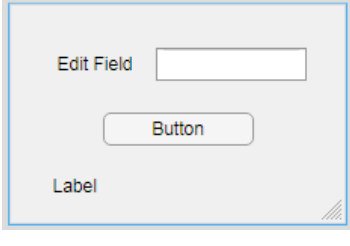



MATLAB APP DESIGNER UYGULAMALARI

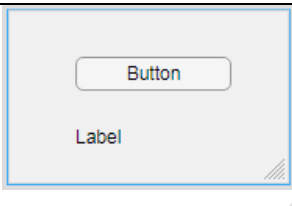
Örnek-1: Edit Field (Text) | **Örnek-2:** Örnek-1'deki Edit Field (Text)'in yerine Edit Field (Numeric).

	<pre>▼ app.UIFigure app.EditField app.Button app.Label</pre>	<pre>% Button pushed function: Button function ButtonPushed(app, event) a=app.EditField.Value; b=2*str2double(a); app.Label.Text=num2str(b); end</pre>
	<pre>▼ app.UIFigure app.kutu app.Button app.metin</pre>	<pre>function ButtonPushed(app, event) a=app.kutu.Value; b=2*str2double(a); app.metin.Text=num2str(b); end</pre>

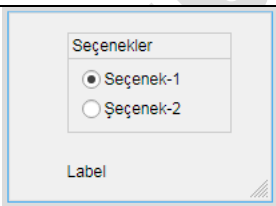
Örnek-3: Check Box

	<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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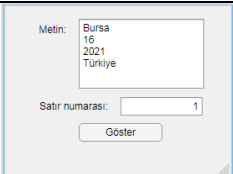
Örnek-5: Radio Button Group

	<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</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</pre>
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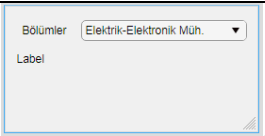
Örnek-7: Text Area

	<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</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</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</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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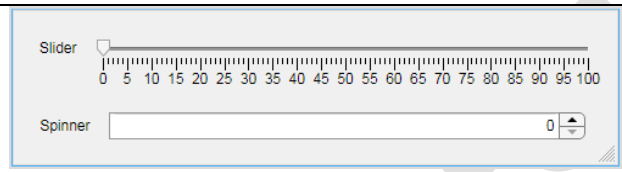
Örnek-11: HTML

	
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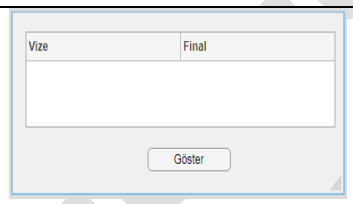
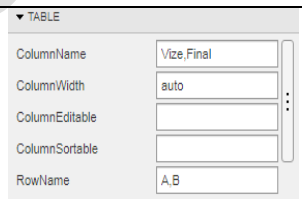
Örnek-12: Date Picker

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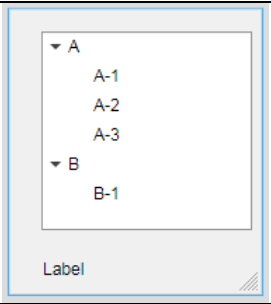
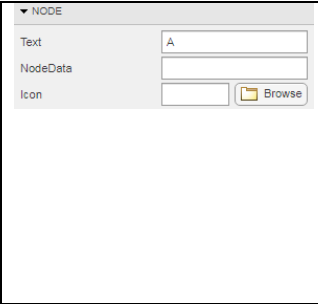
Örnek-13: Slider - Spinner

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

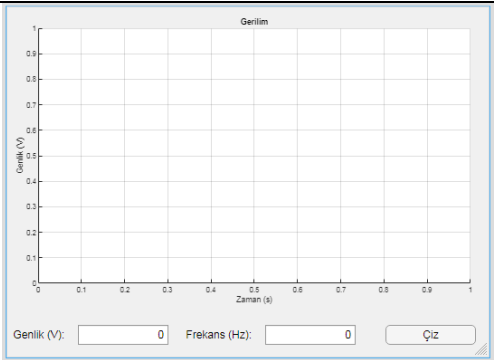
Örnek-14: Table

		<pre>% Button pushed function: GsterButton function GsterButtonPushed(app, event) app.UITable.Data=[80 90;90 100]; end</pre>
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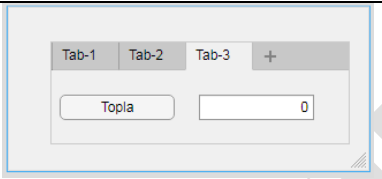
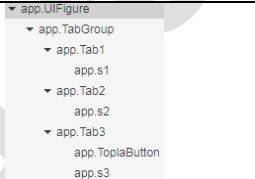
Örnek-15: Tree

		<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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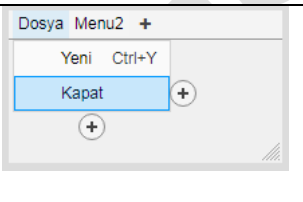
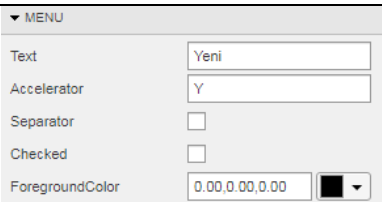
Örnek-16: Axes

	<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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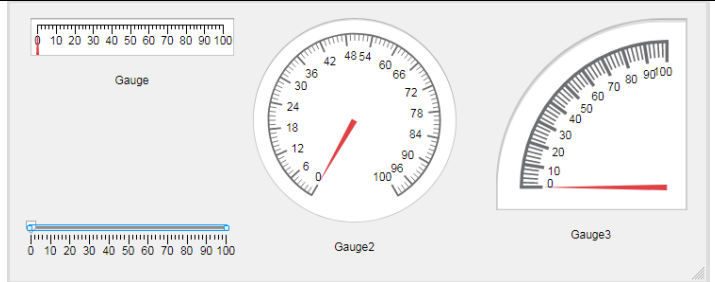
Örnek-17: Tab Group

		<pre>% 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 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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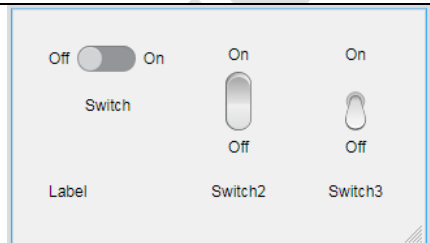
Örnek-20: Knob

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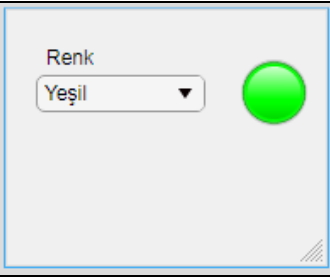
Örnek-21: Discrete Knob

	<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 end</pre>
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