

## **Functions in R & Python**

A practical introduction

Lima, Perú 08 October 2022

#### Content

- Introduction to function
  - Coding vs programming
  - Benefits of programming
  - Introduction to Python
  - Function structure (Python vs R)
- Create a source (function dictionary)



Illustrations by Pixeltrue on icons8

## Coding vs programming

Instead these words are often used interchangeably, they actually signify two very different things.

| Coding  | Programming  |
|---|--|
| Translate the requirement logics into a machine-<br>understandable code without worrying about the<br>details | Analyze and conceptualize different aspects of any program and also solutions to any problems that may or may not occur due to the process |
| Basic knowledge of programming skills without any software tools  | Good knowledge of programming skills and good software development tools   |
| Helps to work with simple projects  | helps to work with big projects and manage them  |

## Coding vs programming

So, is it better to learn coding or programming?



Coding: occasional use, general solutions, but also high demand

Programming: frequent use, specific solutions, high demand

## **Benefits of programming (functions)**

Why functions are useful?

#### Reusability

It can be called multiple times from different spaces. This avoids duplicated code

#### **Modularity**

Divide a complex problem into multiple functions. Better tracking

#### Testing

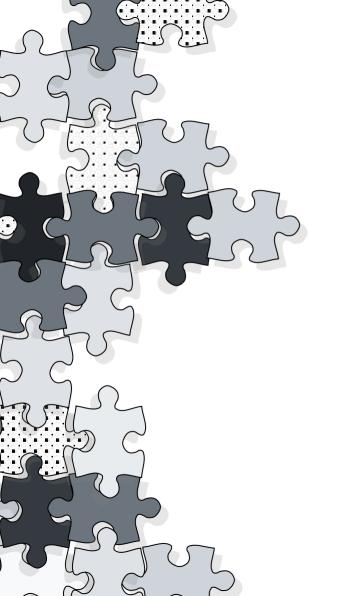
Less code to test, easier to find bugs. Test a function just once time

#### **Extensibility**

Functions reduce the amount of code that has to be written

#### **Abstraction**

You don't need to know how it works, or what other code it's dependent upon to use it



Imagine the first 10 employees of Google, it's pretty clear they didn't have a PHD in computer science, they had programming experience

- Dr. Chuck Severance

# **Python**

#### What is it?

It's a high level, dynamic "multiparadigm" (maybe more OOP than others) language. Its core philosophy is readability.

Typing in Python is based on "classes", which allow programmers to create their own types.

#### Why it matters?

Because of its readability and broad range of libraries it is one of the more accessible and popular languages for Data Science today, it has also been implemented as an scripting language in multiple softwares which allows interdisciplinary approaches

## **Function structure**

#### **Basic Logic**

- A function is a block of code which performs a task.
  - It has a name; which we use to call the function
  - It has a void; which means it has "no value"
  - It has an **argument**; which is the miniprogram inside



# © C++ and Python

Objective: Return a signal for the execution of a function

```
// Create a function
void myFunction() {
 cout << "I just got executed!";</pre>
int main() {
 myFunction(); // call the function
 return 0;
// Outputs
"I just got executed!"
```

```
#Create a function
def my_function():
 print("I just got executed!")
#Call the function
my_function()
#Outputs
"I just got executed!"
Python
```

# R and Python

#### Objective: Create a function which tells if a number is odd or even

```
# Create a function
evenodd = function(x)
     if (x \%\% 2 == 0)
          return("even!")
     else
          return("odd;");
# Call the function
print(evenodd)(4));
# Outputs
"even!"
```

```
#Create a function
def evenodd(x):
     if x\%2 == 0:
                   print("even!")
         else:
                    print("odd;")
#Call the function
evenodd(4)
#Outputs
"even!"
Python
```

# R and Python

#### Objective: Create a function which tells if a number is odd or even

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```
#Create a function
def evenodd(x):
     if x\%2 == 0:
                   print("even!")
         else:
                    print("odd;")
#Call the function
evenodd(4)
#Outputs
"even!"
Python
```

# **Python Dive**

Objective: Return a signal for the execution of a function

# Arguments get a value when called

```
#Create a function
def my_function(fname):
    print("Hello from a function called: ", fname)

#Call the function
    my_function("my first function")

#Outputs
"Hello from a function called: my first
```

function"

# ...And you can have multiple values

```
#Create a function
def my_function(fname, flastname):
    print("Hello from a function called ", fname,
flastname)

