

Introduction to Object-Oriented Programming in MATLAB®

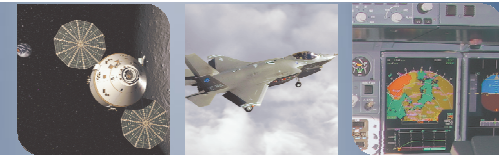
Jos Martin

Principle Software Engineer

jos.martin@mathworks.co.uk

© 2008 The MathWorks, Inc.

MathWorks
Aerospace and Defence Conference '08



Goals

- Object-oriented programming
- Basic syntax in MATLAB®
- The *MATLAB* class system

What is a program?

Code

```
x = 12
while (x < 100)
    x = x+1
    if ( x == 23)
        disp('Hello')
    end
end
end
```

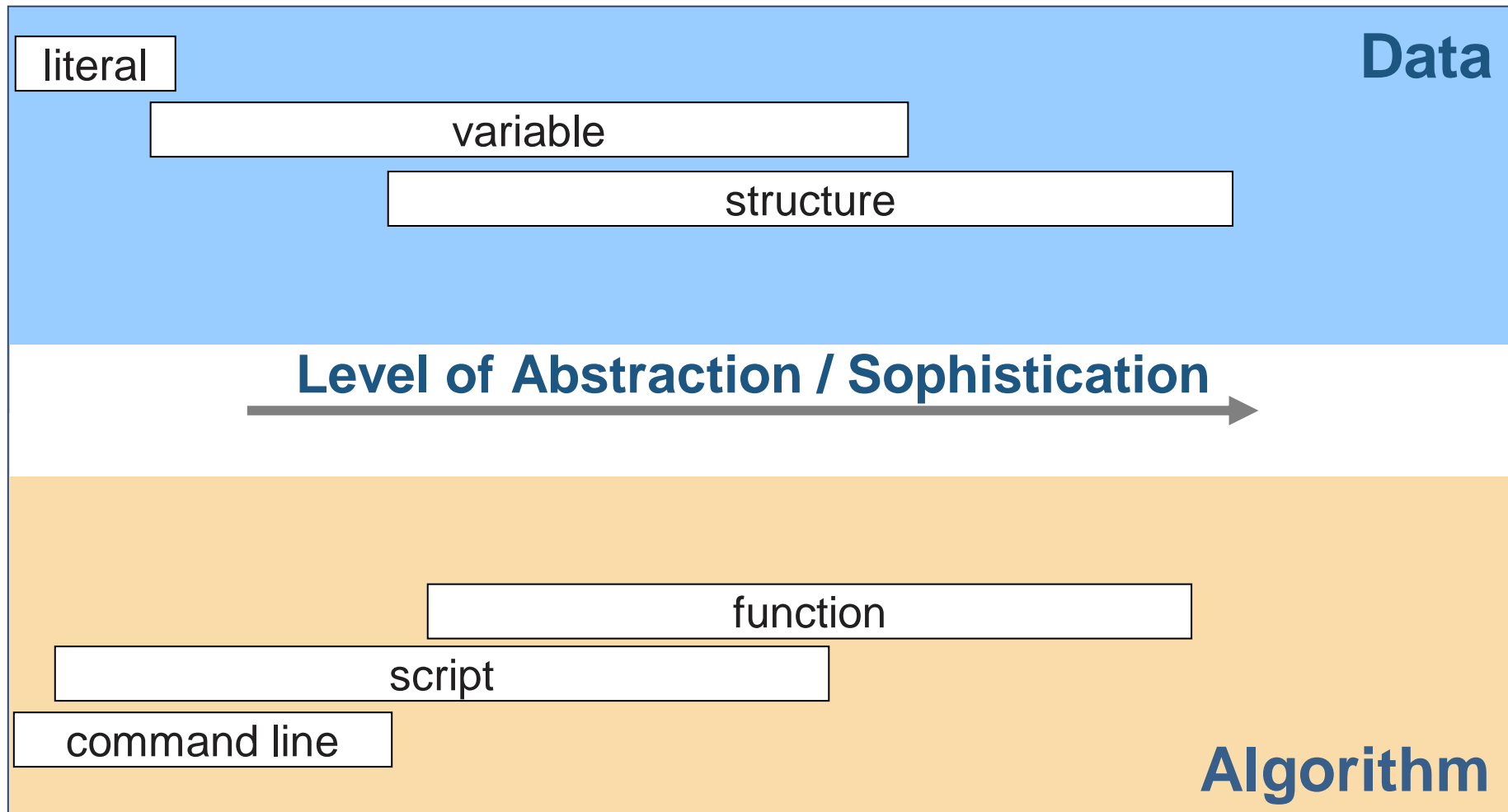
Data

```
x = 12
while (x < 100)
    x = x+1
    if ( x == 23)
        disp('Hello')
    end
end
end
```

Algorithm

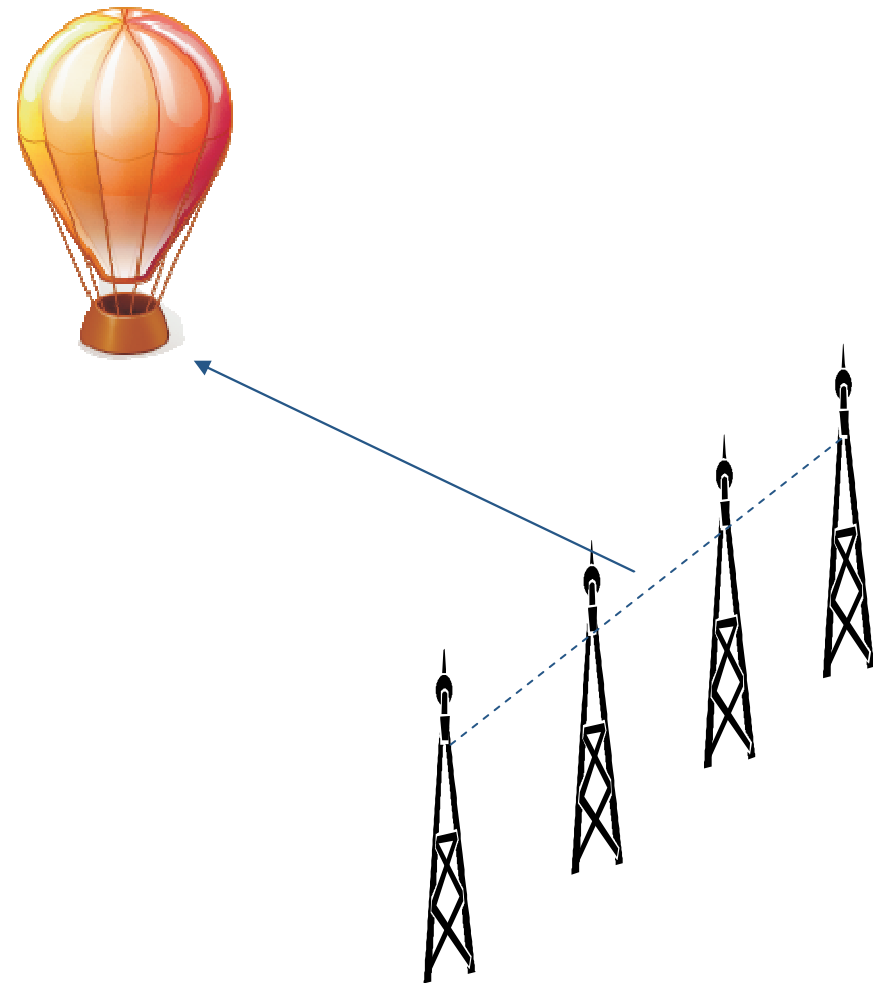
```
Assignment
Looping Test
    Increment
    Test to Act
        Take Action
    End
End
```

Progression of Programming Techniques



Example: Sensor Array

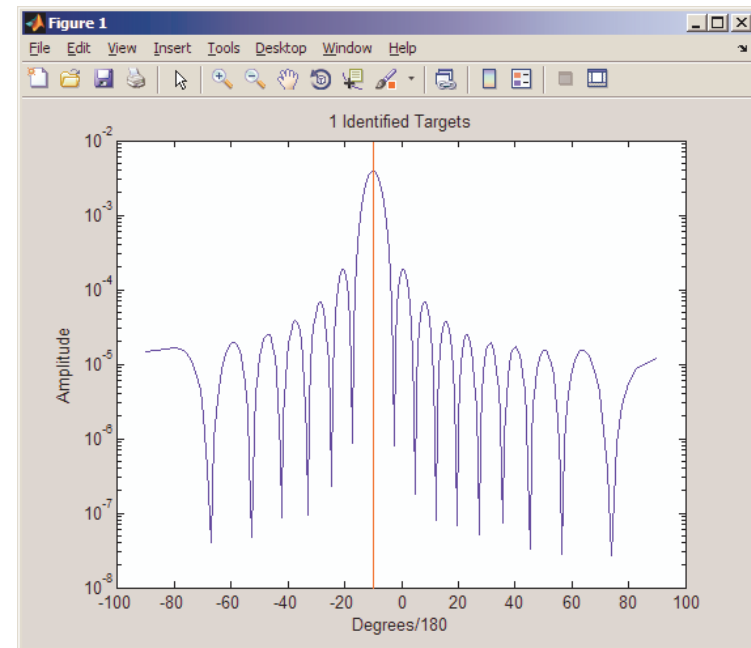
- Transmitting a signal from a weather balloon
- Locating the signal with a sensor array
- Computing the angle of arrival for the signal (AoA)



