

Muster in Mma , WQ, FS 2013

```
m1[f[x_]] := f[x+1]
```

```
list1 = {f[x], f[2, 3], g[y], f[1/x]}
```

```
{f[x], f[2, 3], g[y], f[ $\frac{1}{x}$ ]}
```

```
Map[m1, list1]
```

```
{f[1+x], m1[f[2, 3]], m1[g[y]], f[ $1 + \frac{1}{x}$ ]}
```

(* next *)

```
m2[_[y_]] := y/x
```

```
Map[m2, list1]
```

```
{1, m2[f[2, 3]],  $\frac{y}{x}$ ,  $\frac{1}{x^2}$ }
```

(* ist alles auch mehrdimensional moeglich *)

```
Clear[f]
```

```
f[x_, y_] := Sqrt[x^2 + y^2]
```

```
{f[a, b], f[3, 4]}
```

```
{ $\sqrt{a^2 + b^2}$ , 5}
```

```
Clear[f]
```

```
f[{x_, y_}] := {y, x}
```

```
Map[f, {{1}, {2, 3}, {4, 5, 6}}]
```

```
{f[{1}], {3, 2}, f[{4, 5, 6}]}
```

(* Vorangehende Definition der Fibonacci-Zahlen war nicht gegen 'falsches' Einsetzen gefeit *)

```
fib[0] = fib[1] = 1;
```

```
fib[n_] := fib[n-1] + fib[n-2]
```

```
fib[-3]
```

```
$RecursionLimit::reclim: Recursion depth of 1024 exceeded. >>
```

```
fib[5.5]
```

```
$RecursionLimit::reclim: Recursion depth of 1024 exceeded. >>
```

(* Ausweg: Alles 'Falsche' ausschliessen *)

```
Clear[fib]
```

```
fib[0] = fib[1] = 1;
```

```
fib[n_? (IntegerQ[#] & ^ NonNegative[#] &)] := fib[n-1] + fib[n-2]
```

```

fib[-3]
fib[-3]

fib[5.5]
fib[5.5]

(* Muster bedingter Vorschriften, Condition /; *)
ourBinom[n_, k_] := n! / k! / (n - k)! /;
  IntegerQ[n] & IntegerQ[k] & n ≥ 0 & k ≥ 0
list2 = {7, -5, Sqrt[12], 5.5, z}
{7, -5, 2 √3, 5.5, z}

Map[ourBinom[#, 2] &, list2]
{21, ourBinom[-5, 2], ourBinom[2 √3, 2], ourBinom[5.5, 2], ourBinom[z, 2]}

(* Wichtige XxxQ-Funktionen:
  EvenQ      OddQ      ListQ      IntegerQ      MatrixQ
  allgemeine Abfrage mit: *)
? *Q

Typmuster x_Typ
Diese koennen mit konditionalen Mustern kombiniert werden

Clear[ourBinom]

ourBinom[n_, k_Integer?NonNegative] := Product[(n - i - 1) / i, {i, 1, k}]

Map[ourBinom[#, 2] &, list2]
{21, 28,  $\frac{1}{2}(-3 + 2\sqrt{3})(-2 + 2\sqrt{3})$ , 4.375,  $\frac{1}{2}(-3 + z)(-2 + z)$ }

(* Nun gut, wie mathematisch vernuenftig das fuer n ist,
ist eine andere Frage. Fuer k kontrolliert es gut: *)

Map[ourBinom[#, -5] &, list2]
{ourBinom[7, -5], ourBinom[-5, -5],
  ourBinom[2 √3, -5], ourBinom[5.5, -5], ourBinom[z, -5]}

(* next *)

Clear[f]

f[x_Integer] := x

f /@ list2
{7, -5, f[2 √3], f[5.5], f[z]}

(* Aber *)

```

```

Clear[f]

f[x_Real] := x

f /@ list2
{f[7], f[-5], f[2√3], 5.5, f[z]}

(* Die Integer sind keine 'Reals' und
   die Wurzel auch nicht !! 1.Ausweg: *)

f[x_Integer] := x

f /@ list2
{7, -5, f[2√3], 5.5, f[z]}

?f

Global`f

f[x_Real] := x

f[x_Integer] := x

(* nun fuer alle reellen Zahlen : *)

f[x_?NumericQ] := f[N[x]]

f /@ list2
{7, -5, 3.4641, 5.5, f[z]}

(* next

Variable Parameteranzahl : in Mma
                        Plus   Times   Min   Max

mit Platzhaltern ___ fuer ein oder mehrere Argumente
mit                ___ fuer null   -- " --                *)

relSum[a_, b_] := (a+b) / (1+a * b)

relSum[a_, b_, c_] := relSum[a, relSum[b, c]] // Together

relSum[x, y, z]

$$\frac{x+y+z+xyz}{1+xy+xz+yz}$$


relSum[0.3, 0.4, 0.5, 0.6]
0.962264

relSum[a, 1, b]
1

(* next : Wiederholte Muster /. und //. *)

```

```
a^2 + 2 a b^2 /. {a -> b^2 + 1, b -> 2}
```

```
8 (1 + b^2) + (1 + b^2)^2
```

```
a^2 + 2 a b^2 // . {a -> b^2 + 1, b -> 2}
```

```
65
```

```
(* next : Teillisten und Muster *)
```

```
list3 = {1, a, b^c, d^3, e + f, Sqrt[3]}
```

```
{1, a, b^c, d^3, e + f,  $\sqrt{3}$ }
```

```
Select[list3, MatchQ[#, _^_] &]
```

```
{b^c, d^3,  $\sqrt{3}$ }
```

```
u = 12 (1 + x)^5 // Expand
```

```
12 + 60 x + 120 x^2 + 120 x^3 + 60 x^4 + 12 x^5
```

```
Cases[u, 12 _^_]
```

```
{12 x^5}
```

```
Cases[u, _ x^4]
```

```
{60 x^4}
```

```
Cases[u, _ _]
```

```
{60 x, 120 x^2, 120 x^3, 60 x^4, 12 x^5}
```

```
Select[u, MatchQ[#, _ _] &]
```

```
60 x + 120 x^2 + 120 x^3 + 60 x^4 + 12 x^5
```

```
List @@ %
```

```
{60 x, 120 x^2, 120 x^3, 60 x^4, 12 x^5}
```

```
Cases[list3, _Symbol]
```

```
{a}
```

```
Count[list3, _Symbol]
```

```
1
```

```
MemberQ[list3, _Times]
```

```
False
```

```
(* Eigene Operatoren definieren,
```

```
Bsp. relativistische Summe von Geschwindigkeiten *)
```

```

Clear[CirclePlus]
CirclePlus[a_, b_] := (a + b) / (1 + a * b)

CirclePlus[a_, b_, c_] := CirclePlus[a, CirclePlus[b, c]] // Together

x ⊕ y ⊕ z      (* Esc C+ Esc *)

$$\frac{x + y + z + x y z}{1 + x y + x z + y z}$$


0.3 ⊕ 0.4 ⊕ 0.5 ⊕ 0.6
0.962264

a ⊕ 1 ⊕ b
1.

2 ⊕ 2

$$\frac{4}{5}$$


```