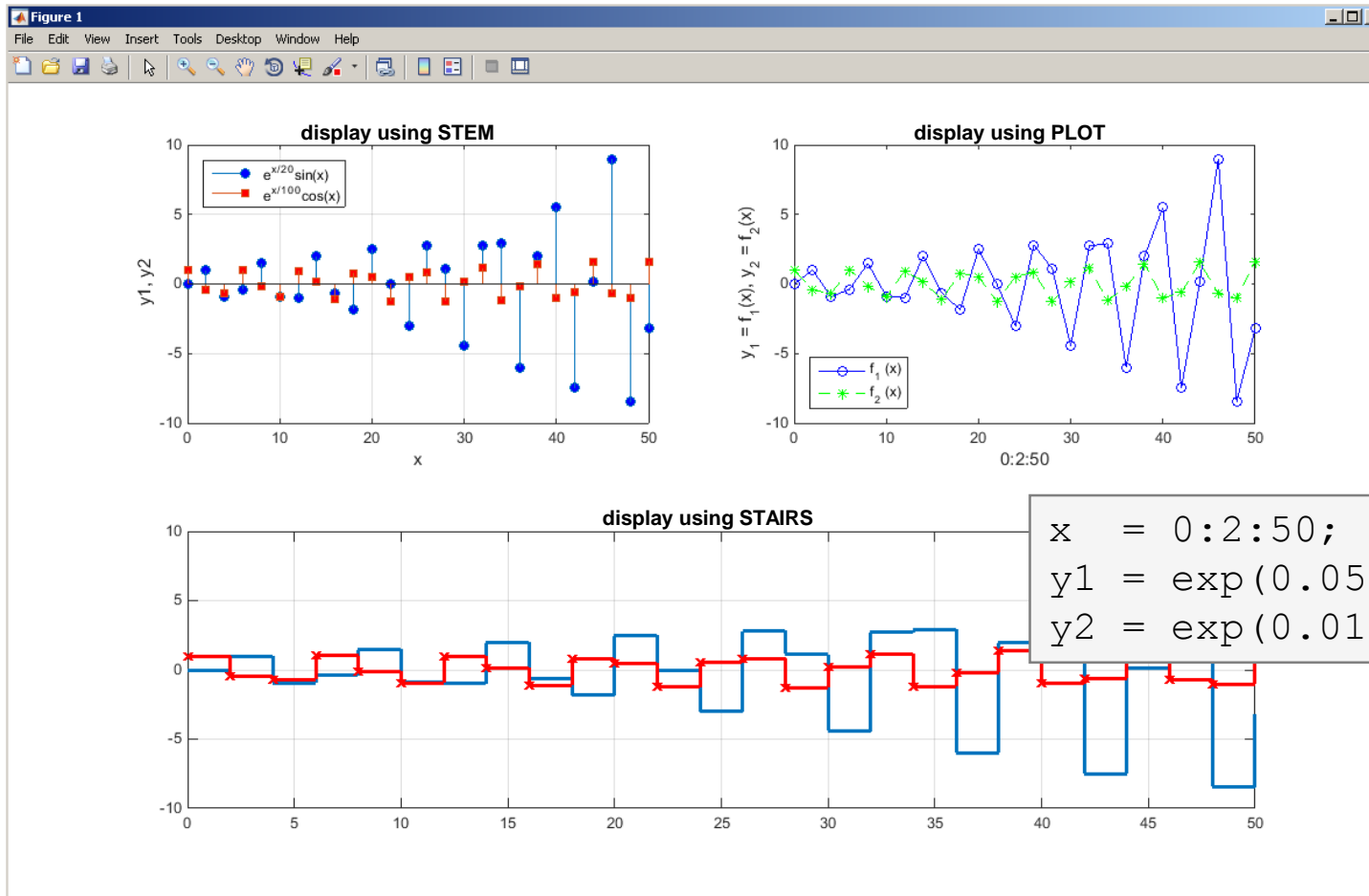
figure('Color', 'w');
slice(x, y, z, v, xslice, yslice, zslice);
% view(azimuth, elevation)
view(-60, 40);
```



Exercise #1 assignment

600 s ↑

- try to imitate the figure below where functions y_1 and y_2 are defined as:



Exercise #1 solution

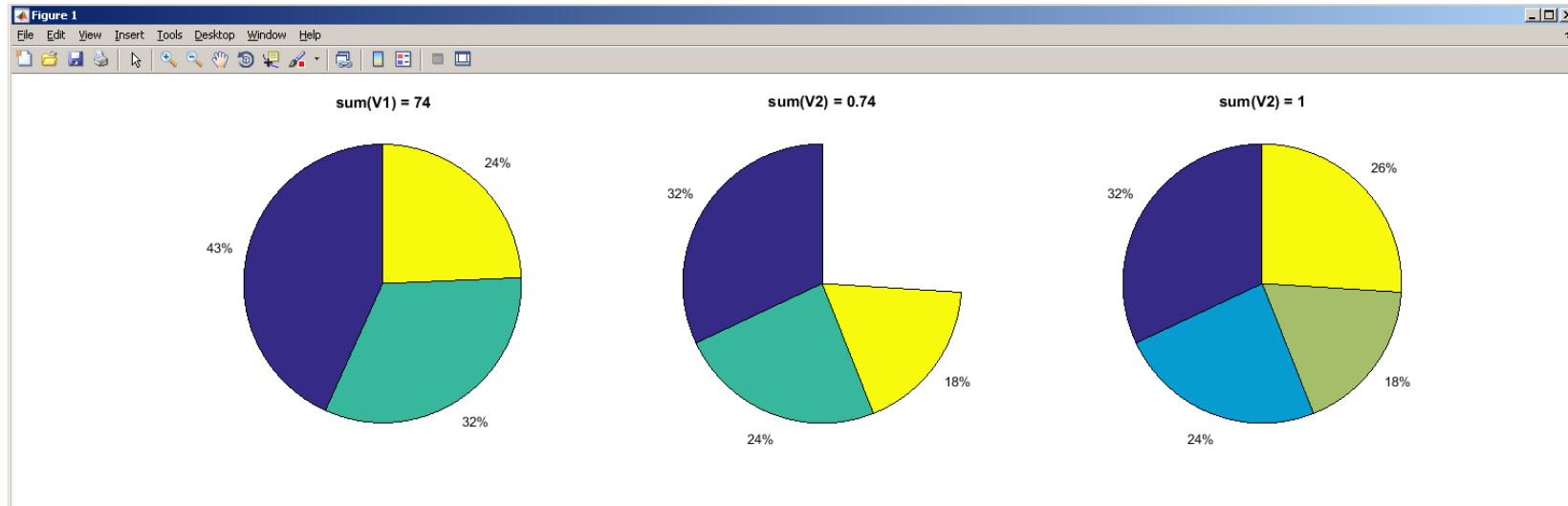
Pie plot – pie, pie3

```

V1 = [32 24 18];           % sum(V1) = 74
V2 = V1/100;              % sum(V2) = 0.74
V3 = [V2 1-sum(V2)];     % sum(V3) = 1

figure('Color', 'w');
subplot(1, 3, 1); pie(V1); title('sum(V1) = 74');
subplot(1, 3, 2); pie(V2); title('sum(V2) = 0.74');
subplot(1, 3, 3); pie(V3); title('sum(V2) = 1');

