## **Python - MATLAB Translation Table**

Operation	Python	MATLAB
math operators	2 * 2 + 5/4 - 2**4 + (3 + 3)	2 * 2 + 5/4 - 2^4 + (3 + 3)
assignment	x= 10	x = 10
list creation	x = [1, 2, 3]	$x = [1 \ 2 \ 3]$
2D list creation	x = [[1, 2, 3], [4, 5, 6]]	$x = [1 \ 2 \ 3; \ 4 \ 5 \ 6]$
list concatenation	x = x + [7, 8, 9]	x = [x 7 8 9]
size of a list	len(lst)	size(lst, 2)
list indexing	lst[0]	lst(1)
range generation	range(start, stop, step) (exclusive)	start:step:stop (inclusive!)
if statement	if stuff:	if stuff
	things = 99	things = 99
		end
	:6h-	:61b
	if a < b:	if a <b< td=""></b<>
	things = 99 elif a <c:< td=""><td>things = 99 elseif a <c< td=""></c<></td></c:<>	things = 99 elseif a <c< td=""></c<>
	things = 88	things = 88
	else:	else
	things = 'Who Knows'	things = 'Who Knows'
	Cilligs – Wilo Kilows	end
while loop	while logical expression:	while logical expression
	x = x + 1	x = x + 1
		end
for loop	for i in range(10):	for i = <b>0:9</b>
	x = x + i	x = x + i
		end
logical operators	and or not	&   ~
relational operators	== != < <= > >=	== <b>~=</b> < <= > >=
function definition	def f(x):	function $a = f(x)$
	return x**2	a = x^2
mod	x % y	mod(x, y)
div	x // y	idivide(x,y)
augmented assignment	a += 1 (same as a = a+1)	not allowed

## Some other things to keep in mind

- In MATLAB, everything is printed to the screen by default. To prevent this from happening, end your line in a semicolon. For example, x = 10 will print 10 but x = 10; will print nothing.
- MATLAB allows you to separate list elements by commas (like in python,) but this is unnecessary.
- In MATLAB [[1, 2, 3], [4, 5, 6]] is valid code, however it does not do what you'd expect it to do coming from Python. In MATLAB the above line is equivalent to [1 2 3 4 5 6].
- The "return variable" in a MATLAB function can be called whatever you wish, but calling it **a** seems to be conventional.
- In MATLAB, list indices start at 1 rather than 0.
- MatLab will only accept single quotes for strings. Python accepts " " and ' '
- In MatLab a:b means start:end step 1, you don't have to say start:1:end