



Numerical Methods Practical

Basic Concepts
and

Practical Number: 2

To find the absolute value of an integer

By

- **Dr K. Priyanka**
- **Ms Deepti**

Basic Concepts

Data Types

- Mathematica is not a type of language in strict sense. i.e. before defining a variable we don't have to specify the type of variable.

For Example:

x = 0.2

0.2

x = 5

5

x + " COVID- 19"

5+COVID- 19

- Notice that we are not specifying anywhere that x is a real variable or integer variable or string.
- While applying operators Mathematica doesn't check the type of variable.

- Mathematica achieve the concept of variable type through the concept of **Head**.

For Example:

x = 2.3

Head [x]

Real

x = 1;

Head [x]

Integer

z = 3 + 4i;

Head [z]

Complex

x = { 1, 2, 3, 4, 5 };

Head[x]

List

x = 22/7

Head[x]

Rational

x = "Winner"

Head[x]

String

- So, each variable has “head” associated with it, which can be accessed through the function Head [] and value of “head” can be treated as variable type.

Constants and Variables

- Constants and variables are the building blocks of a programming language.
- Constant means it does not change its value.
For example:

5=2

Set::setraw: Cannot assign to raw object 5.>>

- Variables are those symbols or combination of symbols that can change their value.

- It is usually a good idea to use variable names that begin with a lower case letter.
- There are different ways of defining variables.
- First form is **Direct Assignment**, which is done by “:=” symbol and it creates a global definition.
For example:

Clear[x];

y:= 3+5x

y

3+5x

- To see all definitions associated with a symbol, we enter “?” followed by the symbols name.

?y

Global`y

y:=3+5x

- If we change the value of x to 3, and check the value of y, it will be updated according to x.

x=3;

Print[“y= ”,y];

y=18

?y

Global`y

y:=3+5x

- Second form of assignment is assignment with **Evaluation**, which is done with the “=” symbol.

z=x+y

21

?z

z=21

x=2;

Print[“z = ”,z];

z=21

Print[“y= ”, y];

y=13

- Change in value of x or y did not result in corresponding change in z but there is a change in the value of y.

Defining variable by **Rule Table**

- Syntax

{a -> 2, b -> 3, c -> 4}

{a->2, b->3, c->4}

- This way of defining in a rule table is not used until it is applied with the expression having **Replace All** “/.” operator. For example:

a + b + c

a+b+c

a + b + c /. {a -> 2, b -> 3, c -> 4}

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Relational Operators

- Operators used to check relation between the variables and expressions

$x == y$: equal, checks whether x and y are equal.

$x != y$: unequal, checks whether x and y are unequal.

$x > y$: checks whether x is greater than y

$x >= y$ or $x \geq y$: checks whether x is greater than equal to y

$x < y$: checks whether x is less than y

$x <= y$ or $x \leq y$: checks whether x is less than equal to y

$x == y == z$: check whether x, y and z are all equal

$x != y != z$: checks whether x, y and z are all unequal

- A relational expression is either true or false.
Mathematica provides logical constants: True and False

6>6

False

(2+3)==5

True

Logical Operators

- Logical And (&&) evaluates its arguments in order and return False immediately if any of the argument is False and return True if all arguments are True.

5 > 4 && 10 > 5

True

5 > 4 && 10 < 5

False

- Or (||) evaluates its arguments in order and return True immediately if any of the argument is True and return False if all arguments are False.

5>4 || 10>12

True

10>12 || 4>5

False

- !expr: returns True if expr is False and returns False if expr is True.

x = 5;

!(x>4)

False

!(x < 4)

True

Control Statements and loops

- If Condition

Syntax: If [Condition, t, f] gives/evaluate t if the condition evaluates to True and f if the condition evaluates to False.

If [Condition, t] gives/evaluates t if the condition evaluates to True and will not do anything if the condition evaluates to False

Practical Number: 2

To find the absolute value of an integer

```
absFun [ x_ ] = If [ x ≥ 0, x, -x];
```

```
Print ["Abs( - 4 ) = ", absFun[ - 4]];
```

```
Print ["Abs( 5 ) = ", absFun[ 5]];
```

```
Abs (- 4) = 4
```

```
Abs (5) =5
```