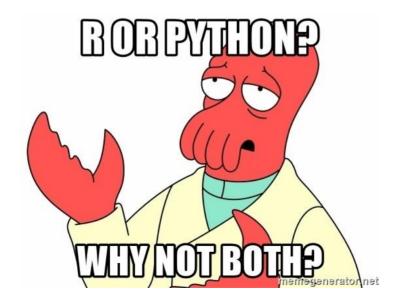
#Call the function
    my_function("my first function", "is quite
    simple")
```

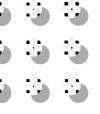
#### **#Outputs**

"Hello from a function called: my first function is quite simple"

# Create a source (function dictionary)

**Problem:** How automate sum of squares?





## The thing with creating Python Source...

And why some people say its and Object Oriented Language















## Its impossible to call a function directly from somewhere outside the main file/code

Or at least, it ain't the easy way...



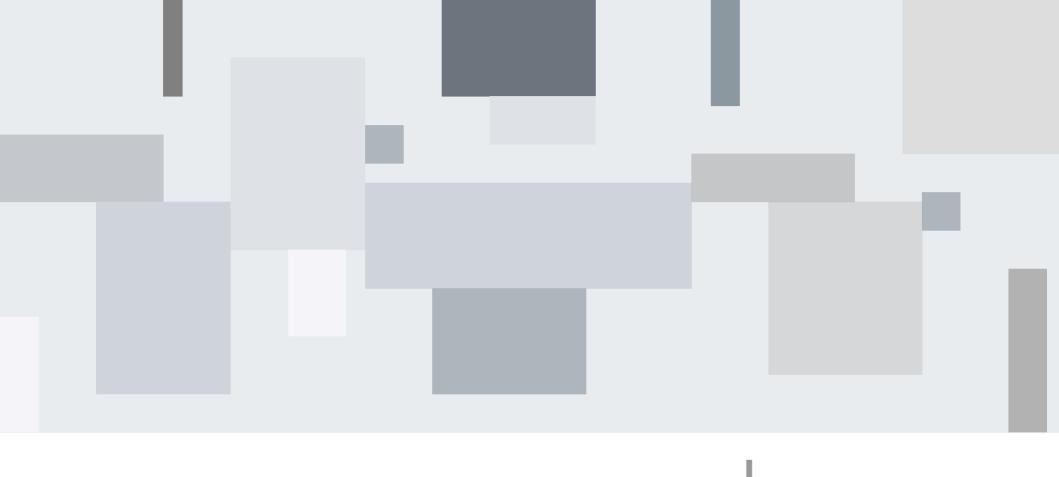




# **Python Dive**

Objective: Create a function which returns the square of a number

```
class square:
#x square
          def _init_(self, x, y):
                     self.x = x
                     self.y= y
          def sq(x):
                     return x*x
#Call function
print(square.sq(4))
#Outputs
16
```



# Functions in R & Python A guide for a deeper dive

Lima, Perú 15 October 2022

#### Content

- Good Practices in coding
  - Naming conventions
  - Indents and spaces
- Source/package management
  - Anaconda vs. Pip (Python)
- Introduction to functional programming









Thanks to Stackoverflow (and others) coding is easier everyday...







# But sometimes answers can lead to ugly solutions

It works! But, can I make it more simple?

```
function down visibility(id1,id2,id3,id4,id5,id6,id7,id8) {
                   document.getElementById(id1);
          var e2
                   document.getElementById(id2);
                   document.getElementById(id3);
                   document.getElementById(id4);
          var e4
                   document.getElementById(id5);
          var e5
                   document.getElementBvId(id6);
          var e6
                   document.getElementById(id7);
          var e7
                   document.getElementById(id8);
         if(e1.style.display == 'none')
            e1.style.display = 'block';
         else if(e1.style.display == 'block')
           { e1.style.display =
                                 'none'; }
             e2.style.display
                                 'none';
             e3.style.display
                                 'none':
             e4.style.display
                                 'none':
             e5.style.display
                                 'none':
             e6.style.display
                                 'none';
             e7.style.display
                                 'none';
             e8.style.display
                                 'none':
</script>
```



## "Beautiful" code it's inherently subjective

But some standards have become common practice:

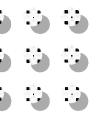
- Naming should always be sensible and direct to avoid misinterpretations
  - When working within an organization, we should always ask about naming conventions and nomenclatures
- Indents should be used for better readability (mandatory use in Python)
- Ockham's Razor: Avoid Copy+Pasting your own code
- Comment always you can



## Recycled example

Objective: Create a function which tells if a number is odd or even

