

Homework (BE0B17MTB)

Problem Set 3

November 28, 2019

1 Assignment

Problem 3-A Create a counter as a simple application with a graphical user interface (GUI), which allows you to add or subtract a changeable value.

To do so, implement a function called `problem3A`, which creates GUI according to the following requirements:

- Open a figure window in the center of the screen, having the dimension of [200, 350] pixels.
- Create graphic components (discrete knob, buttons, and edit field) and position them so that the GUI will approximately correspond to Figure A. Set the knob states to 0, 1, 10, 100.
- Create appropriate callback function/functions so that the value selected on the knob is added to or subtracted from the number displayed in the edit field. The addition/subtraction is done by clicking on $+/-$ buttons.

(5 points)

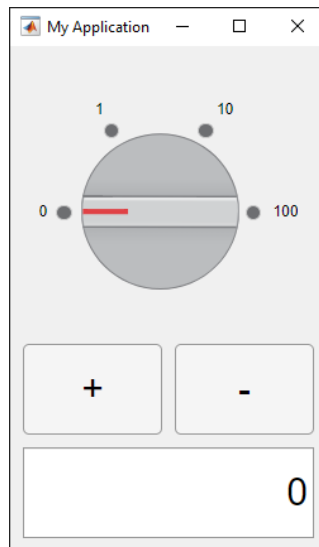


Figure A: Resulting GUI of a simple counter.

2 Instructions

Complete all the assignments till

- December 5th, 7:59.

Create m-file called `problem3_A` with content as specified and upload it to the [BRUTE](#) system.

All the problems shall be solved by the students individually (notice the BRUTE system has a duplicity checker). Do not use MATLAB App Designer and functions from MATLAB Toolboxes.