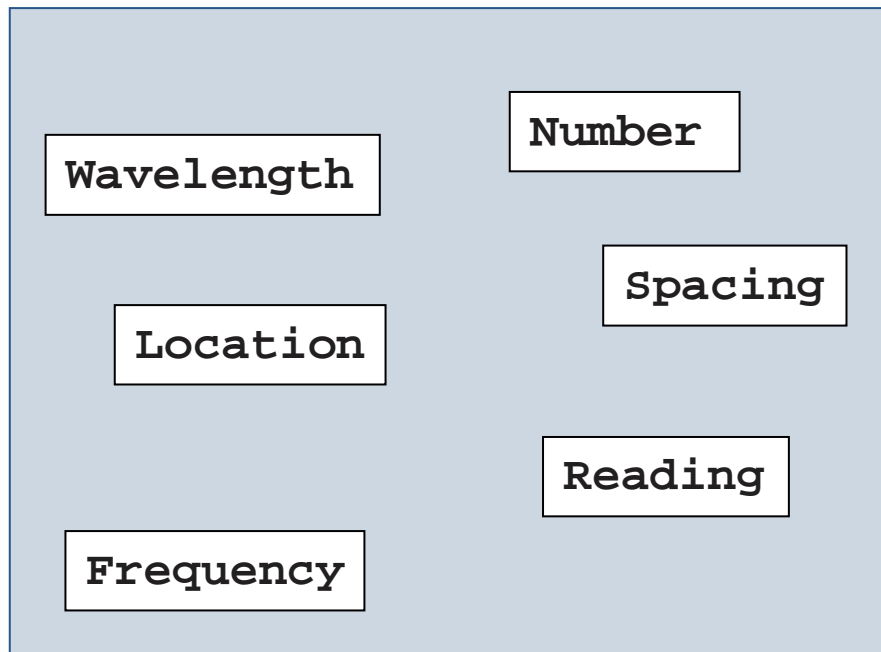
Procedural Programming

- Easy to learn
- Minimal planning

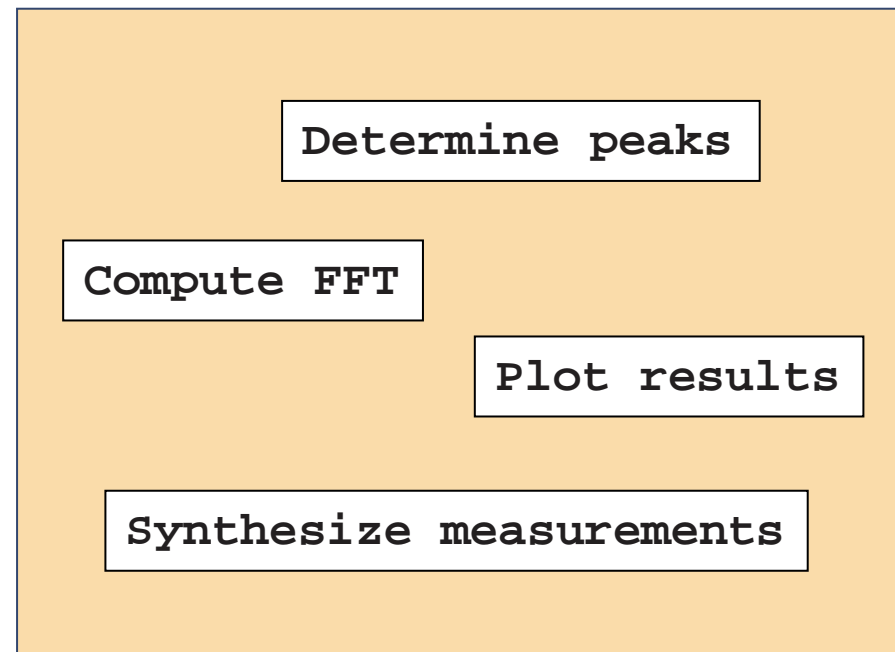
- No formal relationship between data and functions
- Every detail is exposed



