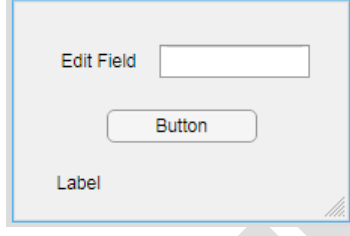


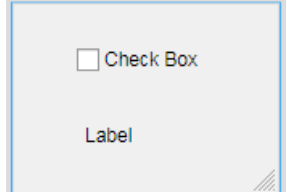
MATLAB APP DESIGNER

Nesne	İçindeki veri
Label	Text
Edit Field (Text)	Value (Alfasayısal) [Yazısı: Label]
Edit Field (Numeric)	Value (Alfasayısal) [Yazısı: Label]
Check Box	Value [Onaylı olup olmadığı] [Yazısı: Text]
State Button	Value [Onaylı olup olmadığı] [Yazısı: Text]
Radio Button Group	Value [Onaylı olup olmadığı] [Yazısı: Text] [Grubun başlığı: Title]
Text Area	Value [Satırlar]
List Box	Items [İçindeki seçenekler] [Seçili olan: Value]
Drop Down	Items [İçindeki seçenekler] [Seçili olan: Value]
Image	ImageSource
Date Picker	Value
Slider	Value
Spinner	Value
Table	Data
Tree	Node (Text, Icon)
Axes	
Grid Layout	
Panel	Title
Tab Group	
Menu Bar	
Context Menu	
Gauge türleri	Value
Knob türleri	Value
Switch türleri	Value
Lamp	

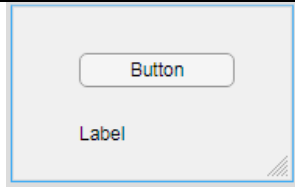
Örnek-1: Edit Field (Text) | **Örnek-2:** Örnek-1'deki Edit Field (Text)'i Edit Field (Numeric) ile değiştir.

	<ul style="list-style-type: none"> ▼ app.UIFigure app.EditField app.Button app.Label 	<pre>% Button pushed function: Button function ButtonPushed(app, event) a=app.EditField.Value; b=2*str2double(a); app.Label.Text=num2str(b); end</pre>
	<ul style="list-style-type: none"> ▼ app.UIFigure app.kutu app.Button app.metin 	<pre>function ButtonPushed(app, event) a=app.kutu.Value; b=2*str2double(a); app.metin.Text=num2str(b); end</pre>

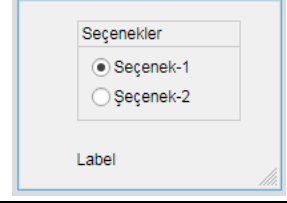
Örnek-3: Check Box

	<pre>% Value changed function: CheckBox function CheckBoxValueChanged(app, event) value = app.CheckBox.Value; if (value) app.Label.Text="Onaylı"; else app.Label.Text="Onaysız"; end end</pre>
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Örnek-4: State Button

	<pre>% Value changed function: Button function ButtonValueChanged(app, event) value = app.Button.Value; if (value) app.Label.Text="Onaylı"; else app.Label.Text="Onaysız"; end end</pre>
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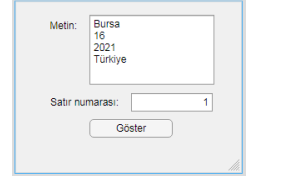
Örnek-5: Radio Button Group

	<pre>% Selection changed function: SeceneklerButtonGroup function SeceneklerButtonGroupSelectionChanged(app, event) secim = app.SeceneklerButtonGroup.SelectedObject; if (secim==app.sec1) app.Label.Text="Seçenek-1"; else app.Label.Text="Seçenek-2"; end end end</pre>
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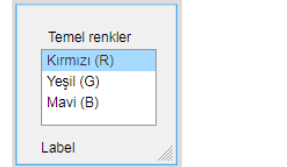
Örnek-6: Toogle Button Group

	<pre>▼ app.UIFigure ▼ app.ButonlarButtonGroup app.b1Button app.b2Button app.b3Button app.Label</pre>	<pre>% Selection changed function: ButonlarButtonGroup function ButonlarButtonGroupSelectionChanged(app, event) secim = app.ButonlarButtonGroup.SelectedObject; if (secim==app.b1Button) app.Label.Text="b-1"; elseif (secim==app.b2Button) app.Label.Text="b-2"; else app.Label.Text="b-3"; end end end</pre>
---	--	--

