Lecture 3

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Finding example code

Help forums

 ${\sf StackOverflow}$

RStudio (posit?)

Vignettes and helpfiles

Cheatsheets

Blogs and articles

ChatGPT (?), other AI

Finding code for specialized tasks

How to find and evaluate R packages: article

Dissecting example code

Getting example code to work

Start by trying the full piece of code. Does the example run? If not, try these steps first:

- Make sure you have all the packages that are used in the example installed on your computer
- ► If there is information on the package versions from the example, compare your versions to those used in the example
- Make sure that you have the example data and it's being loaded or set up correctly in R

If it still won't run, you may have to work through it to find out

Dissecting example code

- Run through code step-by-step. Take apart pipelines if necessary
- ► For each step, what does input look like? What does output look like?
- Make sure you understand why each function is being called and why any arguments are being used

Dissecting example code

Assess the code as you go:

- ▶ Why does it do each step?
- ► If the steps are inputting and outputting the same thing (e.g., a dataframe), how does that object change from before to after the call?

Dissecting nested code

Work from the inside out

Can you spot the differences?

If the function call outputs a revised version of the original object, compare that object before and after the call to make sure you understand how it's changed.

Can you spot the differences?



Adapting example code

Adapting example code

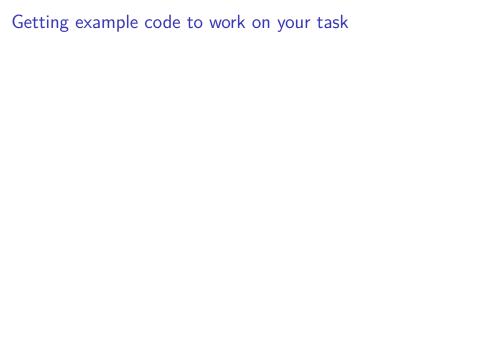
Two steps:

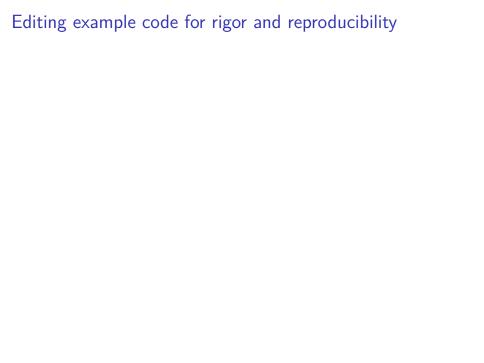
- 1. Get it to work
- 2. Edit it to make it more robust and reproducible

Adapting example code

Practical approaches:

- How does your data compare to the example data they use? How do you need to change it's format (or the example code) so it will work with the example code?
- Are there functions in the example code that are not in your normal set of tools? Could they be replaced with something in your usual toolset?





From the Jargon File:

kluge: /klooj/

[from the German 'klug', clever; poss. related to Polish & Russian 'klucz' (a key, a hint, a main point)]

- 1. n. A Rube Goldberg (or Heath Robinson) device, whether in hardware or software.
- 2. n. A clever programming trick intended to solve a particular nasty case in an expedient, if not clear, manner. Often used to repair bugs. Often involves <u>ad-hockery</u> and verges on being a <u>crock</u>.
 - 3. n. Something that works for the wrong reason.
 - 4. vt. To insert a kluge into a program. "I've kluged this routine to get around that weird bug, but there's probably a better way."
 - 5. [WPI] n. A feature that is implemented in a <u>rude</u> manner.

A kluge by Rube Goldberg:



A kluge to make an iPhone speaker (MacGyver-style kluge):



A kluge for plowing a field (a "There I Fixed It"-style kluge):



A kluge for fixing a bike (a "There I Fixed It"-style kluge):



"There isn't much to say about the blog"There I Fixed It", other than that you should add it to your RSS reader immediately. It's a gallery of user-submitted hacks, the twist being that these hacks are disastrous, usually dangerously so, and many of them could quite possibly end in death."

— Wired Magazine, https://www.wired.com/2009/07/there-i-fixed-it-gallery-of-dangerous-hilarious-hacks/

Find and fix kluges

"The essence of proper kluge building is the designer who is so clever that he outwits himself. —"How to Design a Kluge", Datamation magazine