Data and Actions to Implement

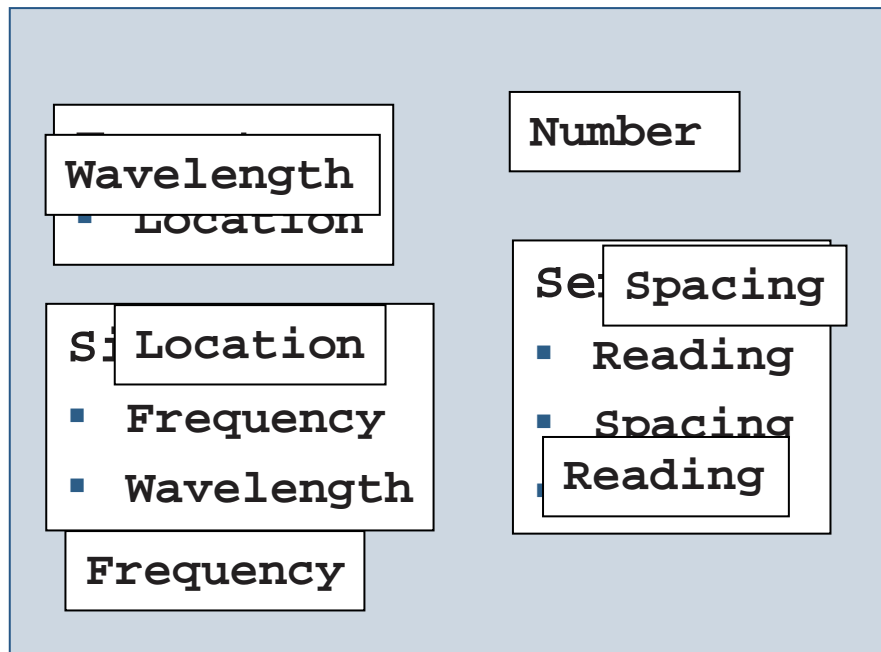


Data

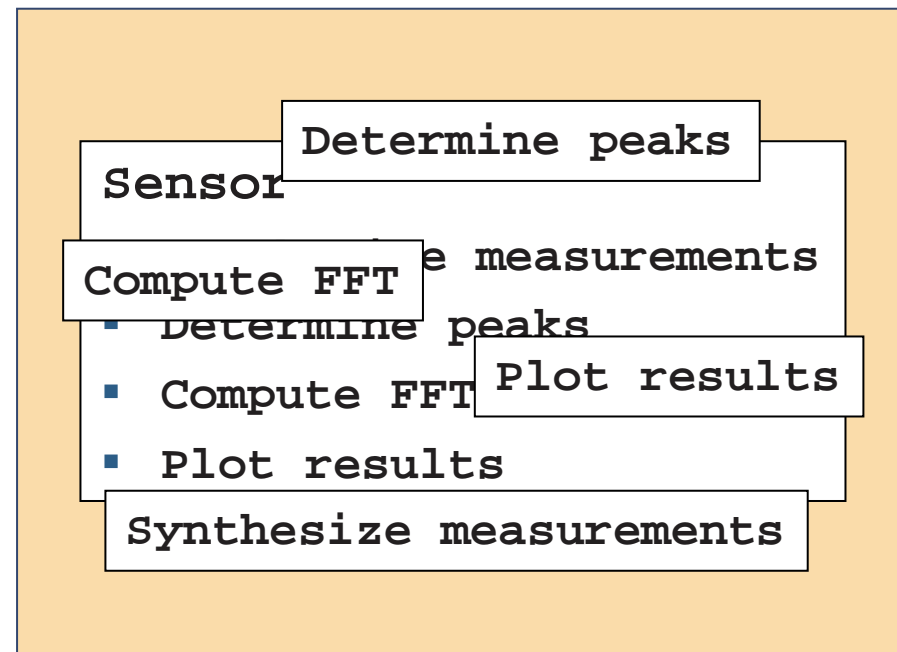


Actions

Related Data and Actions

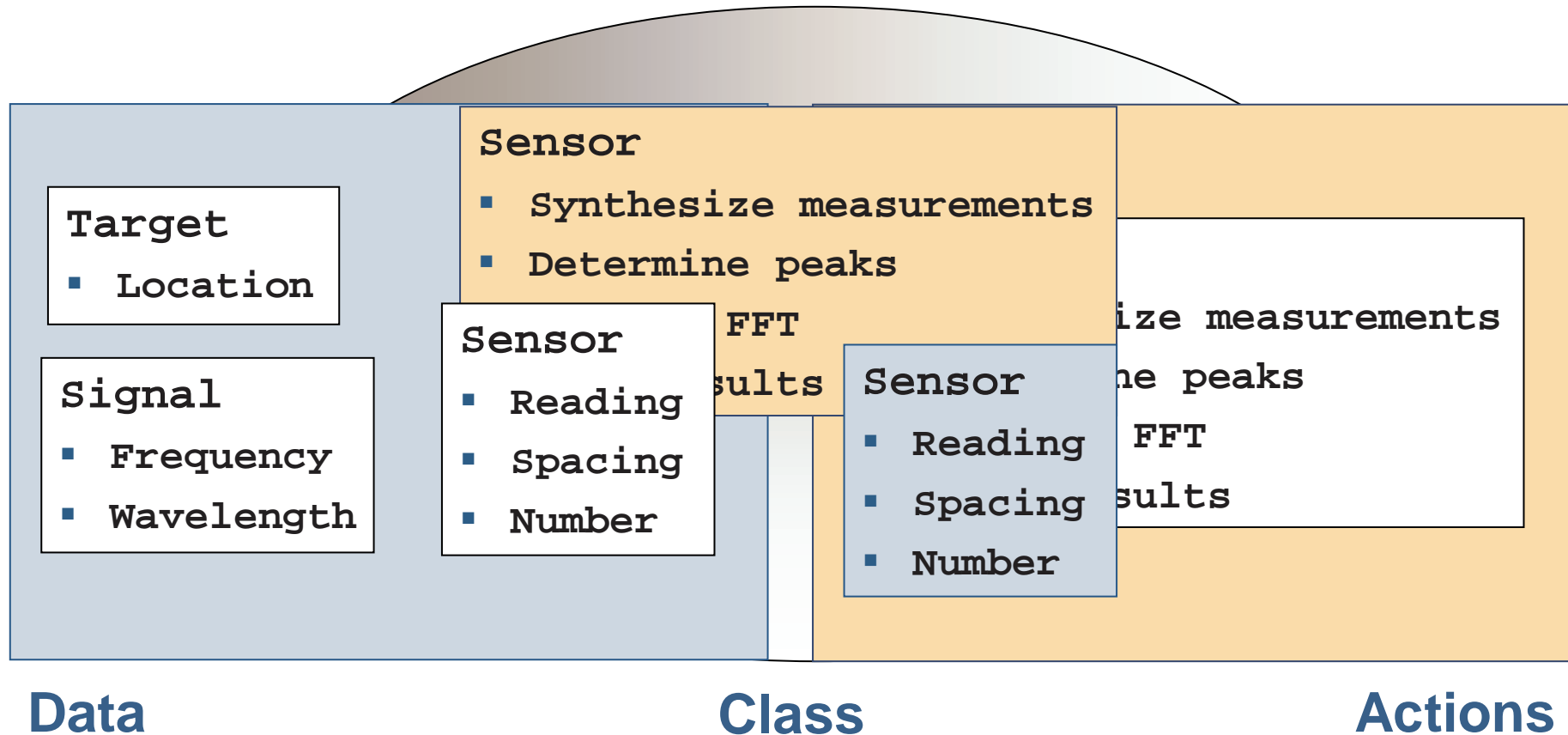


Data

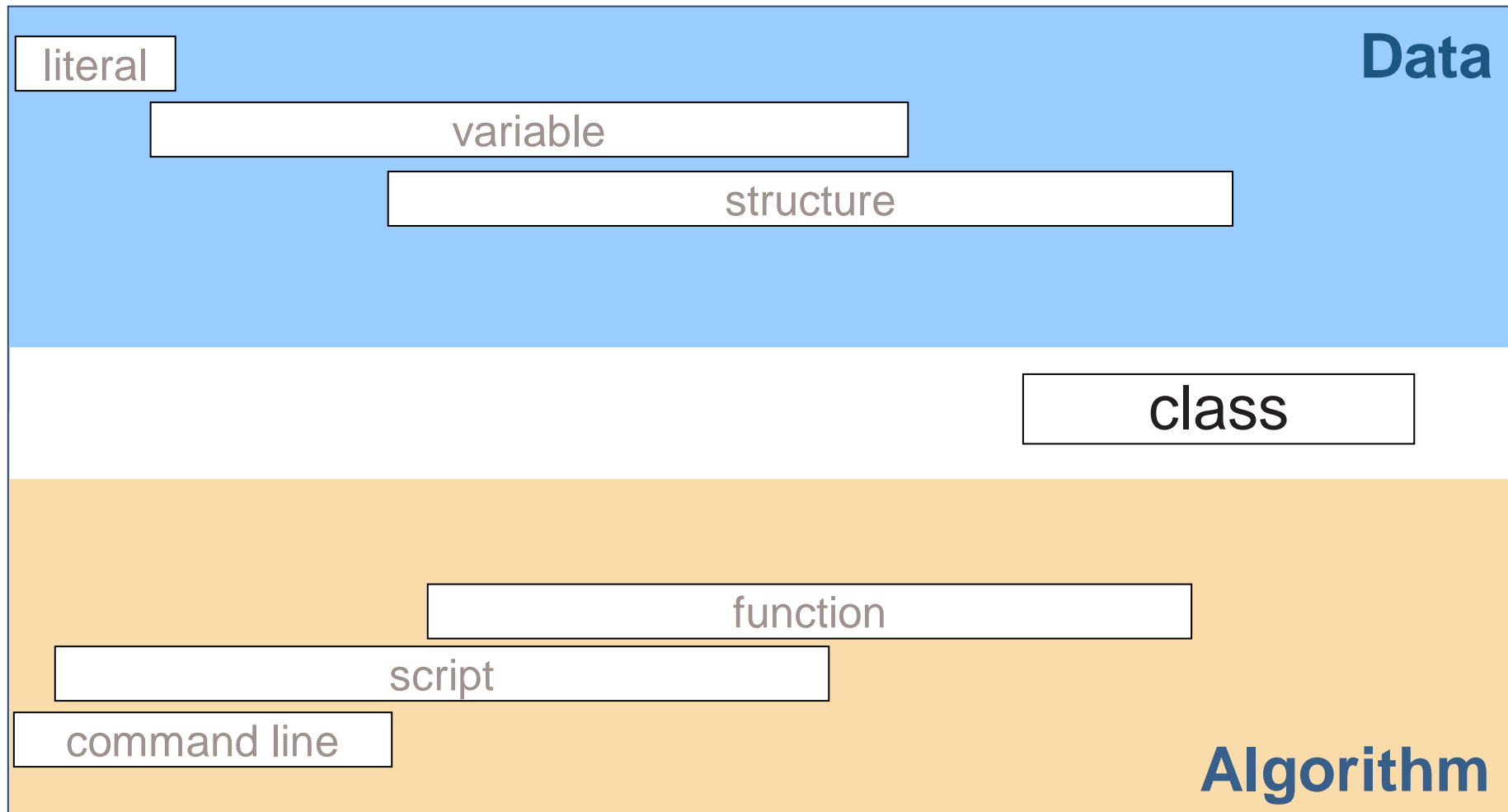


Actions

Grouping Related Items

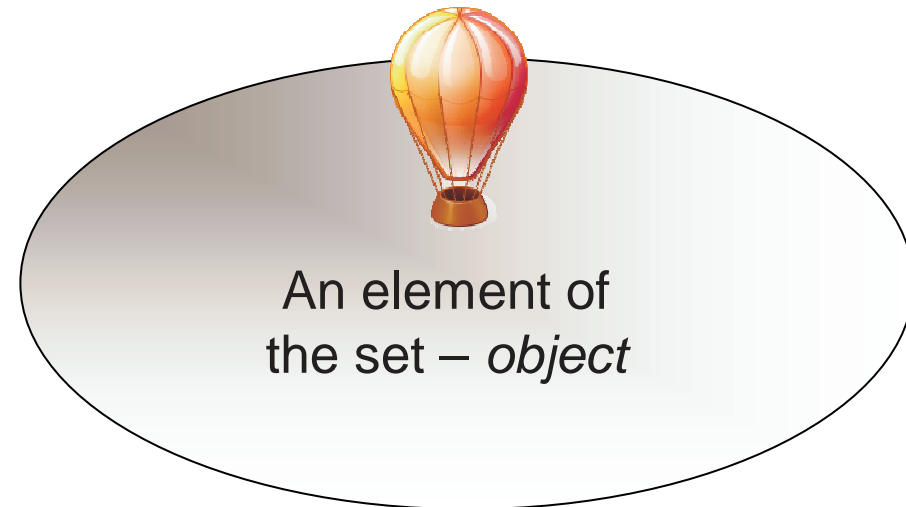


Progression of Programming Techniques



Object-Oriented Terminology

- Class
 - Blueprint of an idea
 - *Properties* (data)
 - *Methods* (algorithms)
- Object
 - Specific example of a *class*
 - *Instance*