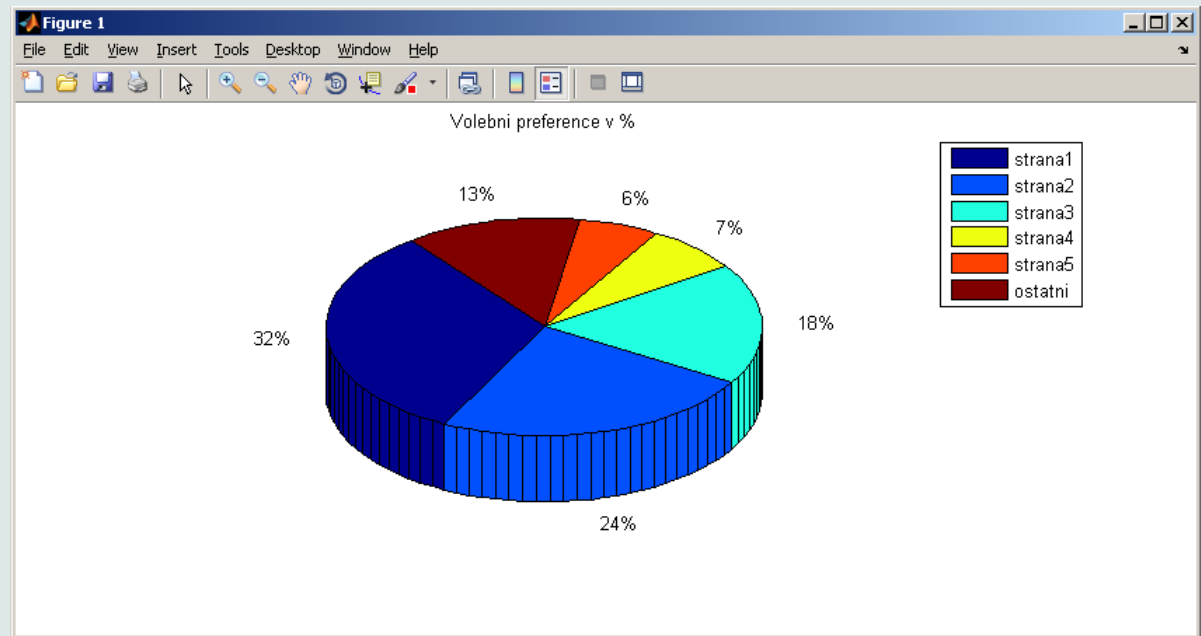
```



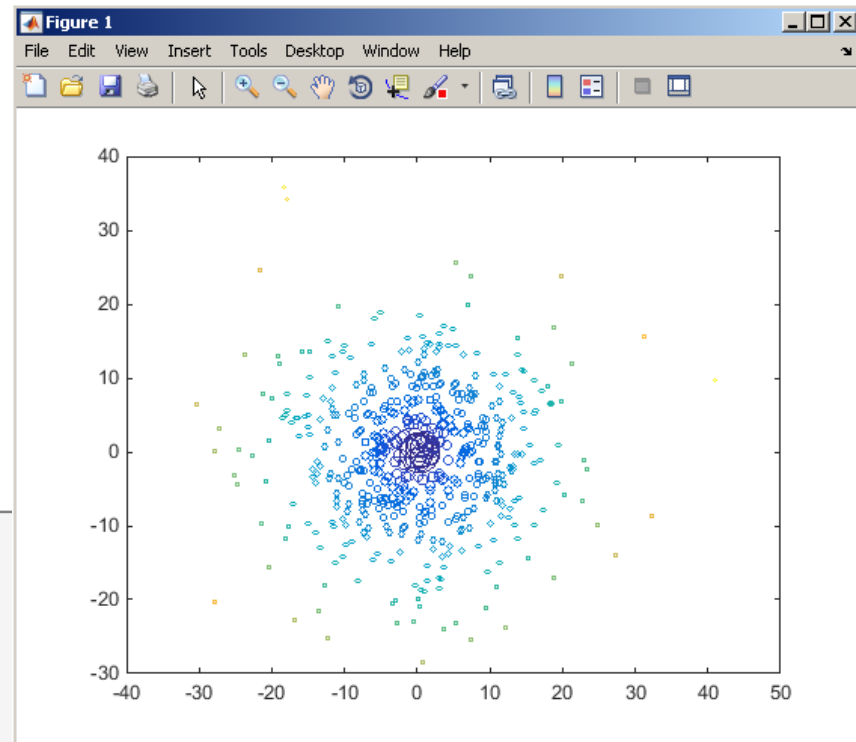
Exercise

600 s ↑

- opinion polls show parties' preference projections as follows:
- plot the poll result using pie plot including the item 'others'
 - 1st party: 32%
 - 2nd party: 24%
 - 3rd party: 18%
 - 4th party: 7%
 - 5th party: 6%

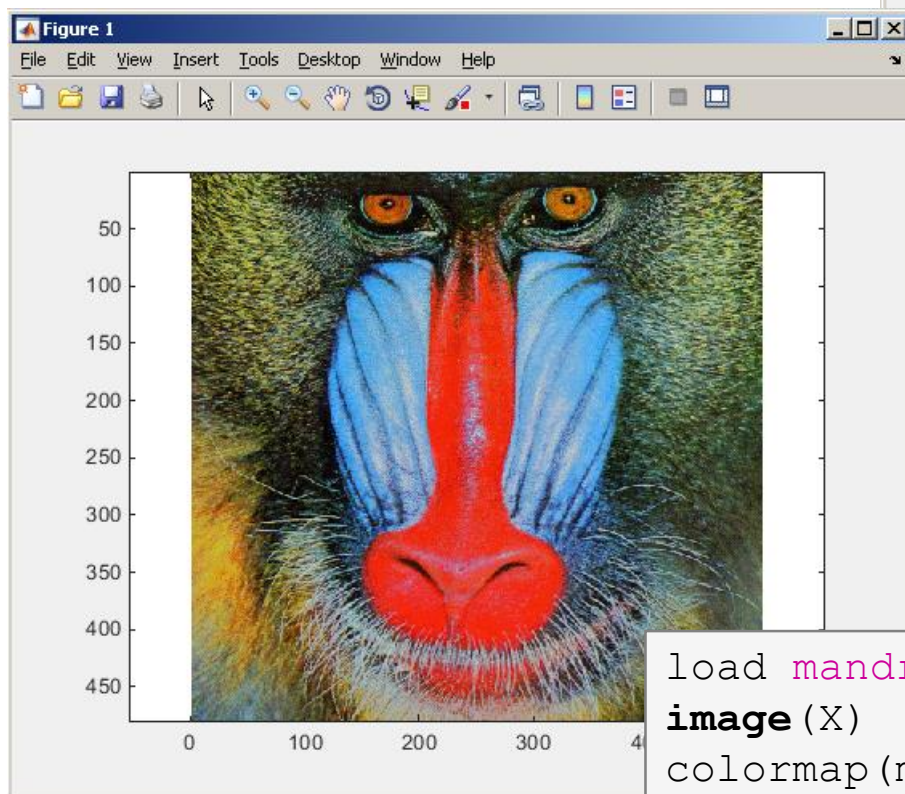


```
x = 10 * randn(500, 1);  
y = 10 * randn(500, 1);  
c = hypot(x, y);  
  
figure('color', 'w');  
scatter(x, y, 100./c, c);  
box on;
```

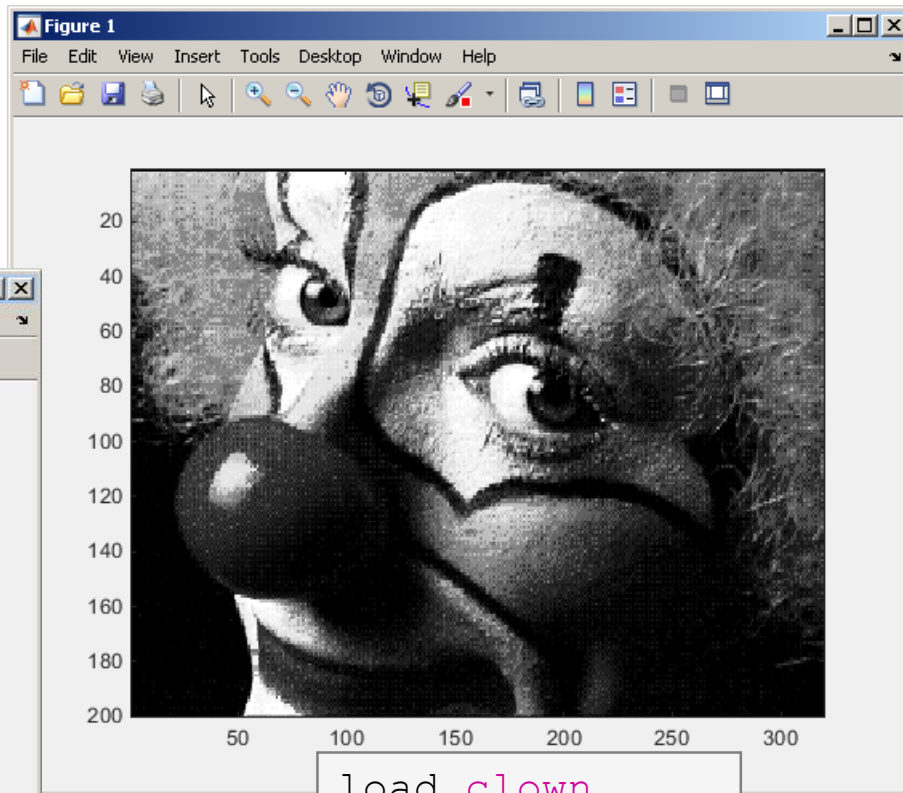


Picture depiction

- functions `image`, `imagesc`
- function `colormap`



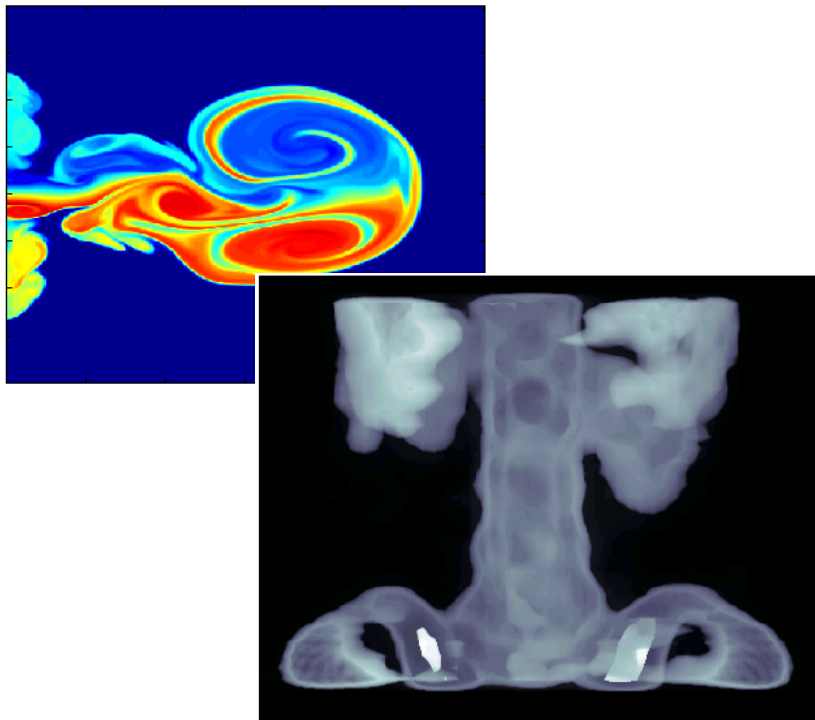
```
load mandrill
image(X)
colormap(map)
axis equal
```