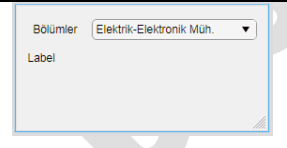
Örnek-7: Text Area

	<pre>▼ app.UIFigure app.metin app.GosterButton app.Label app.numara</pre>	<pre>% Button pushed function: GosterButton function GosterButtonPushed(app, event) satirlar=app.metin.Value; no=app.numara.Value; app.Label.Text=satirlar{no}; end end</pre>
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Örnek-8: List Box

	<pre>▼ app.UIFigure app.temelrenkler app.Label</pre>	<pre>% Value changed function: temelrenkler function temelrenklerValueChanged(app, event) renk = app.temelrenkler.Value; app.Label.Text=renk; end end</pre>
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Örnek-9: Drop Down

	<pre>▼ app.UIFigure app.bolumler app.Label</pre>	<pre>% Value changed function: bolumler function bolumlerValueChanged(app, event) secili = app.bolumler.Value; app.Label.Text=secili; end end</pre>
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Örnek-10: Image

	<pre>% Button pushed function: YkleButton function YkleButtonPushed(app, event) [dosya,yol]=uigetfile({'*.jpg;*.png;*.gif;*.svg', 'Resim dosyaları (*.jpg, *.png, *.gif, *.svg)'}); app.Image.ImageSource=fullfile(yol,dosya); end</pre>
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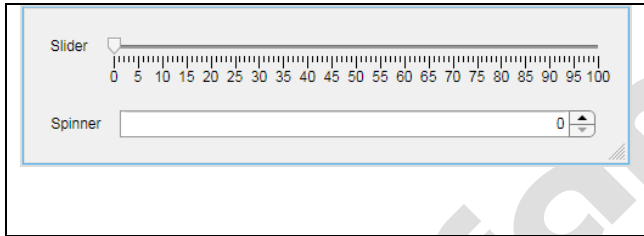
Örnek-11: HTML

	<p>▼ HTML</p> <p>HTMLSource <input type="text" value="index.html"/></p> <p>Data <input type="text"/></p>
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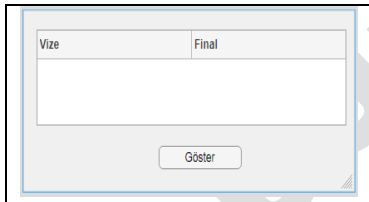
Örnek-12: Date Picker

	<pre>% Value changed function: DatePicker function DatePickerValueChanged(app, event) tarih = app.DatePicker.Value; app.Label.Text=char(tarih); end</pre>
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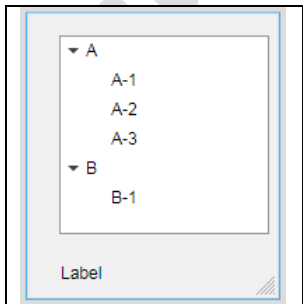
Örnek-13: Slider - Spinner

	<pre>% Value changed function: Slider function SliderValueChanged(app, event) slider_deger = app.Slider.Value; app.Spinner.Value=slider_deger; end % Value changing function: Slider function SliderValueChanging(app, event) slider_deger = event.Value; app.Spinner.Value=slider_deger; end</pre>
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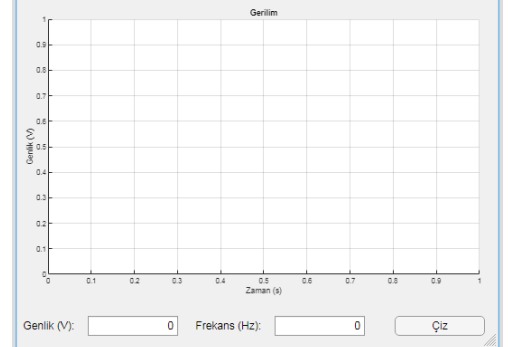
Örnek-14: Table

	<p>▼ TABLE</p> <p>ColumnName <input type="text" value="Vize,Final"/></p> <p>ColumnWidth <input type="text" value="auto"/></p> <p>ColumnEditable <input type="text"/></p> <p>ColumnSortable <input type="text"/></p> <p>RowName <input type="text" value="A,B"/></p>	<pre>% Button pushed function: GsterButton function GsterButtonPushed(app, event) app.UITable.Data=[80 90;90 100]; end</pre>
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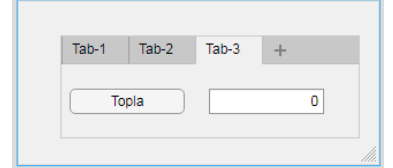
Örnek-15: Tree