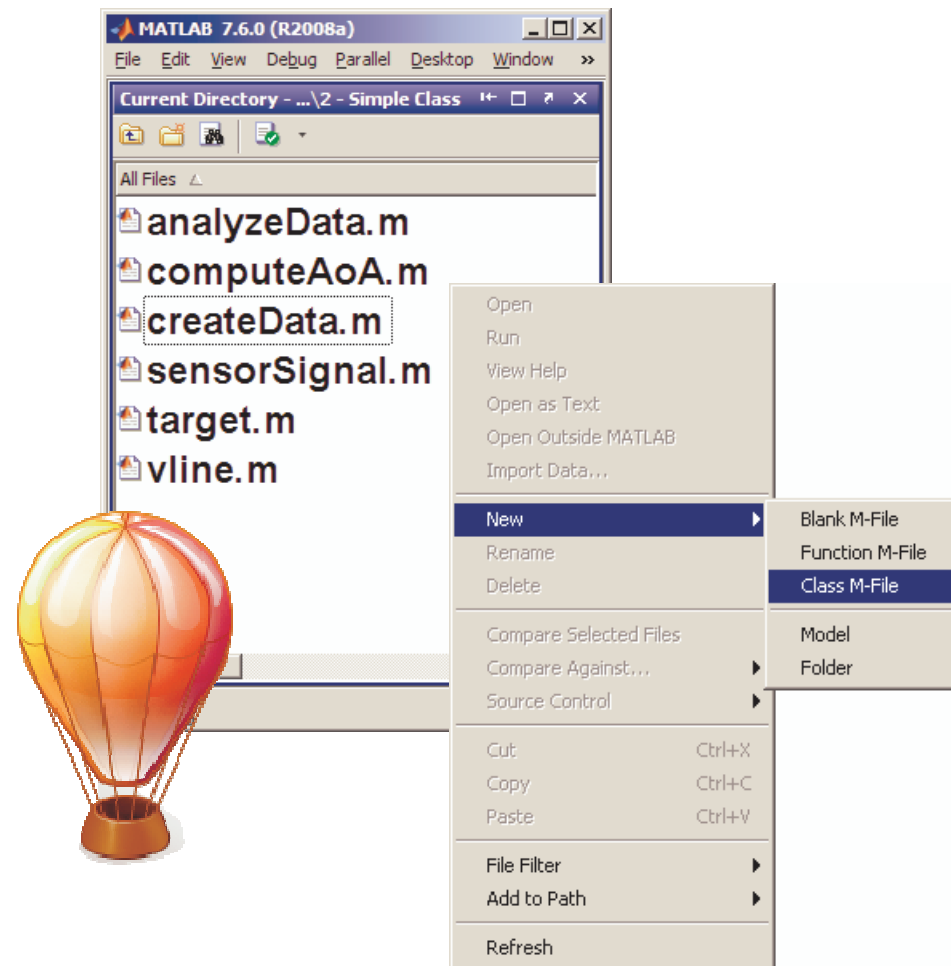
Defined set – *class*

Goals

- Object-oriented programming
- Basic syntax in MATLAB®
- The *MATLAB* class system

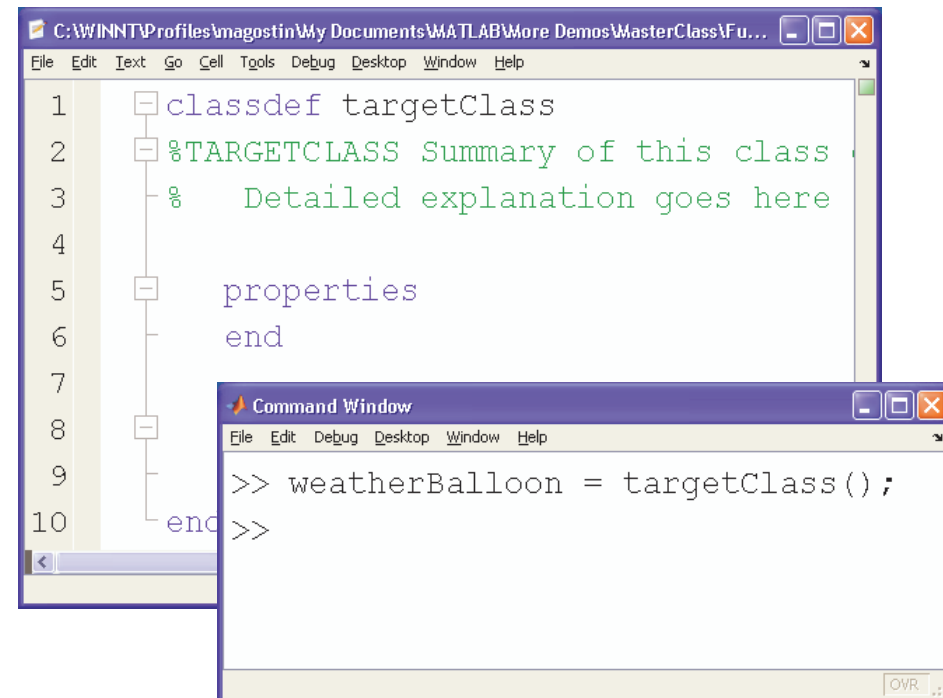
Demonstration: Building a Simple Class

- Define a target *class*
- Create the weather balloon *object*
- Use the *object* in place of the structure



Objects

- Easy to create
- Manage their own data
- Interchangeable with a structure
 - No other code changes required
 - *Properties* behave similar to field names
 - Can't add fields arbitrarily



The screenshot shows a MATLAB code editor window with the following code:

```

1  classdef targetClass
2  %TARGETCLASS Summary of this class
3  %   Detailed explanation goes here
4
5  properties
6  end
7
8
9
10 end
  
```

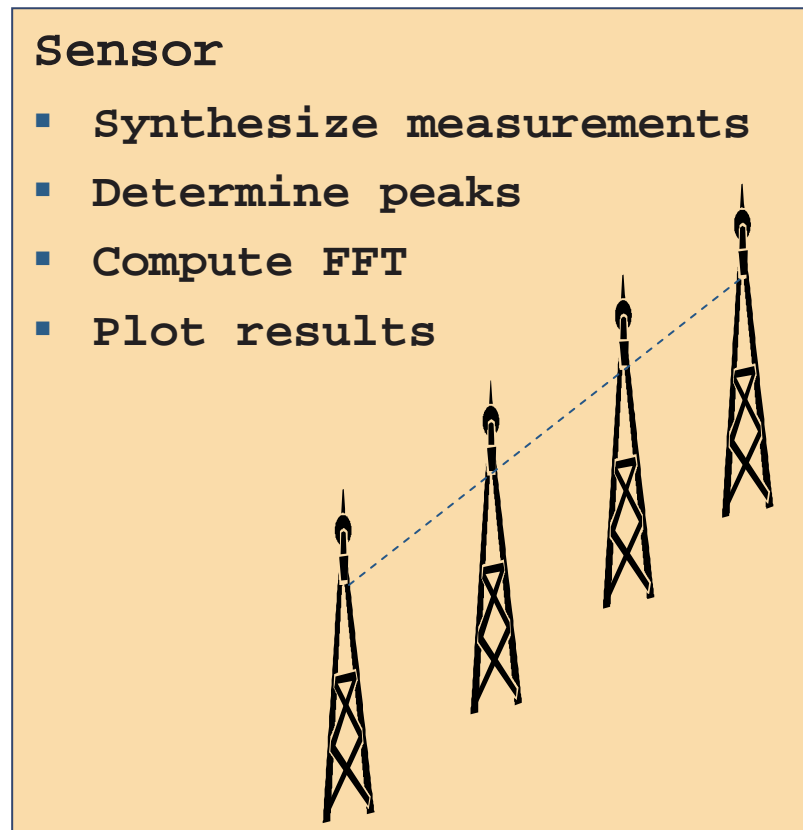
Below the code editor is a Command Window with the following commands:

```

>> weatherBalloon = targetClass();
>>
  