```
load clown
imagesc(X)
colormap(gray)
```

colormap

- determines the scale used in picture color mapping
- it is possible to create / apply an own one: `colormapeditor`

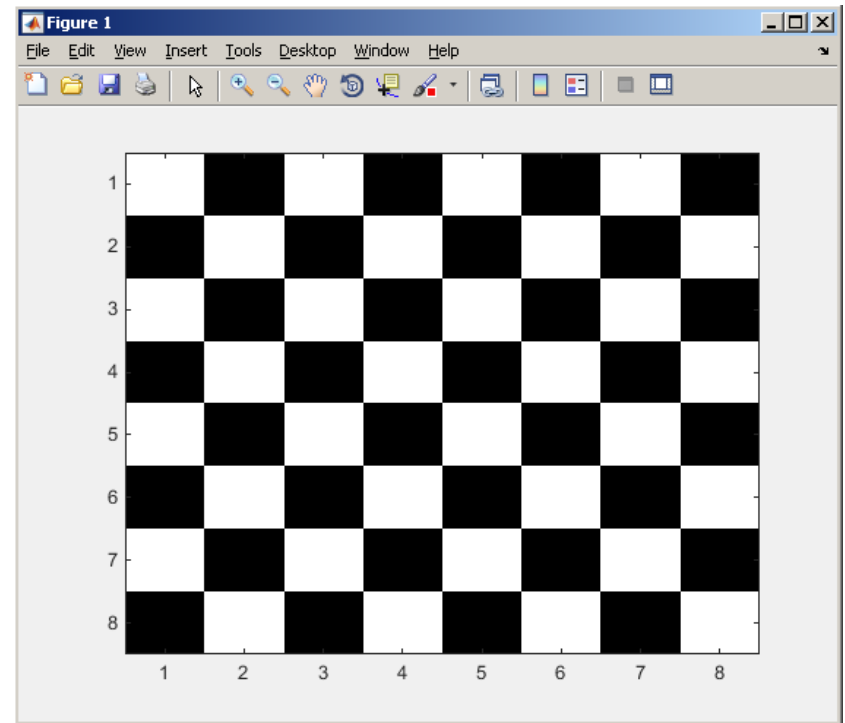


Colormap Name	Color Scale
parula	
jet	
hsv	
hot	
cool	
spring	
summer	
autumn	
winter	
gray	
bone	
copper	
pink	
lines	
colorcube	
prism	
flag	
white	

Exercise

600 s ↑

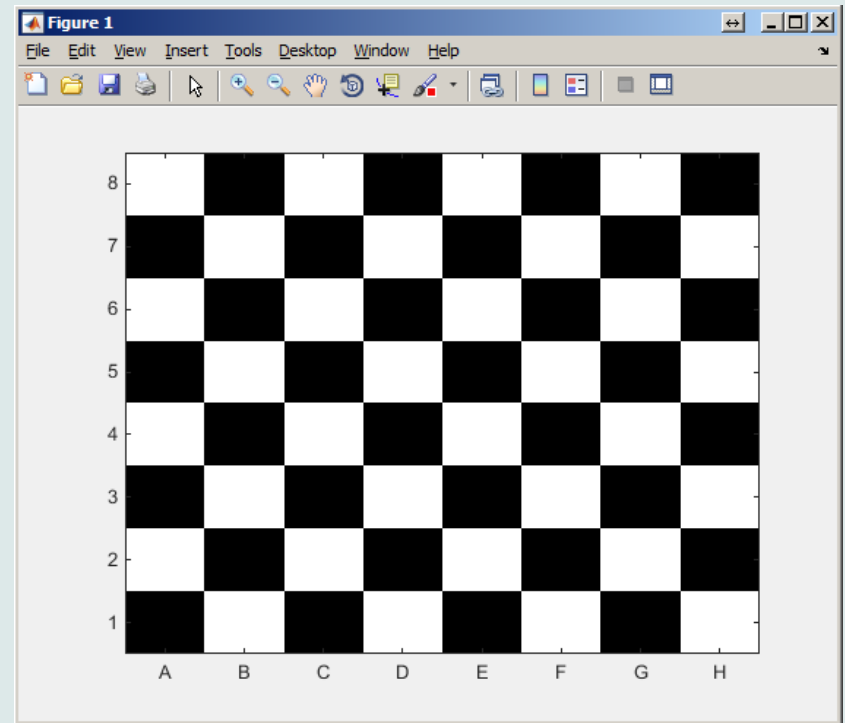
- create a chessboard as shown in the figure:
 - the picture can be drawn using the function `imagesc`
 - consider `colormap` setting



Exercise

600 s ↑

- Modify the axes of the chessboard so that it corresponded to reality :



Structure of GUI #1

screen ~ groot

application window ~ figure

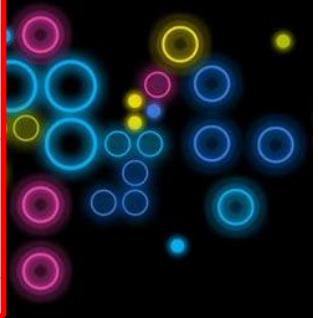
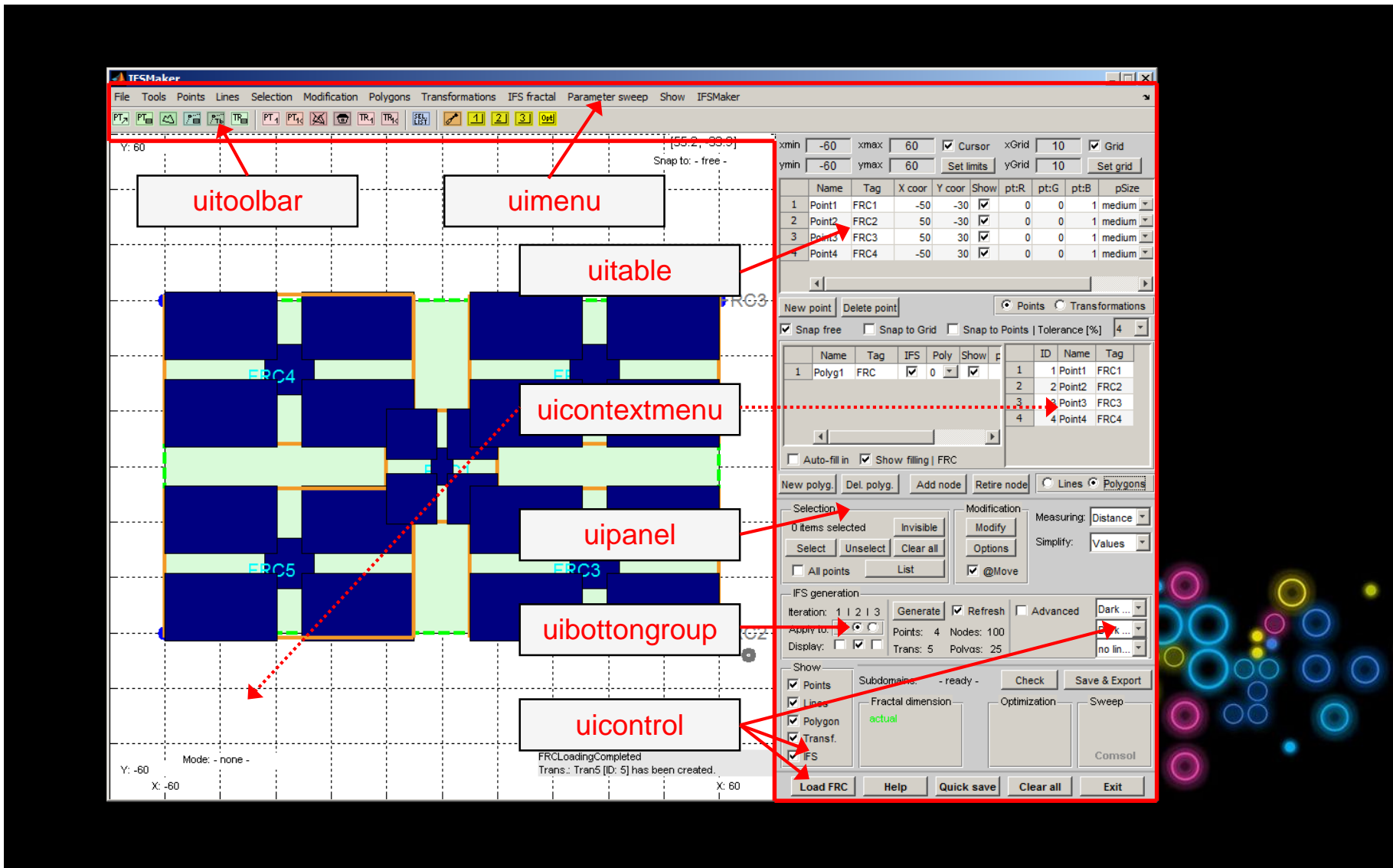
drawing space ~ axes

graphical objects ~ uiobjects

Name	Tag	X coord	Y coord	Show	pt:R	pt:G	pt:B	pSize	
1	Point1	FRC1	-50	-30	<input checked="" type="checkbox"/>	0	0	1	medium
2	Point2	FRC2	50	-30	<input checked="" type="checkbox"/>	0	0	1	medium
3	Point3	FRC3	50	30	<input checked="" type="checkbox"/>	0	0	1	medium
4	Point4	FRC4	-50	30	<input checked="" type="checkbox"/>	0	0	1	medium

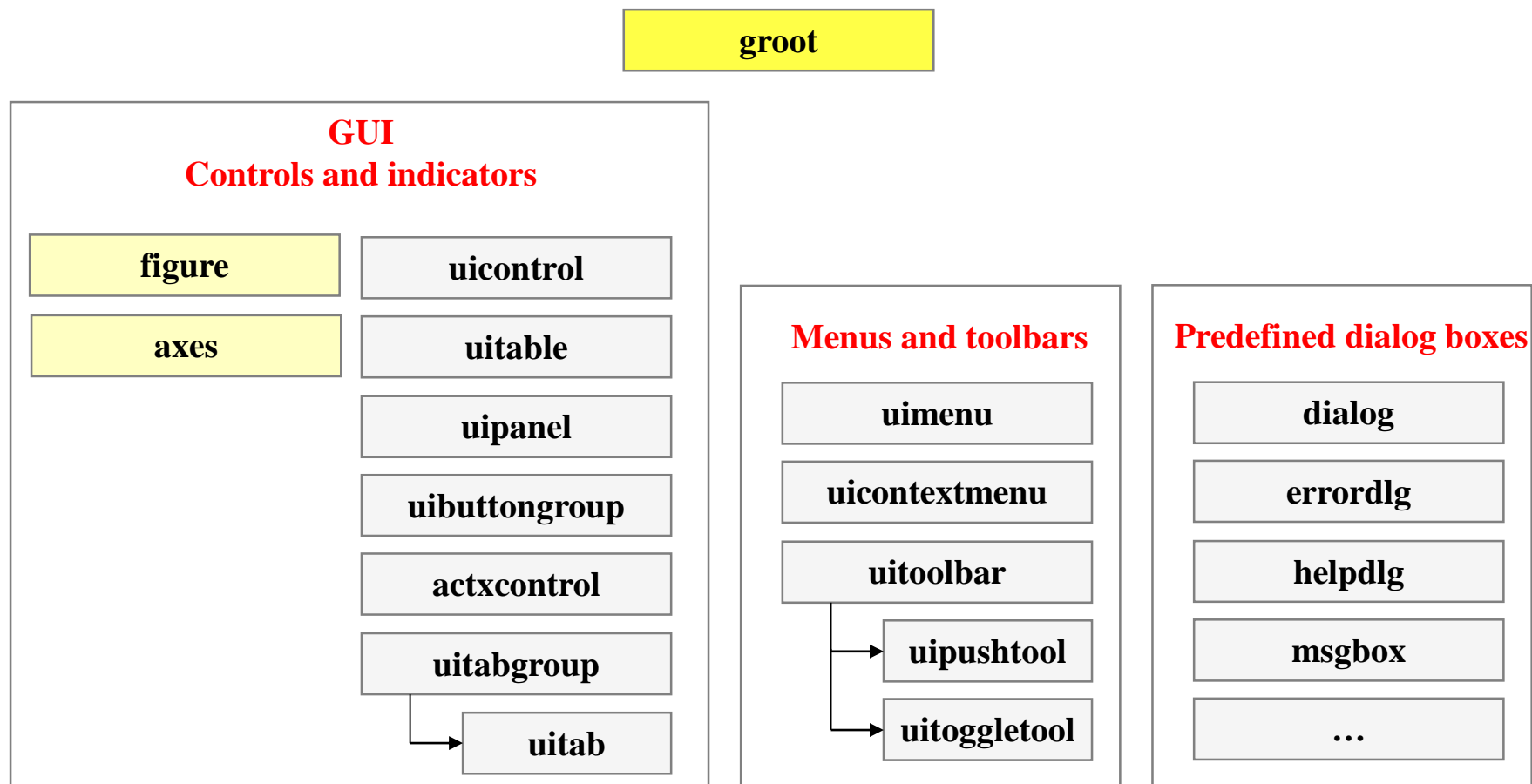
Name	Tag	IFS	Poly	Show	ID	Name	Tag
1	Polyg1	FRC	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1	1 Point1	FRC1
2					2	2 Point2	FRC2
3					3	3 Point3	FRC3
4					4	4 Point4	FRC4

Structure of GUI #2



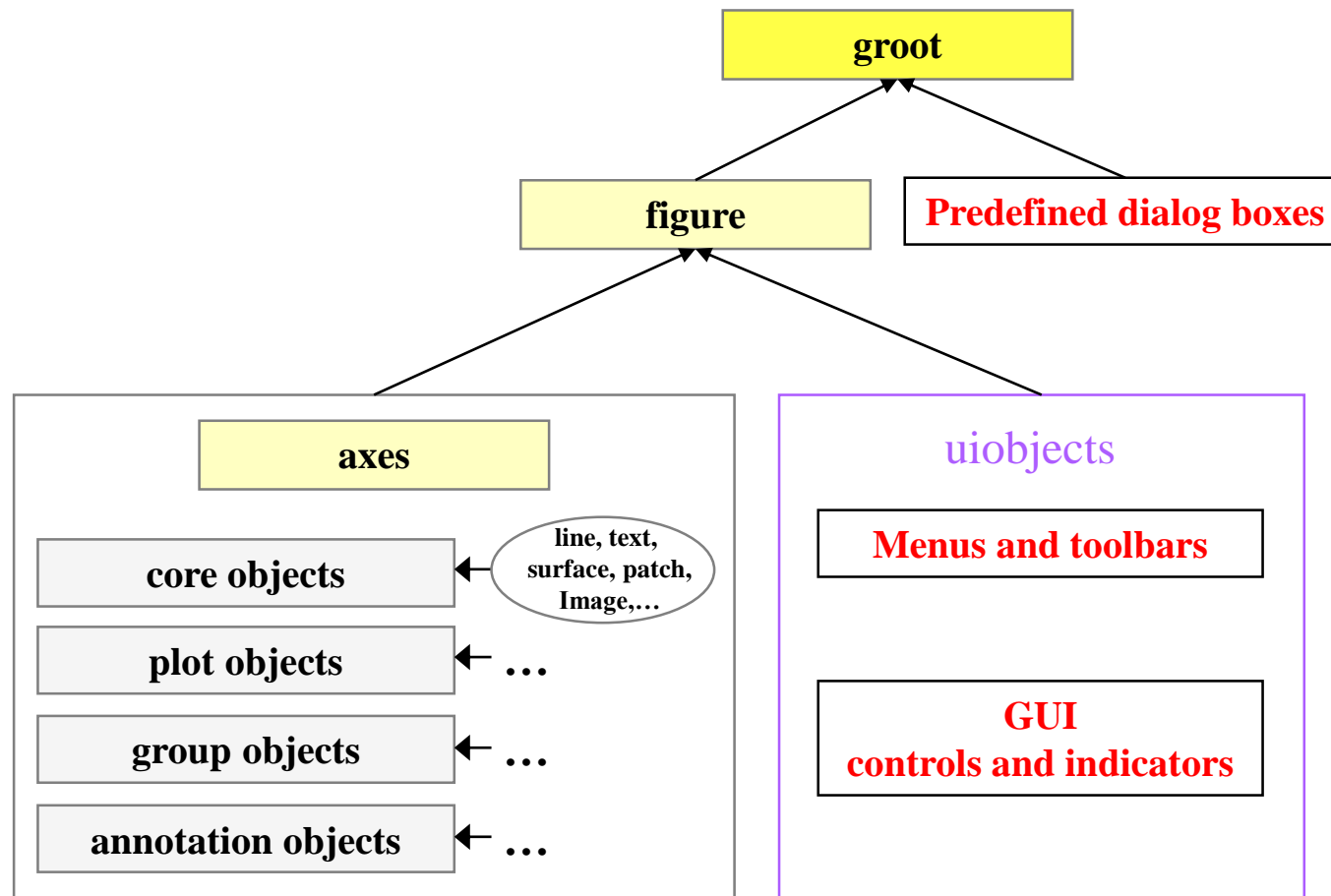
Structure of GUI

- objects are sorted in a logical way

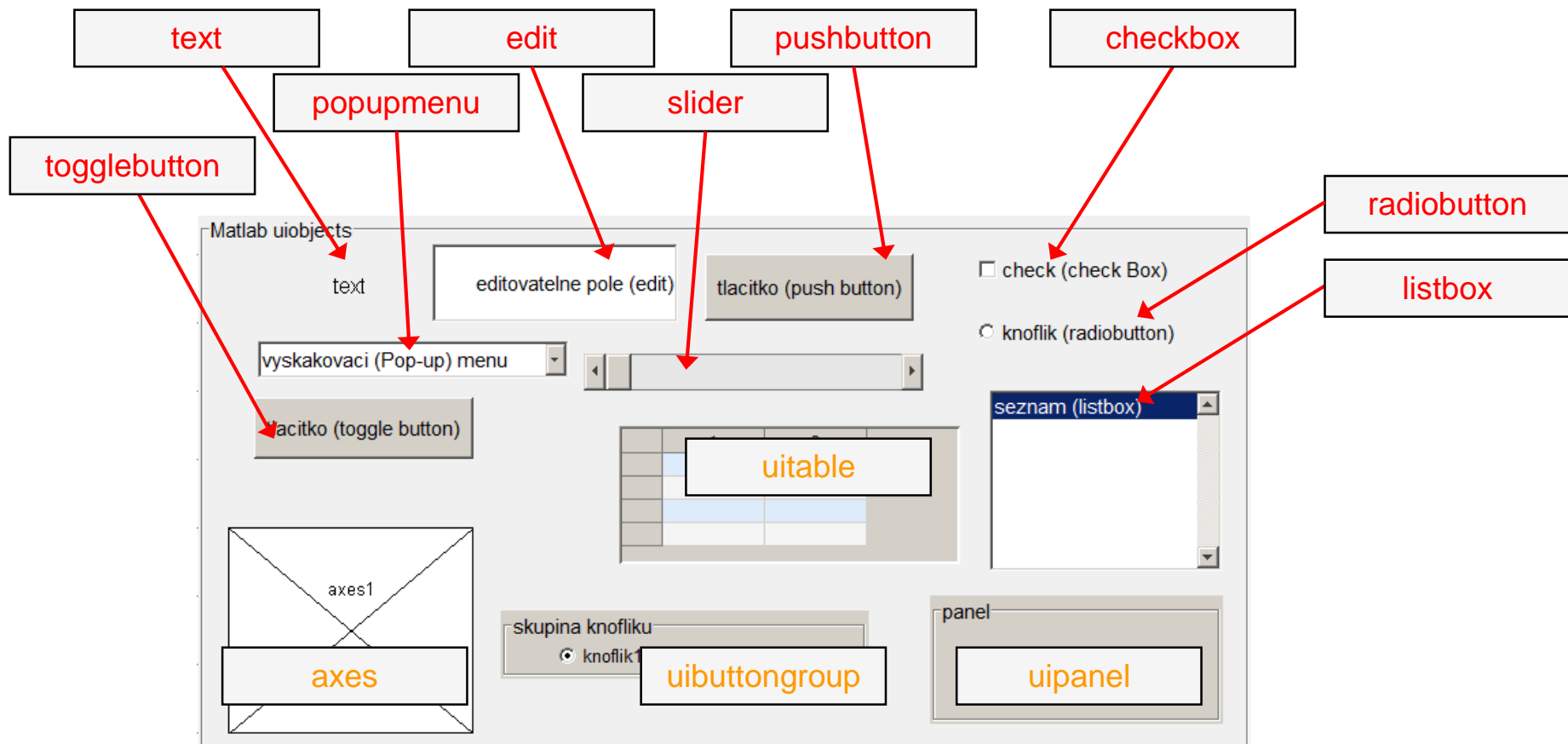


Structure of GUI

- object hierarchy



Structure of GUI #3



Screen properties, `groot`

- corresponds to computer screen in Matlab
- is unique and callable using function
 - `get(0)`
 - in workspace – data structure
 - `groot`
 - in workspace – handle object
- all other objects are children (descendants)

