



Application

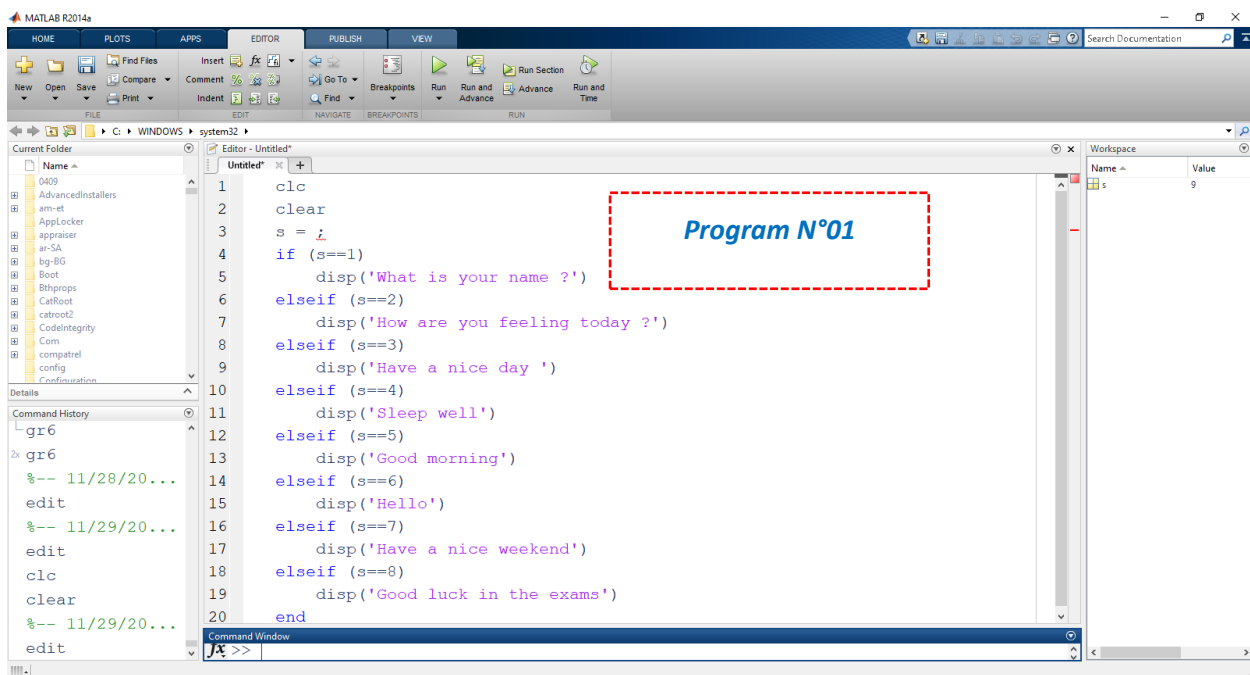
1. Using if-elseif-end, write a script that ask you to provide the number of day and returns the name of that day of week.

FRIDAY	1
SUNDAY	2
TUESDAY	3
MONDAY	4
WEDNESDAY	5
THURSDAY	6
SATURDAY	7

2. Using if-elseif statement, write a script that ask you to provide the number of score and returns the grade.

Letter grade	Score range
A	100 to 90
B	89 to 80
C	79 to 70
D	69 to 60
F	Less than 60

3. In the following script or program enter the input and run the script and say what display in command window ?



The image shows the MATLAB R2014a interface. The Editor window displays a script named 'Untitled' with the following code:

```

1  clc
2  clear
3  s = i;
4  if (s==1)
5      disp('What is your name ?')
6  elseif (s==2)
7      disp('How are you feeling today ?')
8  elseif (s==3)
9      disp('Have a nice day ')
10 elseif (s==4)
11     disp('Sleep well')
12 elseif (s==5)
13     disp('Good morning')
14 elseif (s==6)
15     disp('Hello')
16 elseif (s==7)
17     disp('Have a nice weekend')
18 elseif (s==8)
19     disp('Good luck in the exams')
20 end
    
```

A red dashed box highlights the text "Program N°01" in the center of the script. The Command Window at the bottom shows the prompt "JX >>" and the Command History on the left lists several commands including "clc", "clear", and "s = i;". The Workspace window on the right shows a variable "s" with a value of 9.



The screenshot displays the MATLAB R2014a environment. The main editor window shows a script named 'score.m' with the following code:

```
1 clc
2 clear
3 score = i
4 if (score>96 && score<100)
5     disp('---->Excellent')
6 elseif (score>86 && score<95)
7     disp('---->Very good')
8 elseif (score>76 && score<85)
9     disp('---->Good')
10 elseif (score>66 && score<75)
11     disp('---->Average')
12 elseif (score>56 && score<65)
13     disp('---->Fair')
14 elseif (score>36 && score<55)
15     disp('---->Poor')
16 elseif (score>0 && score<35)
17     disp('---->Very poor')
18 end
```

A red dashed box is drawn around the text 'Program N°02' in the center of the editor window. The Command Window at the bottom shows the prompt 'fx >>' and the Command History on the left lists several 'edit' and 'clc' commands.