```

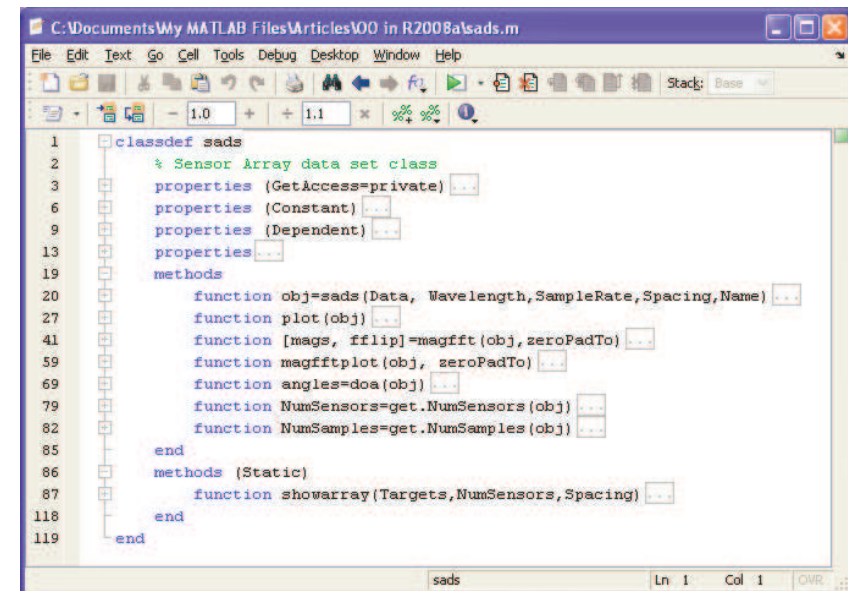
Demonstration: Adding Methods to a Class

- Start from a sensor *class* with existing *properties*
- Add a *method* to compute angle of arrival (AoA)
- Integrate a sensor *object* into the existing code



Objects with Methods

- Have immediate access to their own data (*properties*)
- Allow you to overload existing functions
- Allow you to perform custom actions at creation and deletion



```

1 classdef sads
2     % Sensor Array data set class
3     properties (GetAccess=private) ...
6     properties (Constant) ...
9     properties (Dependent) ...
13    properties ...
19    methods
20        function obj=sads(Data, Wavelength, SampleRate, Spacing, Name) ...
27        function plot(obj) ...
41        function [mags, fflip]=magfft(obj, zeroPadTo) ...
59        function magfftplot(obj, zeroPadTo) ...
69        function angles=doa(obj) ...
79        function NumSensors=get.NumSensors(obj) ...
82        function NumSamples=get.NumSamples(obj) ...
85    end
86    methods (Static)
87        function showarray(Targets, NumSensors, Spacing) ...
118    end
119    end
  
```


Goals

- Object-oriented programming
- Basic syntax in MATLAB®
- The *MATLAB* class system

The MATLAB Class System

- Designed to ‘feel’ like MATLAB
 - Incorporates matrix indexing

```
>> x = 2*obj.data(1:end);
```
 - Inherent overloading

```
varargout = obj.function(varargin)
```
- Works like an object-oriented language
 - Encapsulation, inheritance, polymorphism, etc.

Taking Methods and Properties Further

- Control access
- Create constants
- Make values interdependent
- Execute methods when properties change

External Methods

- Plot results
- Compute AoA

Internal Methods

- Synthesize measurements
- Determine peaks
- Compute FFT

External Data

- Reading
- Spacing
- Number

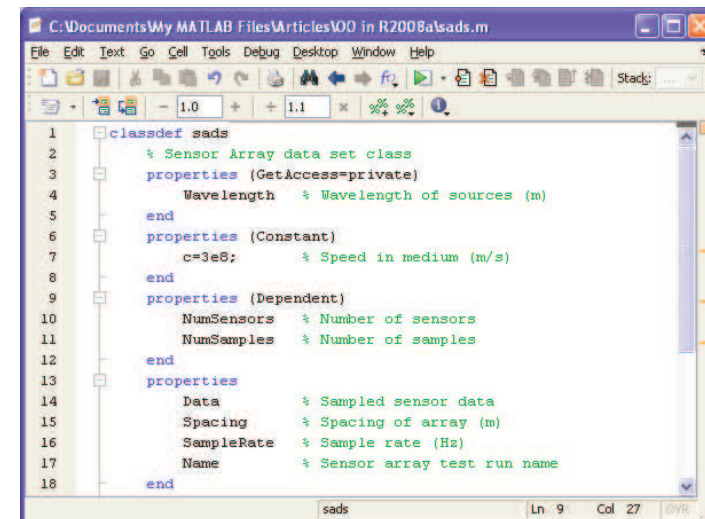
Internal Data

- Speed of light
- Noise ratio
- etc.

Demonstration: Applying Attributes

- Control access
 - Access = public
 - Access = protected

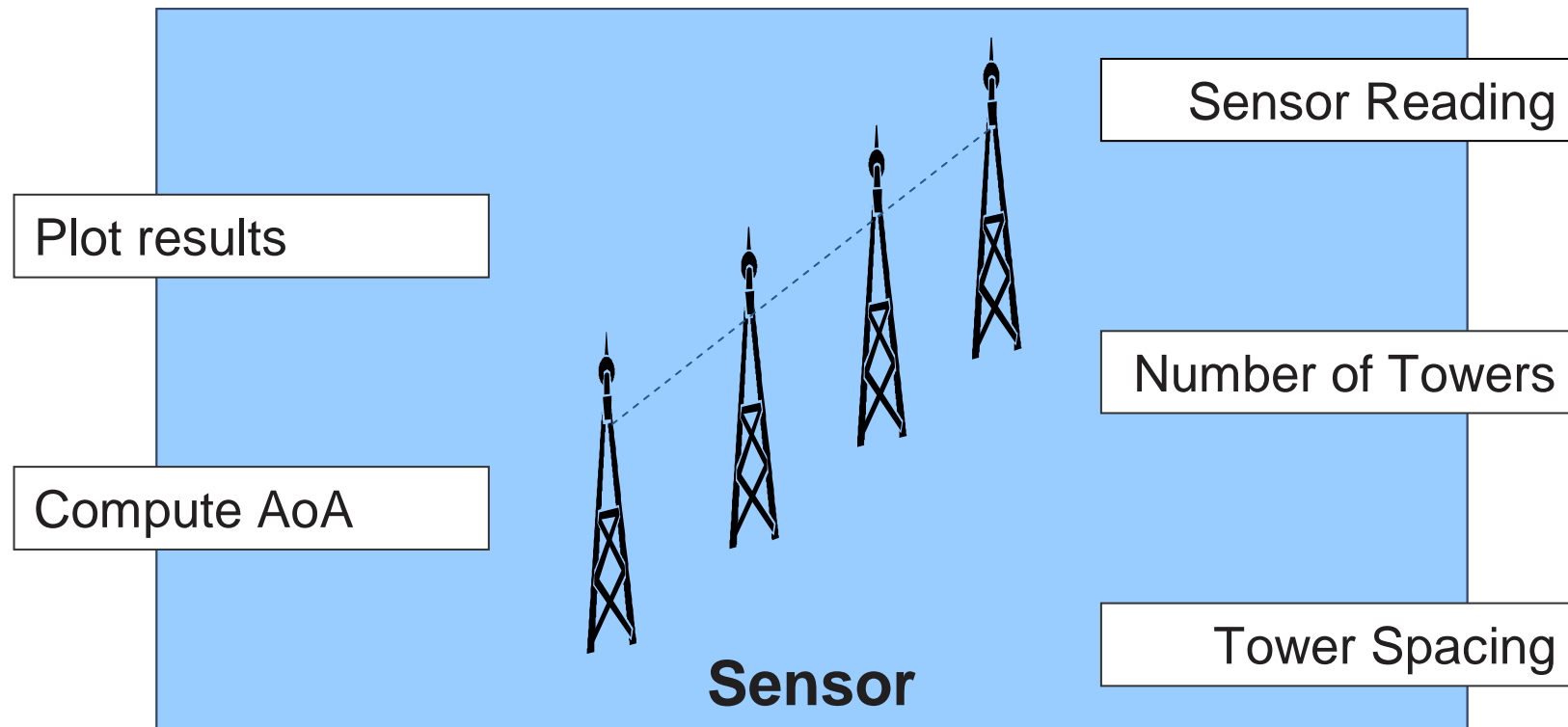
- Restrict modification
 - Constant
 - Dependent



```

1 classdef sads
2     % Sensor Array data set class
3     properties (GetAccess=private)
4         Wavelength % Wavelength of sources (m)
5     end
6     properties (Constant)
7         c=3e8; % Speed in medium (m/s)
8     end
9     properties (Dependent)
10        NumSensors % Number of sensors
11        NumSamples % Number of samples
12    end
13    properties
14        Data % Sampled sensor data
15        Spacing % Spacing of array (m)
16        SampleRate % Sample rate (Hz)
17        Name % Sensor array test run name
18    end
    
```