```
>> groot
```

```
ans =
```

```
Graphics Root with properties:
```

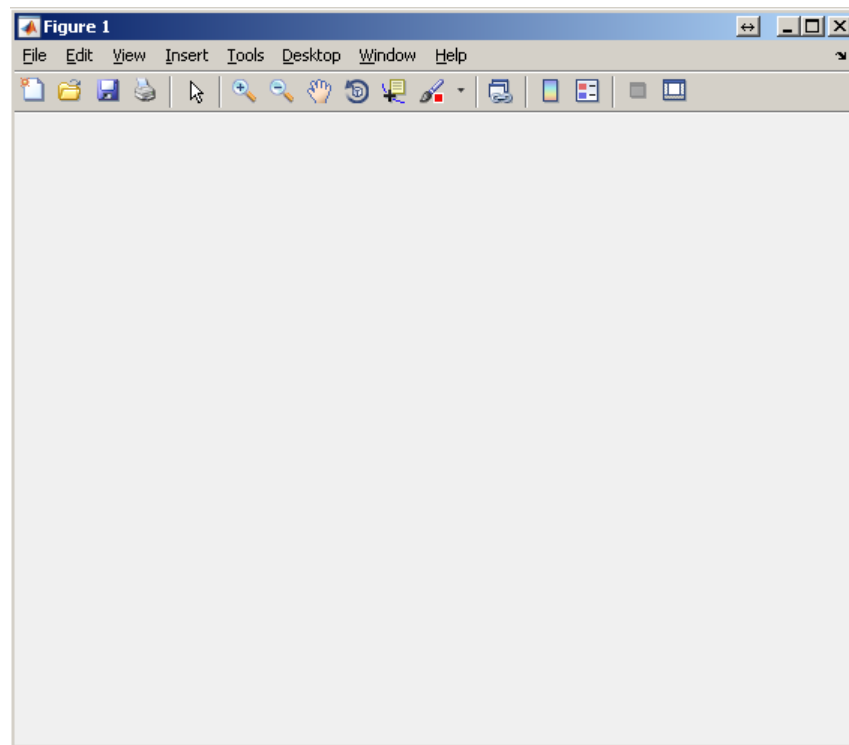
```
    CurrentFigure: [0x0 GraphicsPlaceholder]
  ScreenPixelsPerInch: 96
           ScreenSize: [1 1 1920 1200]
  MonitorPositions: [2x4 double]
                Units: 'pixels'
```