```
#Create a function
def evenodd(x): }
                   sensible naming
     if x\%2 == 0:
         print("even!")
                             Nesting and indentation
     else:
         print("odd;")
          the function
#Call
evenodd(4)
#Output should be "even!"
                              Commenting
```



## When working on a group...



Practices inside organizations can vary and we should check:

- NDA's and private information that the organization wishes to avoid naming
- Previous coding documentation and packages in use
- Security limitations and sharing conventions

Nowadays, packages or libraries will (most likely) be used extensively in your projects

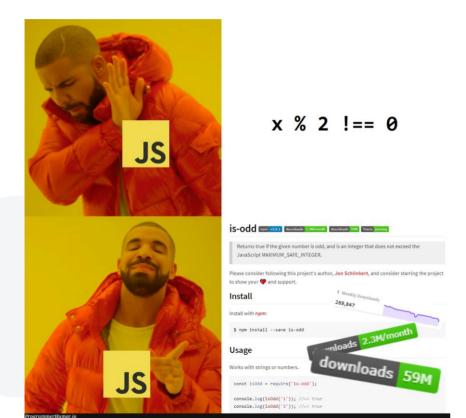






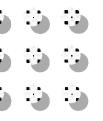


## Managing many packages can be tricky...

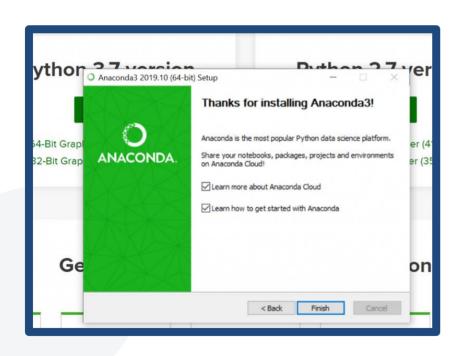


So we should always keep ours in check

- Ockham's razor: Loose some packages
- Update (if not in production)
- Manage your sources:
  - Follow the practices though before, but for your packages
  - Explore if you need to multiply your sources
    - Main, per project or per client are some of the options.



### Maybe you have heard about Anaconda



Anaconda is a package manager for Python (and R)

- You have to install it before Python or R, or your system might have a hard time
- Helps with package management by updating automatically based on performance
- Has its own "conda-forge" where people can share their own packages
- Conda might be late to some updates that are distributed mainly on pip (ie: psysql)











#### What's a programming paradigm?

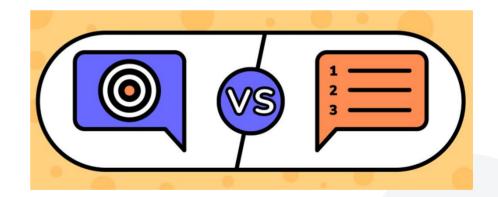
A method to solve a problem

#### **Imperative**

Programs specify how it is to be done; direct dictation [JAVA, C, C++]

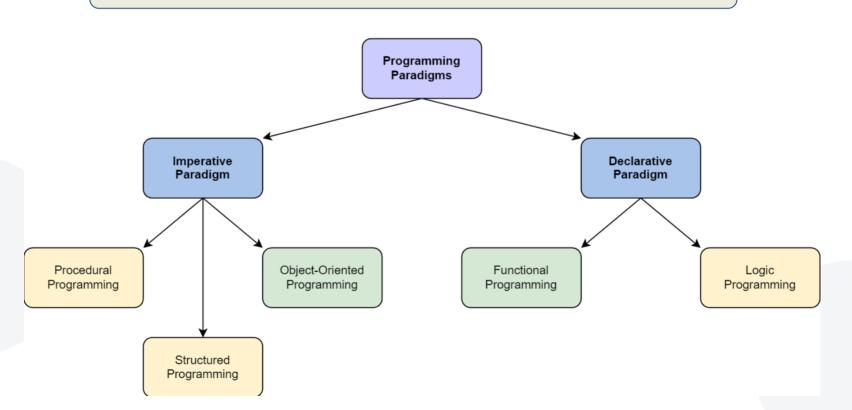
#### **Declarative**

Programs specify what is to be done; desire result [SQL]



# Eunctional programming

#### Imperative vs declarative





#### **Concepts**

- Pure functions
- Function composition
- Recursive functions
- High order functions