Encapsulation

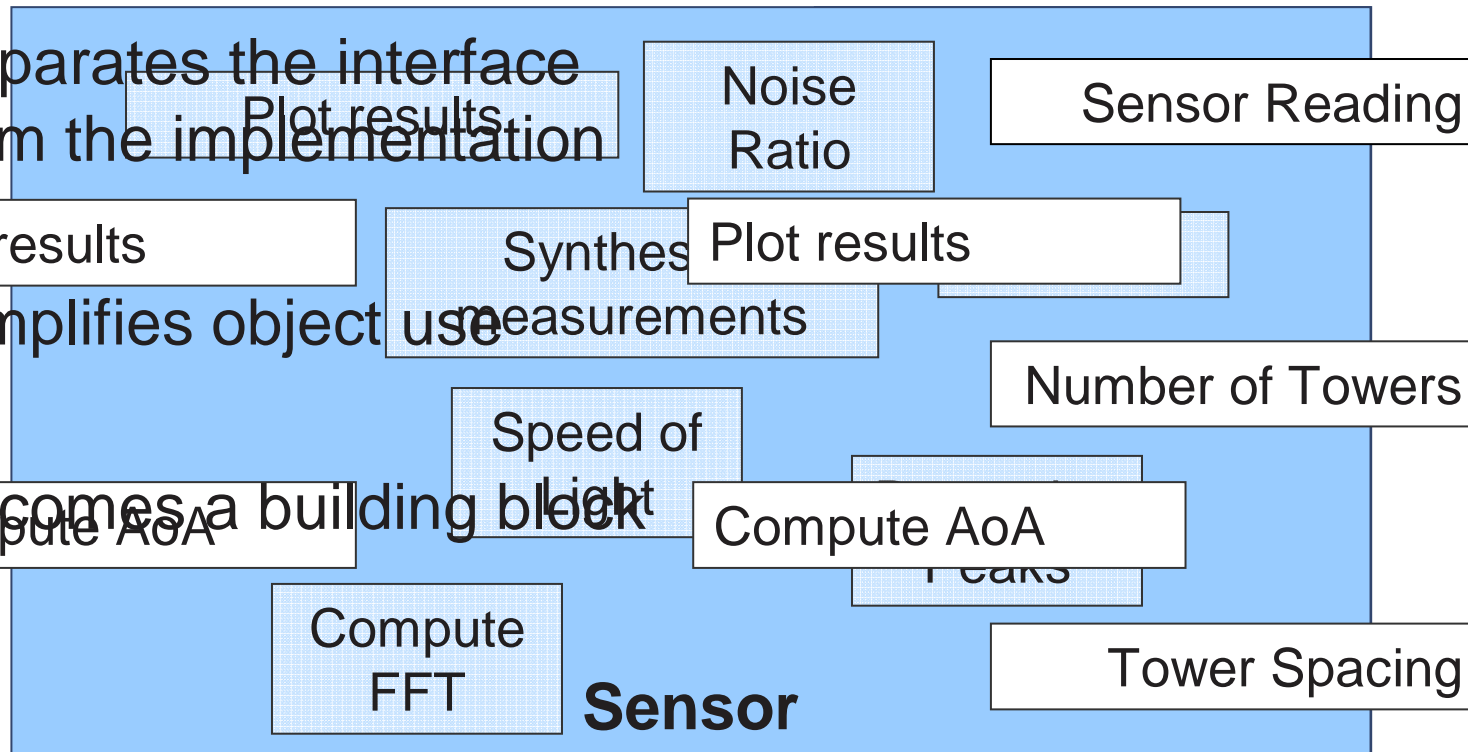


Encapsulation

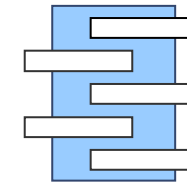
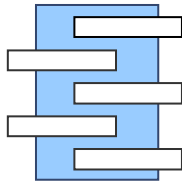
- Separates the interface from the implementation

- Simplifies object use

- Becomes a building block

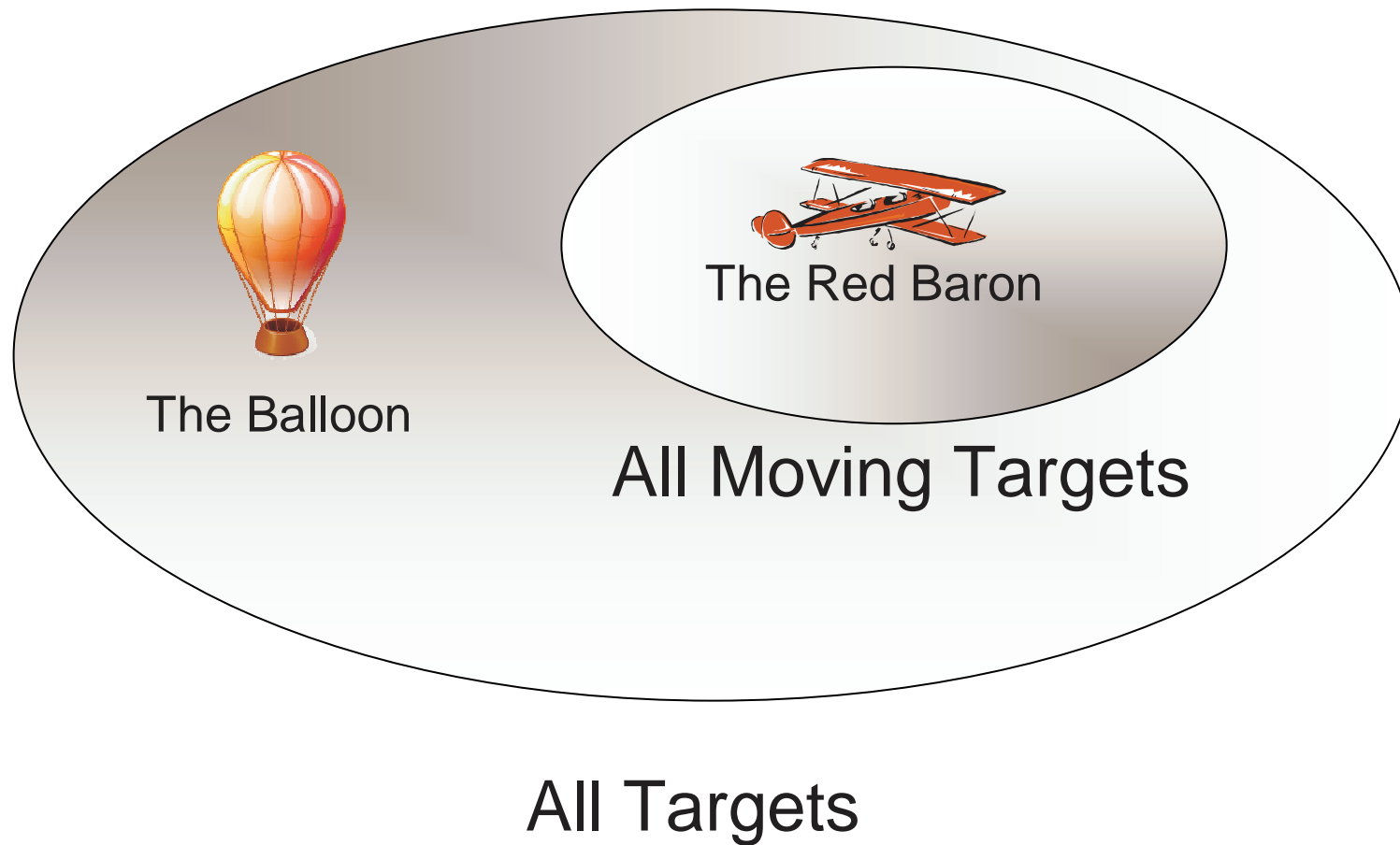


Using an Object as a Building Block



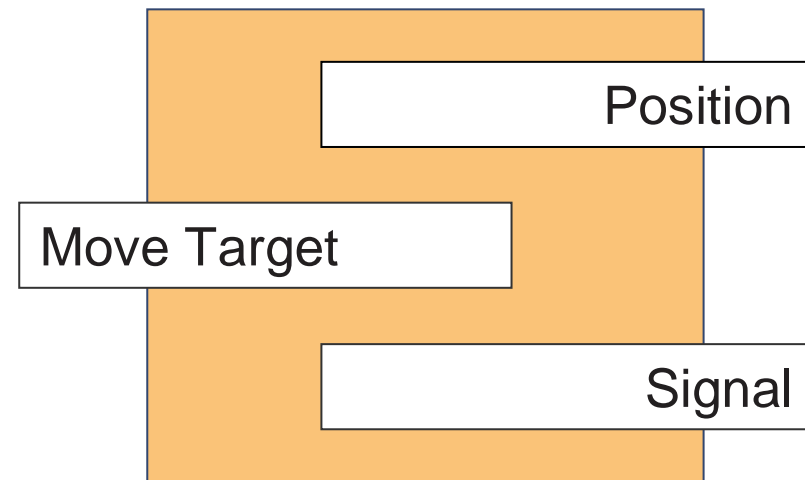
```
Assignment
Looping Test
    Increment
    Test to Act
        Take Action
    End
End
```