```
Show all properties
```

```
    CallbackObject: [0x0 GraphicsPlaceholder]
           Children: [0x0 GraphicsPlaceholder]
    CurrentFigure: [0x0 GraphicsPlaceholder]
  FixedWidthFontName: 'Courier New'
  HandleVisibility: 'on'
  MonitorPositions: [2x4 double]
           Parent: [0x0 GraphicsPlaceholder]
  PointerLocation: [2401 787]
           ScreenDepth: 32
  ScreenPixelsPerInch: 96
           ScreenSize: [1 1 1920 1200]
  ShowHiddenHandles: 'off'
           Tag: ''
           Type: 'root'
           Units: 'pixels'
           UserData: []
```

Graphical window, figure

- `object figure` creates standalone graphical window
 - a new window is created on calling the function when the window doesn't exist
 - all windows are descendants of the object `groot`
 - all secondary graphic objects are descendants of the object `figure` and are drawn in the window
 - `figure` has many properties
 - see `get(figure)`
 - `hFig = figure`



Position **property**

- Matlab combines size of an object and its position in one matrix
- two ways of entering exist
 - (A) absolute position in pixels
 - (B) normalized position related to the size of parent object

[left bottom width height]

```
%% A)
uicontrol('Units','pixels',...
         'Style','pushbutton',...
         'Position',[50 150 75 25]);

%% B)
uicontrol('Units','normalized',...
         'Style','pushbutton ',...
         'Position',[0.05 0.12 0.1 0.05]);
```

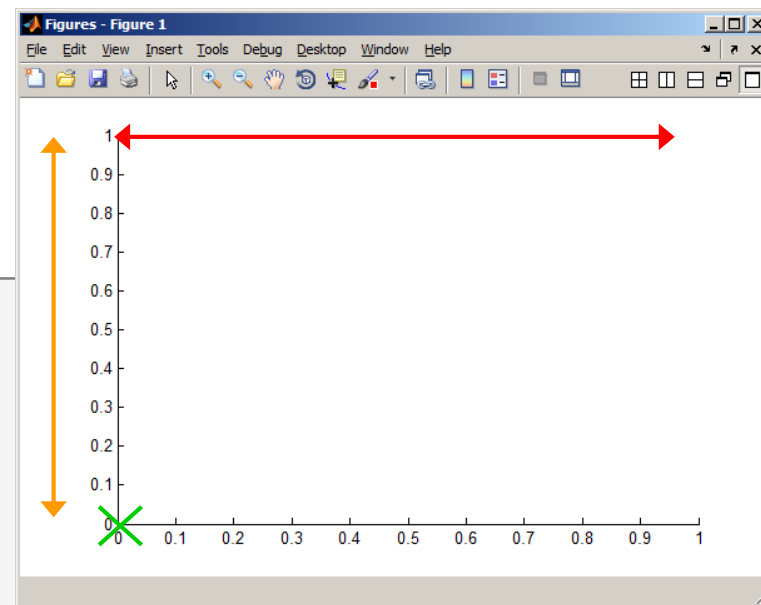
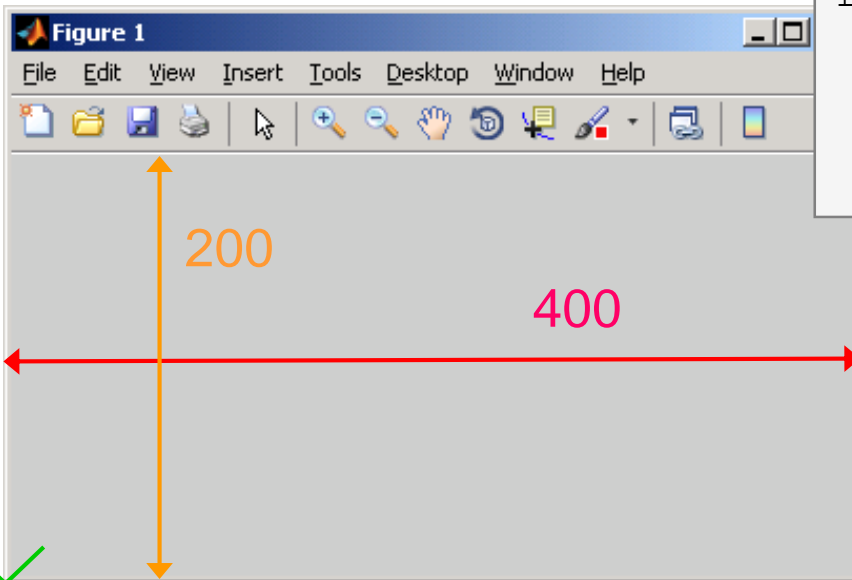


Figure creation

- used when we want, for instance, to put figure in the center of the screen
 - window width: 400px, window height: 200px



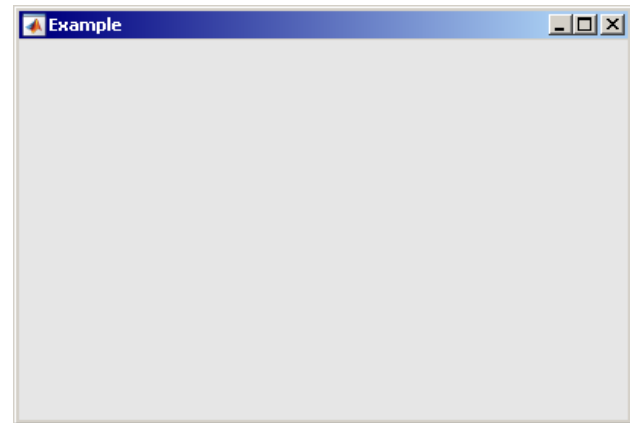
```
dispSize = get(0, 'ScreenSize');
figSize = [400 200];
figHndl = figure('pos', ...
    [(dispSize(3)-figSize(1))/2 ...
    (dispSize(4)-figSize(2))/2 ...
    figSize(1) figSize(2)]);
```

[760 500]

Exercise – GUI window creation

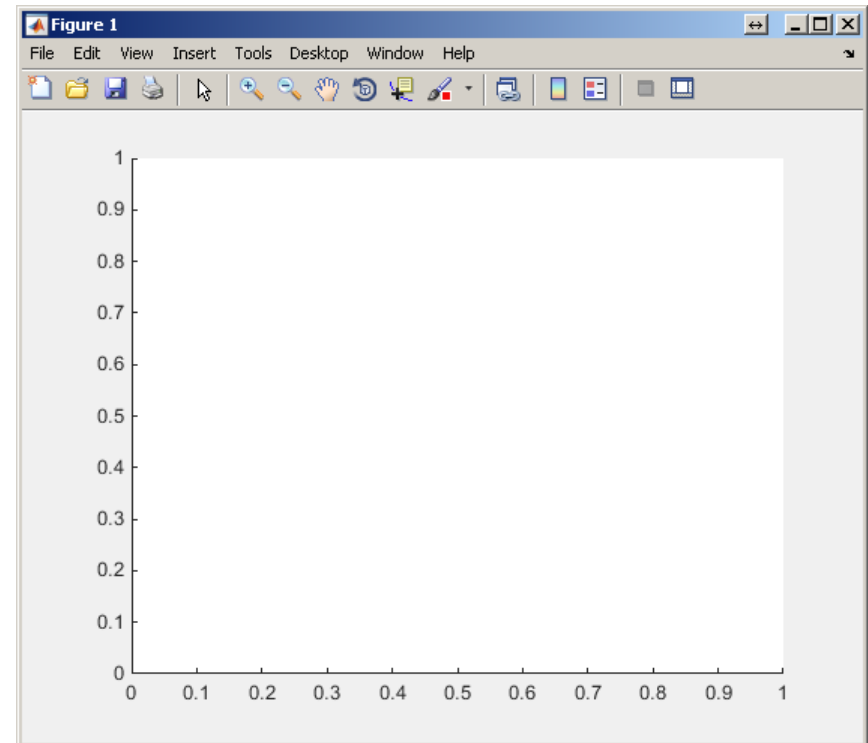
400 s ↑

- in a new script that we will be extending throughout today's lecture create a figure window that opens in the center of the screen having width of 400 pixels and height of 250 pixels
 - make sure the figure's name is „Example“ and the title figure 1 doesn't display
 - use Tag property for naming (e.g. 'figExample')
 - change window's color (up to you)



Graph area, axes

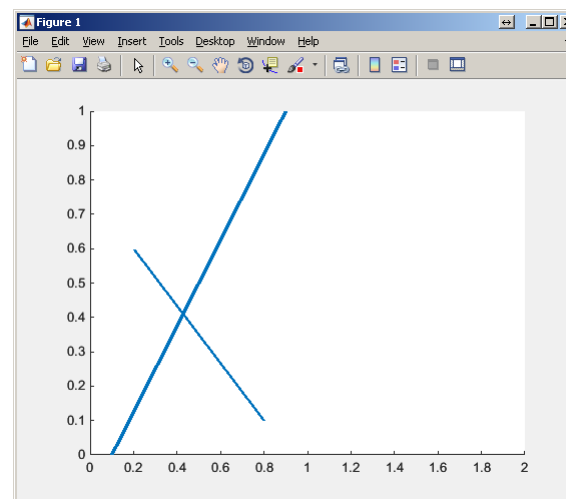
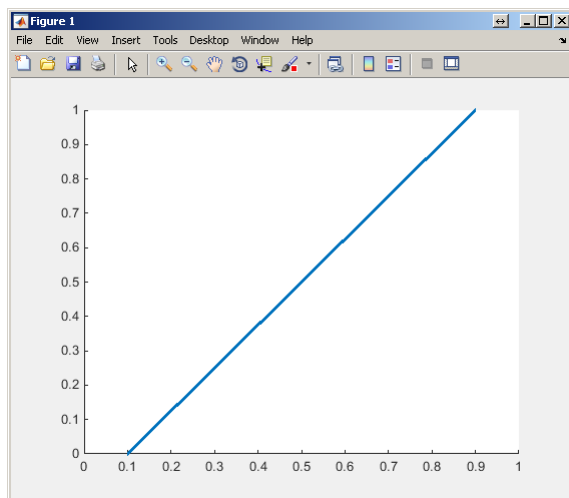
- defines area where descendants of object `axes` are placed
 - all objects related to `axes` object generate axes even when not yet exist (similarly to `figure`)
 - `axes` has many properties
 - see `get (axes)`
- or
- `properties (axes)`



Function axis

- axis scales axes
 - format (2D): [x_min x_max y_min y_max]
 - format (3D): [x_min x_max y_min y_max z_min z_max]