	<p>▼ NODE</p> <p>Text <input type="text" value="A"/></p> <p>NodeData <input type="text"/></p> <p>Icon <input type="text"/> <input type="button" value="Browse"/></p>	<pre>% Selection changed function: Tree function TreeSelectionChanged(app, event) secili_dugum = app.Tree.SelectedNodes; app.Label.Text=secili_dugum.Text; end</pre>
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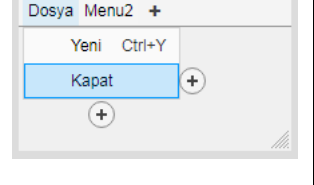
Örnek-16: Axes

	<pre>% Button pushed function: CizButton function CizButtonPushed(app, event) a=app.GenlikVEditField.Value; f=app.FrekansHzEditField.Value; t=linspace(0,1/f,128); v=a*sin(2*pi*f*t); plot(app.UIAxes,t,v,'Color',[1 0 0]); end</pre>
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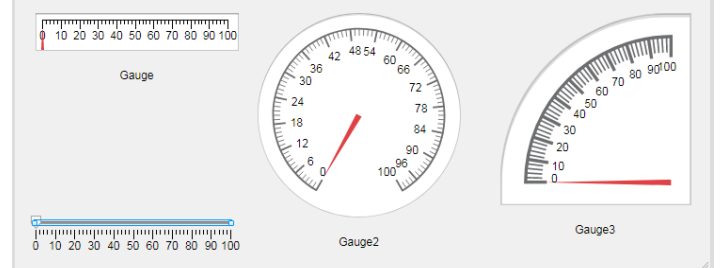
Örnek-17: Tab Group

	<pre>▼ app.UIFigure ▼ app.TabGroup ▼ app.Tab1 app.s1 ▼ app.Tab2 app.s2 ▼ app.Tab3 app.ToplaButton app.s3</pre>	<pre>% Button pushed function: ToplaButton function ToplaButtonPushed(app, event) app.s3.Value=app.s1.Value+app.s2.Value; end</pre>
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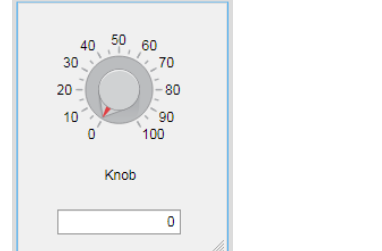
Örnek-18: Menu Bar

	<pre>▼ MENU Text Yeni Accelerator Y Separator Checked ForegroundColor 0.00,0.00,0.00</pre>	<pre>% Menu selected function: KapatMenu function KapatMenuSelected(app, event) ornekmenuCloseRequest(app, event); end % Close request function: ornekmenu function ornekmenuCloseRequest(app, event) delete(app) end</pre>
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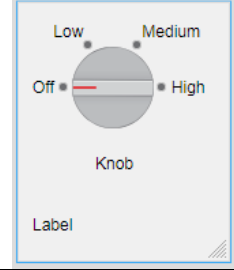
Örnek-19: Gauge türleri

	<pre>% Value changing function: Slider function SliderValueChanging(app, event) deger = event.Value; app.Gauge.Value=deger; app.Gauge2.Value=deger; app.Gauge3.Value=deger; end</pre>
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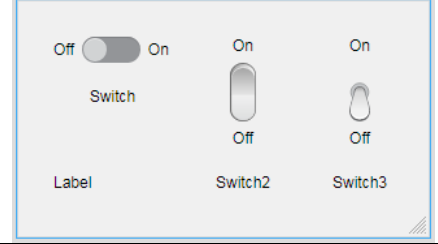
Örnek-20: Knob

	<pre>% Value changing function: Knob function KnobValueChanging(app, event) changingValue = event.Value; app.EditField.Value=changingValue; end</pre>
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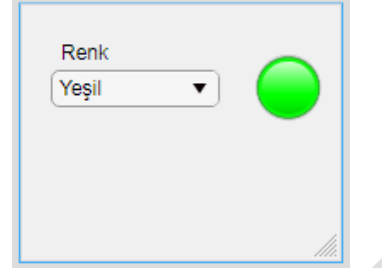
Örnek-21: Discrete Knob

	<pre>% Value changed function: Knob function KnobValueChanged(app, event) value = app.Knob.Value; app.Label.Text=value; end</pre>
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Örnek-22: Switch türleri

	<pre>% Value changed function: Switch function SwitchValueChanged(app, event) value = app.Switch.Value; app.Label.Text=value; end</pre>
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Örnek-23: Lamp

	<pre>% Value changed function: RenkDropDown function RenkDropDownValueChanged(app, event) value = app.RenkDropDown.Value; if strcmp(value, 'Kırmızı') app.Lamp.Color=[1 0 0]; elseif strcmp(value, 'Yeşil') app.Lamp.Color=[0 1 0]; else app.Lamp.Color=[0 0 1]; end end</pre>
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