

# **PROG102: Functions**

**Writing your own functions in R**

**MARINCS 100B | Intro to Marine Data Science | Winter 2025**

# Key concepts

2 purposes of a function

Encapsulation and Reusability

Functions have a specific syntax, require parameters

Turns an essay into a recipe

## Easy to read

Take a complex concept and make it easier to understand

# Reusable

Functions have parameters. You can use the function multiple time to work with different sections of the code

# Syntax

Name  
Keyword  
Parameters  
Body  
Return/output

```
function_name <- function(input1, input2, etc) {  
  output_value <- DO SOMETHING TO INPUT  
  return(output_value)  
}
```

**Demo in R**

# Recap

Functions encapsulate the details and makes code easier to repeat

## New vocabulary and lingering questions

### New vocabulary

Encapsulation

### Lingering questions

Why do we do this

```
test_f <- function(test) {  
  return_var <- test + 1  
  return(return_var)  
}
```

Instead of this

```
test_f <- function(test) {  
  return(test + 1)  
}
```



## Exercises

Label the five parts of this function:

Name                      Keyword              Parameters

```
first_and_last <- function(s) {  
  first_char <- substr(s, 1, 1)  
  last_char <- substr(s, nchar(s), 1)  
  result <- paste(first_char, last_char)  
  return(result)  
}
```

Body

Output

## Exercises

Match the function bodies on the left with the name that describes what they're doing on the right.

```
function(x) {  
  result <- x + 1  
  return(result)  
}
```

increment

```
function(a) {  
  result <- a * 2  
  return(result)  
}
```

double

```
function(a, b) {  
  c_squared <- a^2 + b^2  
  result <- sqrt(c_squared)  
  return(result)  
}
```

hypotenuse\_length

## Exercises

Write a function that turns a vector into a palindrome. For example, it should turn 1 2 3 into 1 2 3 3 2 1. Hint: you'll have to use a function called `rev()`. Choose a short but descriptive name for your function.

```
palindrize <- function(vec) {  
  return_vec <- c(vec, rev(vec))  
  return(return_vec)  
}
```

```
palindrize(c(1,2,3,4))
```

# **PROG102: Functions**

**How functions execute**

## Key concepts

Functions act as "Black Boxes", or pocket dimensions  
Parameters and returns are bridges in and out  
Debugger helps us look at functions

# The black box

Encapsulation

**Demo in R**

## Recap

Calling `browser()` at the beginning of a function allows us to walk through it step by step



## New vocabulary and lingering questions

### New vocabulary

Debugger  
Browser

### Lingering questions

Is there any way to affect variables from inside a function? Or is it something you MUST do outside?

## Exercises

- What value does the following code yield?

11

- How could you change `fish_mass` so the code yields 12 instead?

Change the initial mass to 6

- How could you change the body of the function so the code yields 12?

Change 0.2 to 0.25

```
fish_mass <- 5
temperature <- 20
fish_growth <- function(mass, temp) {
  growth <- 2 + 0.2 * temp
  mass <- mass + growth
  return(mass)
}
fish_growth(fish_mass, temperature)
```

## Exercises

In your own words, why does running this code generate an error?

The variable "area" is only defined inside the function, which makes it inaccessible to the rest of the program

```
calc_volume <- function(height, width, depth) {  
  area <- height * width  
  volume <- area * depth  
  return(volume)  
}  
vol <- calc_volume(3, 5, 1)  
area
```

# **PROG102: Functions**

**Default and named parameters**

# Key concepts

Parameters usually enter in order(by position)  
Default parameters allow you to not specify a value(they default to something)  
Named parameters can go wherever  
Default and Named are options

## Default and named parameters

```
round(x, digits = 0)
```

digits = 0 That is default value

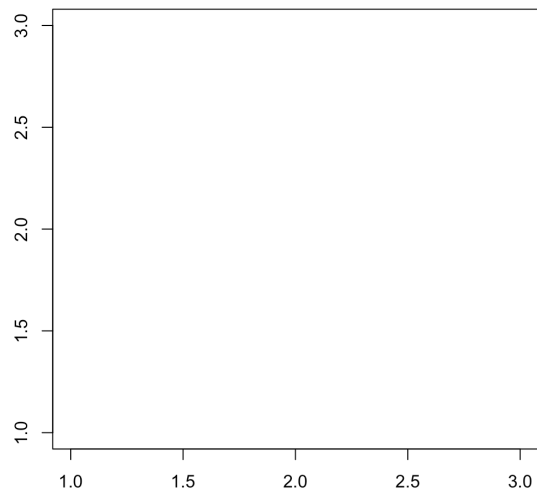
Pi rounded = 3  
round(pi) = 3

round(digits = 2, pi) = 3.14

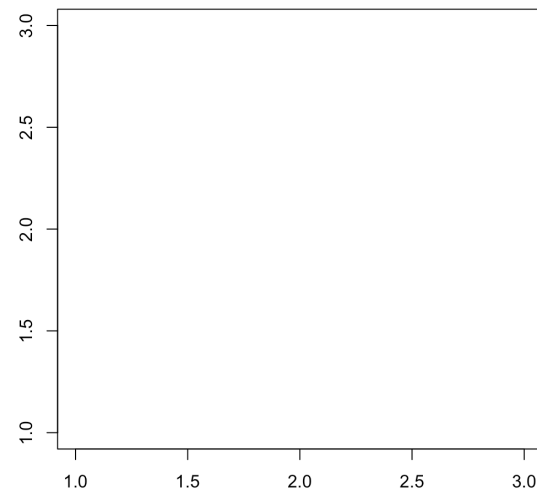
## Long parameter lists

```
plot(x, y = NULL, type = "p", xlim = NULL, ylim = NULL,  
     log = "", main = NULL, sub = NULL, xlab = NULL, ylab = NULL,  
     ann = par("ann"), axes = TRUE, frame.plot = axes,  
     panel.first = NULL, panel.last = NULL, asp = NA,  
     xgap.axis = NA, ygap.axis = NA,  
     ...)
```

```
plot(c(1, 2, 3), c(3, 2, 1))
```



```
plot(c(1, 2, 3), c(3, 2, 1),  
     xlab = "x", ylab = "y")
```



# Demo in R

SKIPPED



## Triple dots

```
max(..., na.rm = FALSE)
```

```
paste(..., sep = " ", collapse = NULL, recycle0 = FALSE)
```

Ignore triple dots. Use intuition

# Recap

Modify how functions work  
Default values allows us to skip over parameters  
Named values allows us to put the important stuff first

## New vocabulary and lingering questions

### New vocabulary

Default parameters  
Named parameters

### Lingering questions

What are those triple dots doing???

## Exercises

R represents *missing* data with the value NA. Say you're doing an experiment and you miss the second observation. In R you can write that as `c(1, NA, 3, 4)`.

Most summary functions, like `mean()`, `max()`, and `median()`, have a parameter called `na.rm`. What does this parameter do? What is its default value? How would you get the maximum value of the vector `c(1, NA, 3, 4)`?

```
x <- c(1, NA, 3)
```

```
print(max(x))
```

```
print(max(x, na.rm = TRUE))
```

`na.rm` usually defaults to `FALSE`

This parameter removes any missing data, allowing us to call the `max/median/mean` functions