```
line([0.1 0.9], [0 1], 'LineWidth', 3)
axis([0 1 0 1])
```

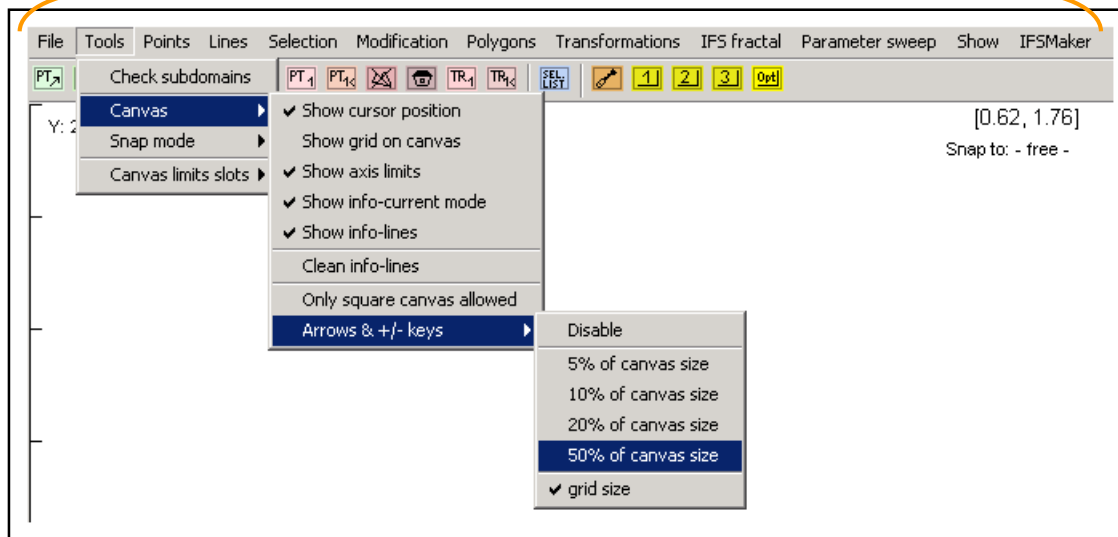


```
line([0.8 0.2], [0.1 0.6], 'LineWidth', 2)
axis([0 2 0 1])
```


Group uiobjects: uimenu

- it is possible to define keyboard shortcuts (e.g. CTRL+L)
- it is possible to move in the menu using ALT+character
- callback function can be assigned

490 lines of code



- for more see `help uimenu`

uiobjects

uimenu

uicontextmenu

uitoolbar

uipanel

uitabgroup

uitable

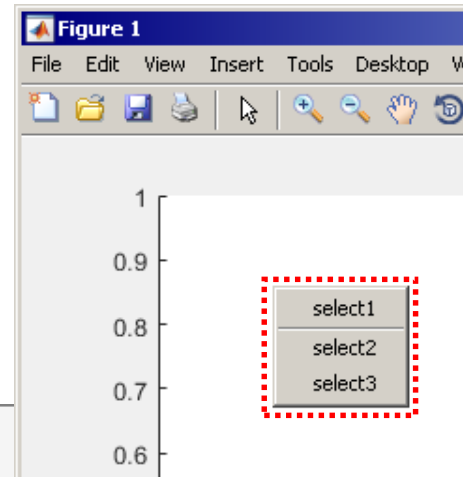
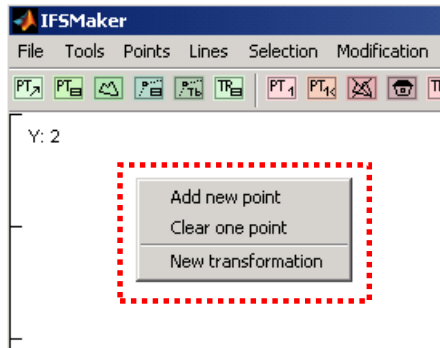
uibuttongroup

actxcontrol

uicontrol

Group uiobjects: uicontextmenu

- creates context menu
 - appears upon mouse right-click
 - menu item selection activates related callback



```
figHndl = figure;
cMenu   = uicontextmenu;
axsHndl = axes('Parent', figHndl, 'UIContextMenu', cMenu);
uimenu(cMenu, 'Label', 'select1', 'Callback', @callbackFcn1);
uimenu(cMenu, 'Label', 'select2', 'Callback', @callbackFcn2, ...
       'Separator', 'on');
uimenu(cMenu, 'Label', 'select3', 'Callback', @callbackFcn3);
```

uiobjects

uimenu

uicontextmenu

uitoolbar

uipanel

uitabgroup

uitable

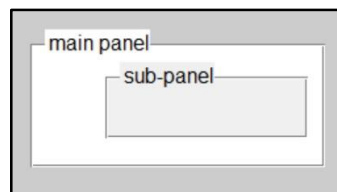
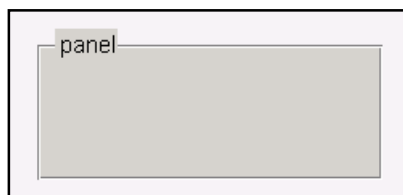
uibuttongroup

actxcontrol

uicontrol

Group uiobjects: uipanel

- create panel as a parent to other objects
- objects inside are oriented related to the panel
- many features available (see >> doc `uipanel`)



```
fgHnd = figure;
h1p   = uipanel('Title', 'main panel', ...
               'FontSize', 12, 'BackgroundColor', ...
               'white', 'Position', [0.25 0.25 0.4 0.25]);
h2p   = uipanel('Parent', h1p, ...
               'Title', 'sub-panel', 'FontSize', 12, ...
               'Position', [0.25 0.25 0.7 0.7]);
```

uiobjects

uimenu

uicontextmenu

uitoolbar

uipanel

uitabgroup

uitable

uibuttongroup

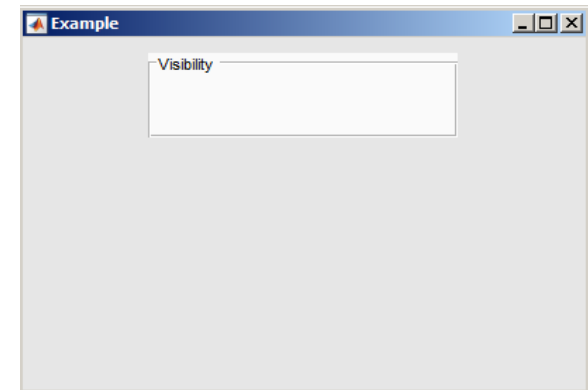
actxcontrol

uicontrol

Exercise – panel

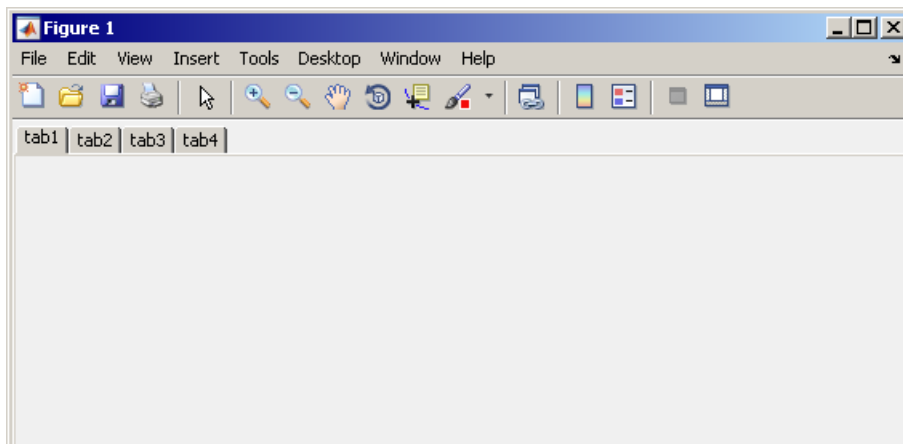
400 s ↑

- create panel and place it to position [90 180 220 60] px
- call the panel „Visibility“, set Tag to „panelVisibility“
- find out its color and store it in a variable which we will be later using to unify colors of other objects within the panel



Group uiobjects: uitab

- creates a tab that will be parent for other object (same as with panel)
- for more see `>> doc uitabgroup`



```

tabs_gp = uitabgroup();
tabs_1  = uitab(tabs_gp, 'Title', 'tab1');
tabs_2  = uitab(tabs_gp, 'Title', 'tab2');
tabs_3  = uitab(tabs_gp, 'Title', 'tab3');
tabs_4  = uitab(tabs_gp, 'Title', 'tab4');

```

uiobjects

uimenu

uicontextmenu

uitoolbar

uipanel

uitabgroup

uitable

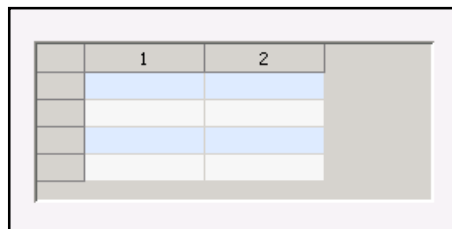
uibuttongroup

actxcontrol

uicontrol

Group uiobjects: uitable

- creates a 2D table
 - can be placed anywhere in the figure window
 - has a wide range of properties and items (check, popup)
- see >> doc `uitable`



	1	2	3	4	5	6	7	8
1	92	99	1	8	15	67	74	
2	98	80	7	14	16	73	55	
3	4	81	88	20	22	54	56	
4	85	87	19	21	3	60	62	
5	86	93	25	2	9	61	68	
6	17	24	76	83	90	42	49	
7	23	5	82	89	91	48	30	
8	79	6	13	95	97	29	31	
9	10	12	94	96	78	35	37	
10	11	18	100	77	84	36	43	