Using a Class as a Building Block



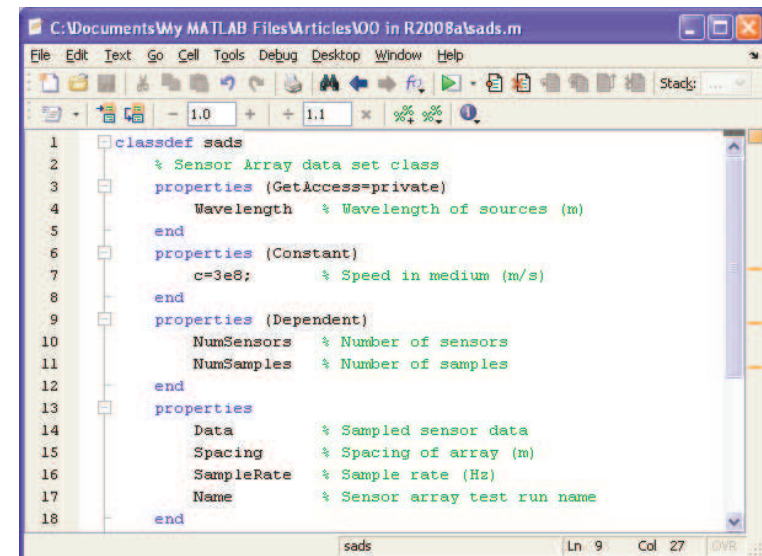
Demonstration: Creating a Moving Target

- Define a new *class* moving target
- *Inherit* from the existing *class* target
- Add a *method*
- Use the moving target



Inheritance

- *Subclass* substitutes for the *superclass*
- Allows re-envisioning and re-implementing the *superclass*
- Builds on proven code
- Allows inheriting from the base MATLAB classes



```

1 classdef sads
2     % Sensor Array data set class
3     properties (GetAccess=private)
4         Wavelength % Wavelength of sources (m)
5     end
6     properties (Constant)
7         c=3e8; % Speed in medium (m/s)
8     end
9     properties (Dependent)
10        NumSensors % Number of sensors
11        NumSamples % Number of samples
12    end
13    properties
14        Data % Sampled sensor data
15        Spacing % Spacing of array (m)
16        SampleRate % Sample rate (Hz)
17        Name % Sensor array test run name
18    end
  
```

How does '=' work in MATLAB?

Round 1

```
>> a = 10000;  
>> b = a;  
>> b = 20000;  
>> disp(a)
```

- a) 10,000
- b) 20,000
- c) Something else
- d) No idea

How does '=' work in MATLAB?

Round 2

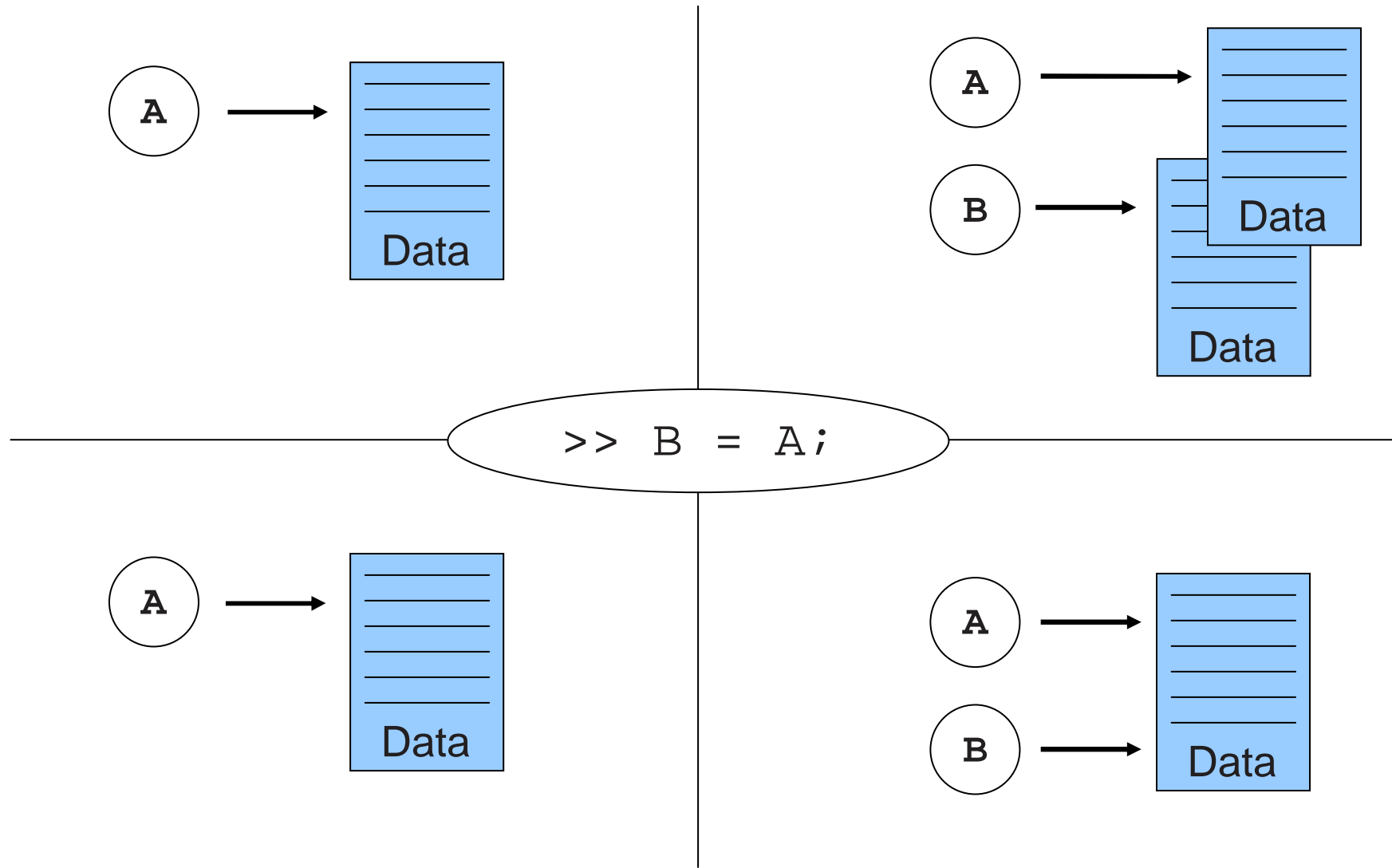
```
>> a = analoginput('winsound'); addchannel(a,1);  
>> a.SampleRate = 10000;  
>> b = a;  
>> b.SampleRate = 20000;  
>> disp(a.SampleRate)
```

a) 10,000

b) 20,000

c) Something else

d) No idea



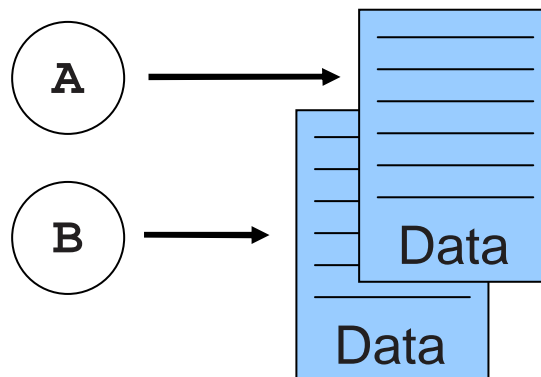
Value Class

Handle Class

MATLAB default

'=' *copies* data

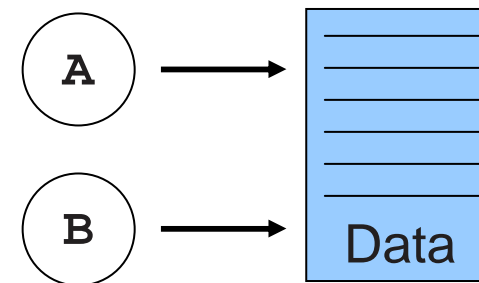
data in workspace



Use: < handle

'=' *references* data

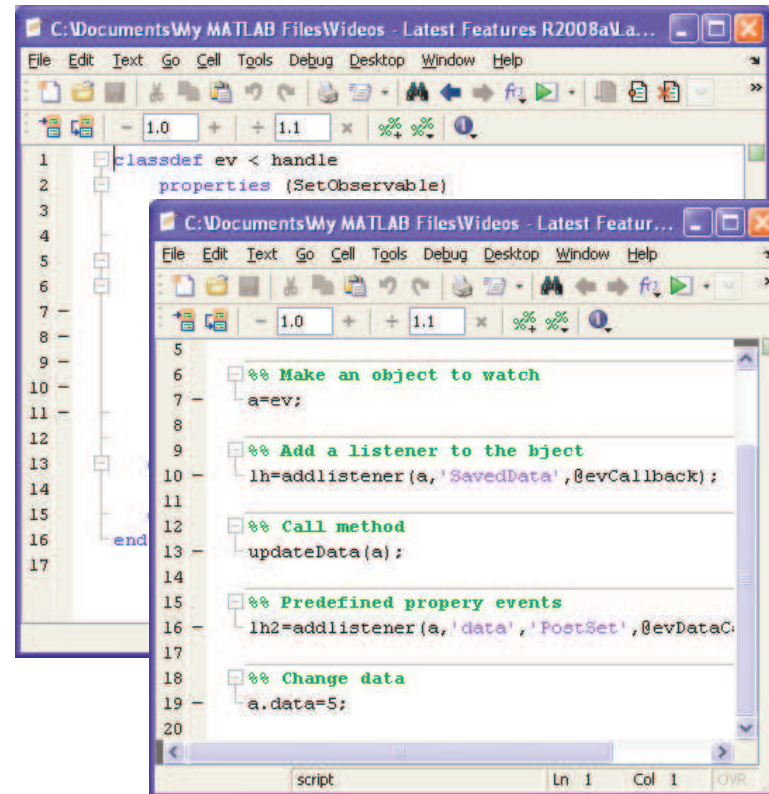
handle in workspace



Optional Demonstration: Using Events

- Events
 - Created in a handle object
 - events block in classdef
 - notify(...) triggers event

