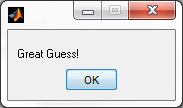
**Lights, Bells, and Whistles**

**Message Boxes:** Opens a box with a message for user.

>> msgbox('Great Guess!')

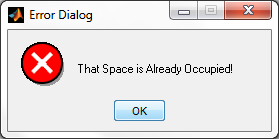


If you want to close the box automatically rather than having the user close it, this works:

>> msg1 = msgbox('Great Guess!'); pause(1.5); close(msg1)

**Error Dialog Boxes:** Opens an error dialog box with error message. Does not terminate program.

>> errordlg('That Space is Already Occupied!')



If you want to close the error box automatically rather than having the user close it, this works:

>> error1 = errordlg('That Space is Already Occupied!');pause(2); close(error1)

**Adding your own images:**

Use the ***imread*** command to import your own images. The image must be in your current folder.

Example: Suppose you had a jpeg file called Butterfly.jpg and it was loaded into your current MATLAB folder. This command would read in the file (Note: Don’t leave off the semicolon – you will definitely regret it if you do) and save it in a 3-d array called pic1. MATLAB will read many different types of image files.

>> pic1 = imread('Butterfly.jpg','jpg');

Use ***imshow*** to display images. This command would show pic1:

>> imshow(pic1,'InitialMagnification','fit')



**Adding your own sound clips:**

Suppose you had a wav file in your current MATLAB directory will a filename of MySong.wav

>> y = wavread('MySong.wav'); % Reads wav file

>> song = audioplayer(y,44100);

% Saves as song using sample rate of 44100 Hz (44100 samples per second)

>> play(song) % Plays the song

>> stop(song) % Stops the song

**Creating .mat files:**

If you have several images and sound files for your program, it would certainly be worthwhile to create a .mat file containing these files. To do this, use the imread and wavread commands to load all of your image files and sound clips into the workspace window. Once you have all of the data files your need in the workspace window, use the ***save*** command to save them in a .mat file.

Example: The command: >> save MyStuff would save everything in the Workspace Window into a .mat file called MyStuff. The command: load MyStuff would load everything into your program.

**Adding Animation:**

There are several ways to add animation. The easiest method would be to use the pause command.

>> pause(2) % pauses the program for 2 seconds

Try this:

>> load Dice % Load Dice.mat file with Dice images

>> figure('WindowStyle','docked'); for k = 1:20; roll = randi([1 6],[1 5]); figure('WindowStyle','docked'); close; imshow([Dice{roll}],'InitialMagnification','fit');pause(1/30);end

You can use the pause command to plot one point at a time on a figure. Just remember to use ***hold on*** to retain previous points.