```
>> figure
>> t = uitable;
>> set(t, 'Data', magic(10));
>> set(t, 'ColumnWidth', {35})
```

uiobjects

uimenu

uicontextmenu

uitoolbar

uipanel

uitabgroup

uitable

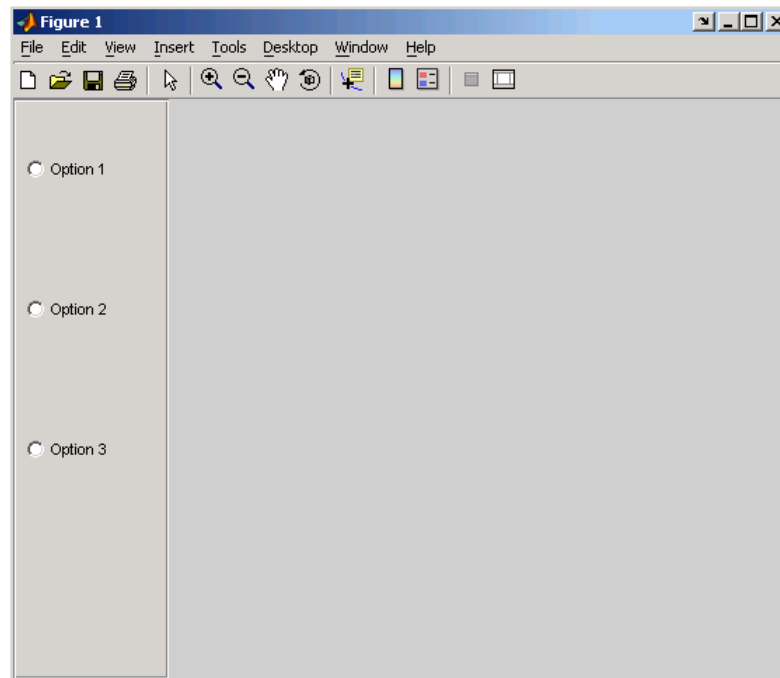
uibuttongroup

actxcontrol

uicontrol

Group uiobjects: `uibuttongroup`

- block with a group of buttons
- for more see >> doc `uibuttongroup`



uiobjects

`uimenu``uicontextmenu``uitoolbar``uipanel``uitabgroup``uitable``uibuttongroup``actxcontrol``uicontrol`

Group uiobjects: actxcontrol

- enables to create Microsoft ActiveX control in the figure window
- seznam podporovaných Microsoft ActiveX control

```
>> list = actxcontrollist
>> h     = actxcontrolselect
```

- examples

- web browser

```
>> h = actxcontrol('AcroPDF.PDF.1', ...
```

- PDF reader

```
>> h = actxcontrol('Shell.Explorer.2', ...
```

- for more information see

```
>> docsearch getting started with COM
```

uiobjects

uimenu

uicontextmenu

uitoolbar

uipanel

uitabgroup

uitable

uibuttongroup

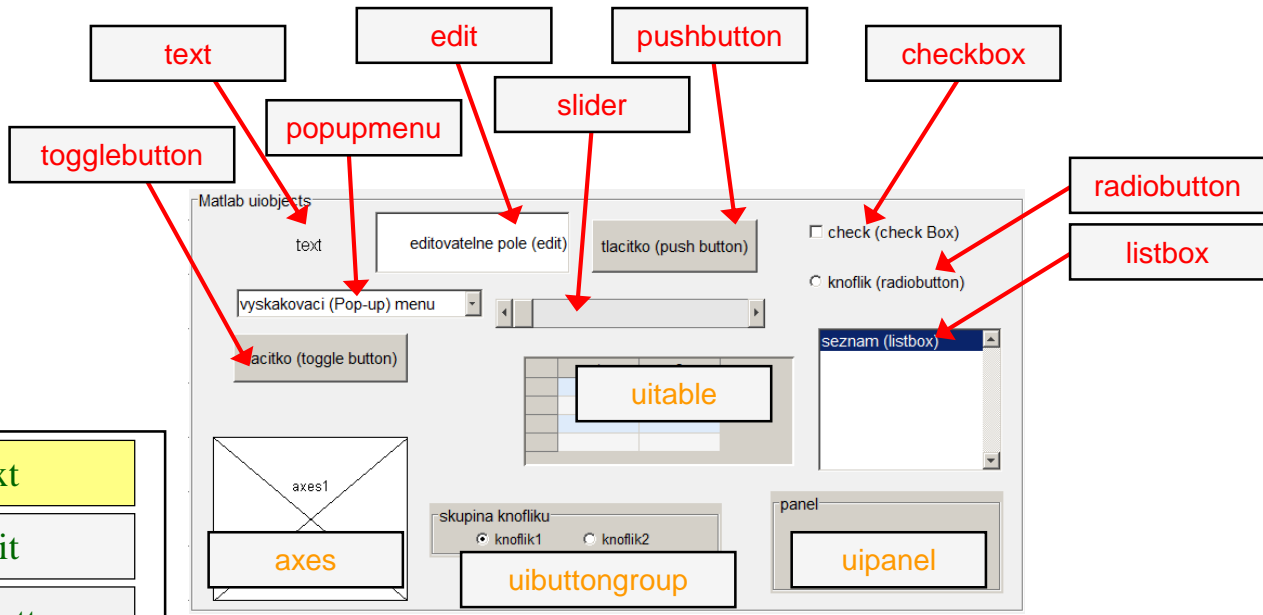
actxcontrol

uicontrol

Group uiobjects: uicontrol

- uiobjects
 - uimenu
 - uicontextmenu
 - uitoolbar
 - uipanel
 - uitabgroup
 - uitable
 - uibuttongroup
 - actxcontrol
 - uicontrol**

- text
- edit
- pushbutton
- radiobutton
- checkbox
- listbox
- slider
- popupmenu
- togglebutton



Group uiobjects: uicontrol

- `uicontrol` creates basic functional elements of GUI
- to change style of `uicontrol` use property `style`

```
>> t = uicontrol;  
>> set(t, 'Style', 'text');
```

- to get properties of `uicontrol` use

```
>> get(t);
```

- for more see `>> doc uicontrol`

uiobjects

uimenu

uicontextmenu

uitoolbar

uipanel

uitabgroup

uitable

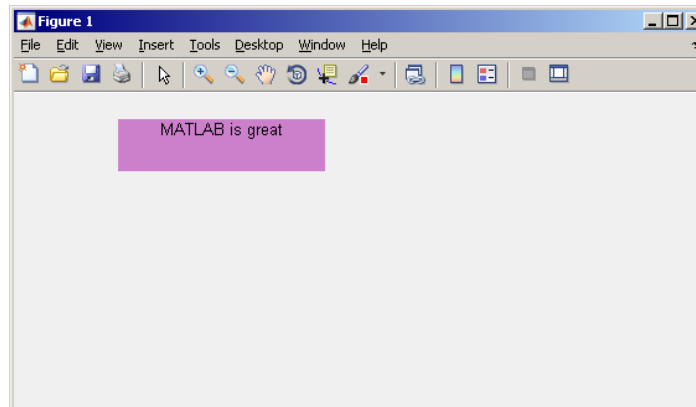
uibuttongroup

actxcontrol

uicontrol

Group uicontrol: text

- place text at a given spot
- usually used to
 - as a label for other items
 - information text for user



