

## Advanced Programming – Part 1

### Exercise: Syntax

#### Task 1

Write a program that requires names for new matrices as input.

- The program should create new (empty) 3x3 matrices according to the names the user specified.

Example:

```
. task1 A B C

. mat dir
      C[3,3]
      B[3,3]
      A[3,3]
```

- Restrict the program such that it only accepts between one and three matrix names.

```
. task1 A B C D
namelist: too many specified
```

#### Task 2

Write a program which takes anything as input and checks for every input element whether it is a number (use `confirm` for this). The program should display for each element whether it is a number or not.

```
. task2 "Interesting," 2 plus 2 is 4
"Interesting," is not a number
"2" is a number
"plus" is not a number
"2" is a number
"is" is not a number
"4" is a number
```