- Listeners
 - Triggers call back function
 - addlistener(...)
 - Useable anywhere



The screenshot shows two overlapping MATLAB code editor windows. The background window displays a class definition for an event object:

```

1 classdef ev < handle
2     properties (SetObservable)
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17 end
  
```

The foreground window shows a script with the following code:

```

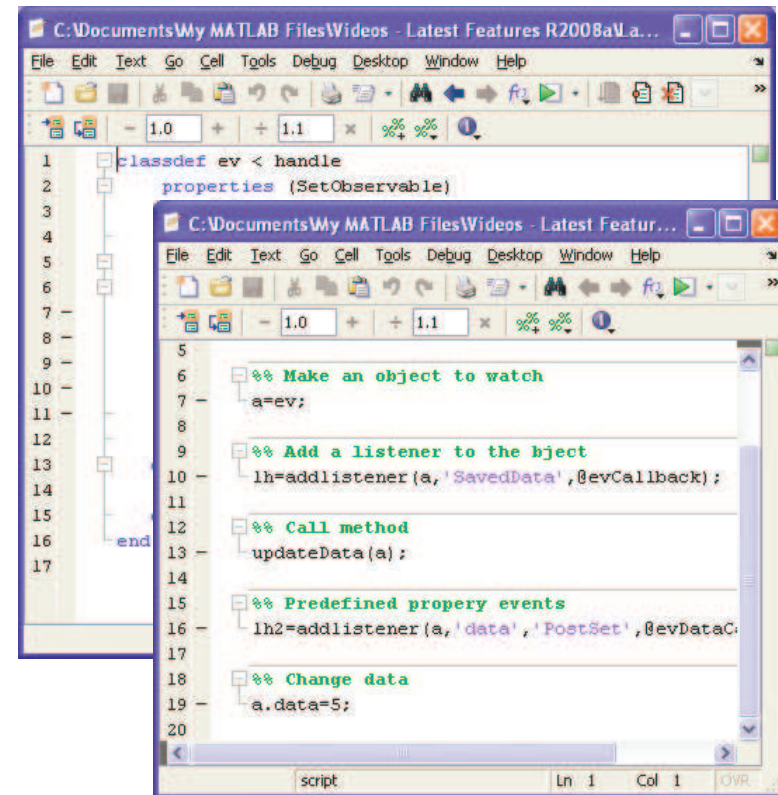
5
6 %% Make an object to watch
7 a=ev;
8
9 %% Add a listener to the object
10 lh=addlistener(a,'SavedData',@evCallback);
11
12 %% Call method
13 updateData(a);
14
15 %% Predefined property events
16 lh2=addlistener(a,'data','PostSet',@evDataC);
17
18 %% Change data
19 a.data=5;
20
  
```

Events and Listeners

- Uses technology related to
 - preSet
 - postSet
 - preGet
 - postGet

- Gives the ability to trigger action

- Anything can listen to an observable object



```

classdef ev < handle
    properties (SetObservable)
end

%% Make an object to watch
a=ev;

%% Add a listener to the object
lh=addlistener(a,'SavedData',@evCallback);

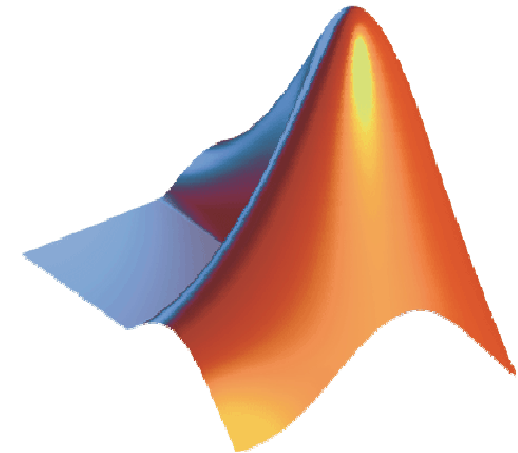
%% Call method
updateData(a);

%% Predefined property events
lh2=addlistener(a,'data','PostSet',@evDataC);

%% Change data
a.data=5;
  
```

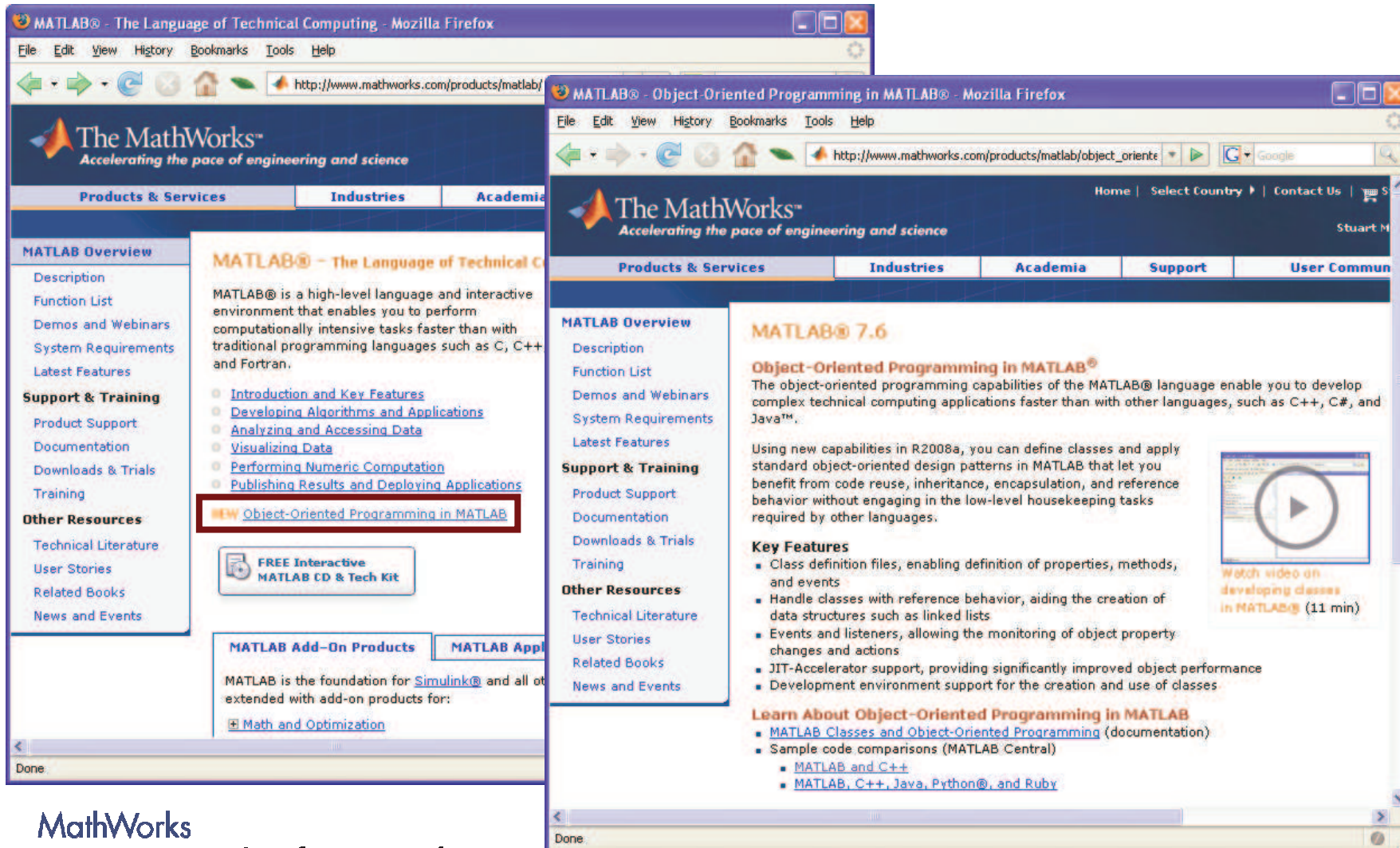

The MATLAB Class System

- Class definition file describes object behavior
- Objects can substitute for structures
- Apply attributes for a clean interface
- Build on existing classes with inheritance



Extends the matrix-based language to objects

Additional Resources



MathWorks
Aerospace and Defence Conference '08

Questions and Answers