```
>> figure
>> text1 = uicontrol(...
    'Units', 'Normalized', ...
    'Style', 'Text', ...
    'Position', [0.15 0.85 0.3 0.1], ...
    'Tag', 'MTB', ...
    'FontSize', 10, ...
    'BackgroundColor', [0.8 0.5 0.8], ...
    'HorizontalAlignment', 'center', ...
    'String', 'MATLAB is great');
```

uicontrol

text

edit

pushbutton

radiobutton

checkbox

listbox

slider

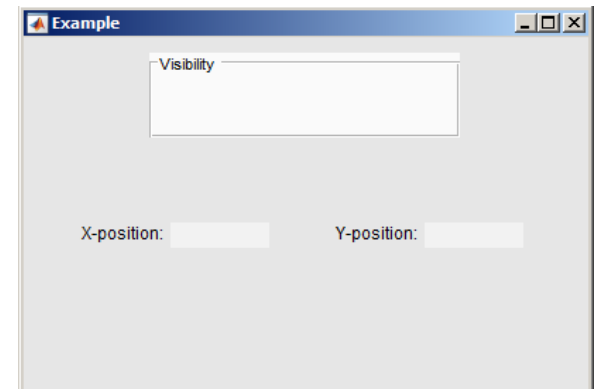
popupmenu

togglebutton

Exercise – text

400 s ↑

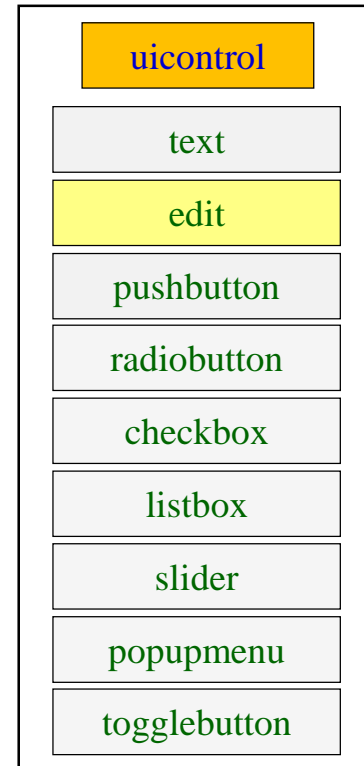
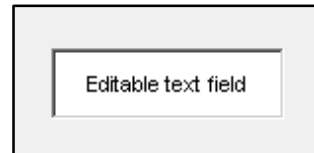
- create four text arrays having following properties that will be placed to following positions (normalized values)
 - [0.1 0.4 0.15 0.075] font 9 figureColor
 - [0.26 0.4 0.175 0.075] font 10 textColor
 - [0.55 0.4 0.15 0.075] font 9 figureColor
 - [0.71 0.4 0.175 0.075] font 10 textColor
- assign labels X-position/Y-position to the arrays with figureColor, others leave without labels
- assign its own handle to each text array



Exercise – text, solution

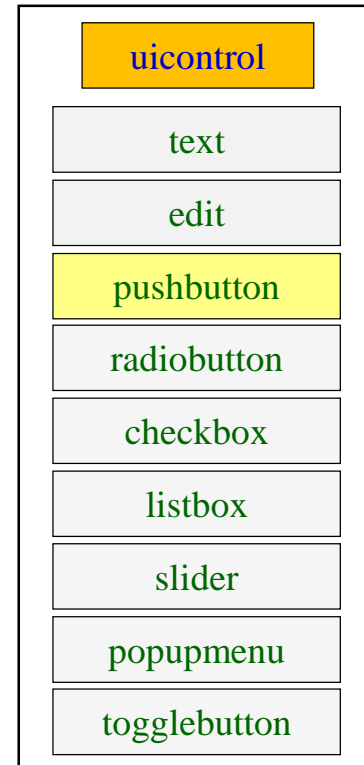
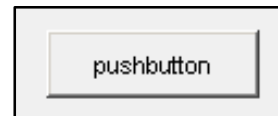
Group uicontrol: `edit`

- enables to read an array of characters
 - the array of characters is of type `char`
 - the string has to be processed (`str2num`, `str2double`,...)
- CTRL+C,+V,+X,+A,+H shortcuts are available to user
- a console can be created using `edit` in Matlab



Group uicontrol: pushbutton

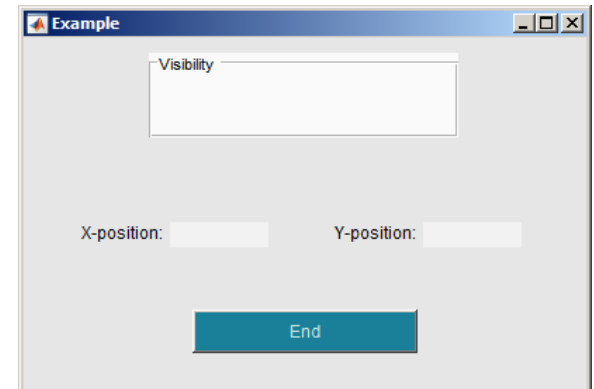
- one-state button
- callback function is called on push
- appearance setting is similar to object text



Exercise – pushbutton

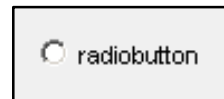
400 s ↑

- create a button with label „End“
 - place it at (normalized) position [0.3 0.1 0.4 0.125]
 - font size set to 9
 - background color: [0.1 0.5 0.6]
 - text color: [0.8 0.9 0.9]

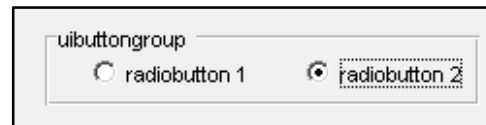


Group uicontrol: radiobutton

- two-state (on/off)



- these elements can be grouped
 - button group (object `uibuttongroup`)
- callback function can detect switching from one radiobutton to other



uicontrol

text

edit

pushbutton

radiobutton

checkbox

listbox

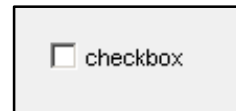
slider

popupmenu

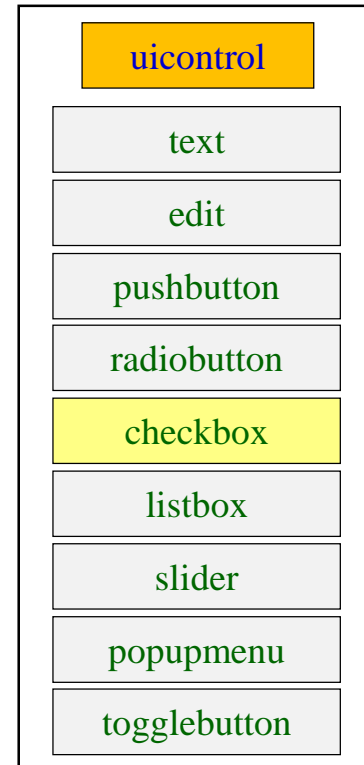
togglebutton

Group uicontrol: checkbox

- similar to radiobutton
- tick box (with a text attached)
- callback called on state change



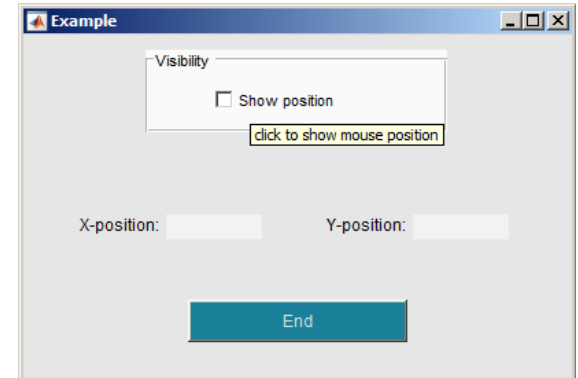
```
function checkboxFcn(hObject) % treated
%% to find out, whether the box is ticked
if hObject.Value % ticked
    % ...
else % not ticked
    % ...
end
```



Exercise – checkbox

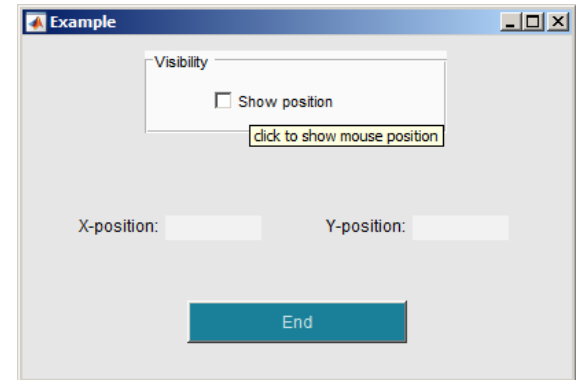
400 s ↑

- create a checkbox placed inside panel `panel1`
- the label is „Show position“
 - make sure to show hint help on mouse cursor close to the checkbox
- assign its own tag to the checkbox
- set the same background color as that of panel



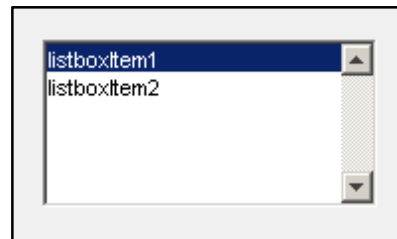
Exercise

- Save your GUI file for later use (during next lecture)



Group uicontrol: listbox

- list of items, it is possible to choose one or more items
- property `string` contains list of strings (items)
- property `value` contains matrix of selected items
- values `max` and `min` have impact on selection

**uicontrol**

text

edit

pushbutton

radiobutton

checkbox

listbox

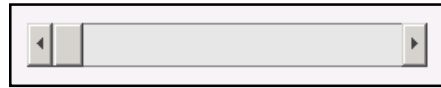
slider

popupmenu

togglebutton

Group uicontrol: slider

- input value is a numerical range (min and max)
- user moves slider by steps (sliderstep)
- requires
 - range
 - slider step
 - initial value



```

maxVal = 10;
minVal = 2;
slider_step(1) = 0.4/(maxVal-minVal);
slider_step(2) = 1/(maxVal-minVal);
set/sliderHndl, 'SliderStep', ...
    slider_step, 'Max', maxVal, ...
    'Min', minVal, 'Value', 6.5);
  
```

uicontrol

text

edit

pushbutton

radiobutton

checkbox

listbox

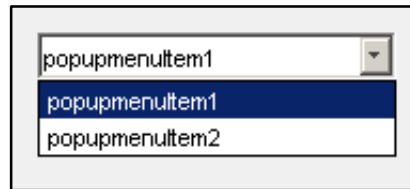
slider

popupmenu

togglebutton

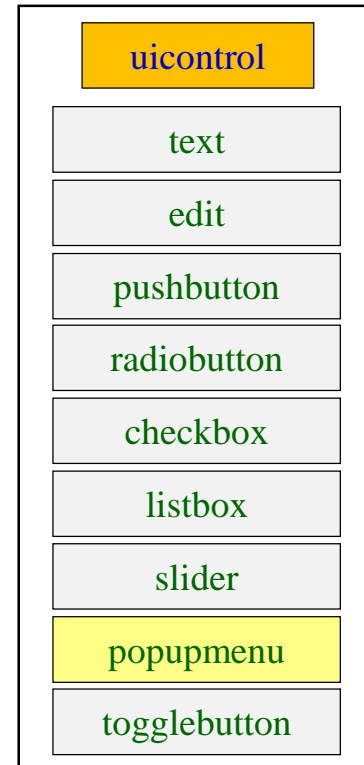
Group uicontrol: popupmenu

- clicking on arrow displays item list and enables to choose one item
 - string contains list of strings
 - value contains index of the selected item
- more info >> doc `uicontrol`



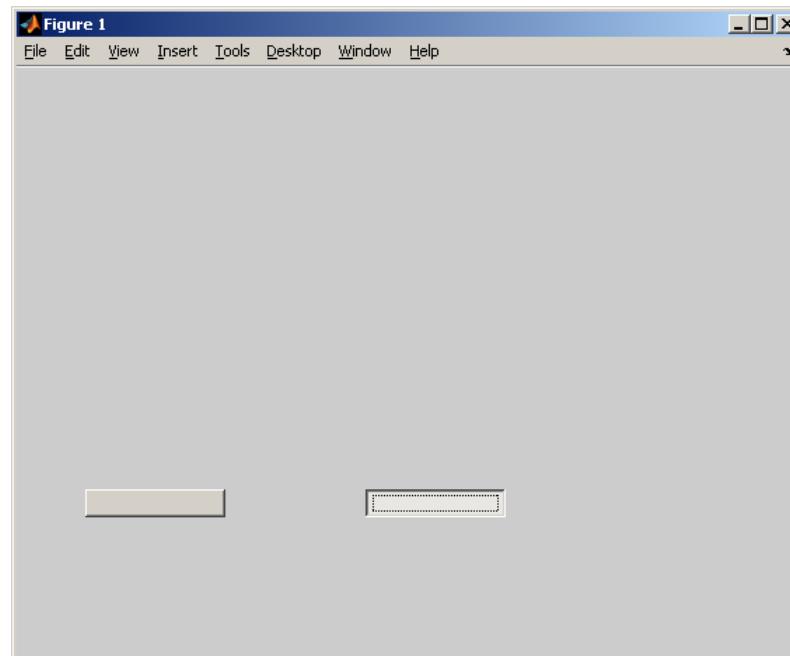
```
function popupFcn(hObject) % treated
val = get(hObject, 'Value');

string_list      = get(hObject, 'String');
selected_string  = string_list{val};
% ...
```



Group uicontrol: togglebutton

- toggle button
 - stays turned on after clicking
- more info >> doc `uicontrol`

`uicontrol``text``edit``pushbutton``radiobutton``checkbox``listbox``slider``popupmenu``togglebutton`

Discussed functions

<code>get, set</code>	get or set object's property	●
<code>subplot</code>	placing more graphs in one figure	●
<code>plotyy, semilogy, semilogx, loglog,</code>	2D graphs with modified axis/axes	●
<code>pie, stairs, contour, quiver</code>	2D graphs	●
<code>image, imagesc</code>	draw matrix as a picture	●
<code>pie3, mesh, slice, scatter</code>	3D graphs	●
<code>colormap</code>	change colormap of a plot	●
<code>view</code>	defines view of 3D graph	●
<code>axis</code>	sets axis range	●

Exercise #1

600 s ↑

- create function with two inputs and one output

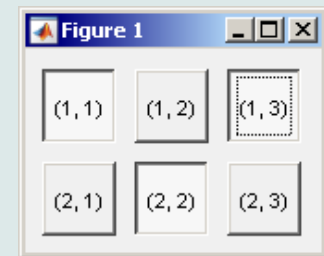
```
function logicState = createToggles(nRows, nColumns)
% function generating GUI with toggle buttons
```

- function creates figure with toggle buttons arranged in matrix nRows x nColumns
- after clicking on toggle buttons and close window function returns matrix of logical values representing state of toggle buttons

```
>> logicState = createToggles(2, 3)

logicState =

     1     0     1
     0     1     0
```



Exercise #1 - solution

Thank you!



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Miloslav Čapek, Pavel Valtr
miloslav.capek@fel.cvut.cz

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