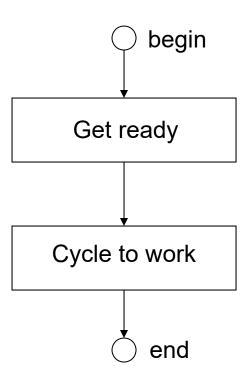
## Algorithm

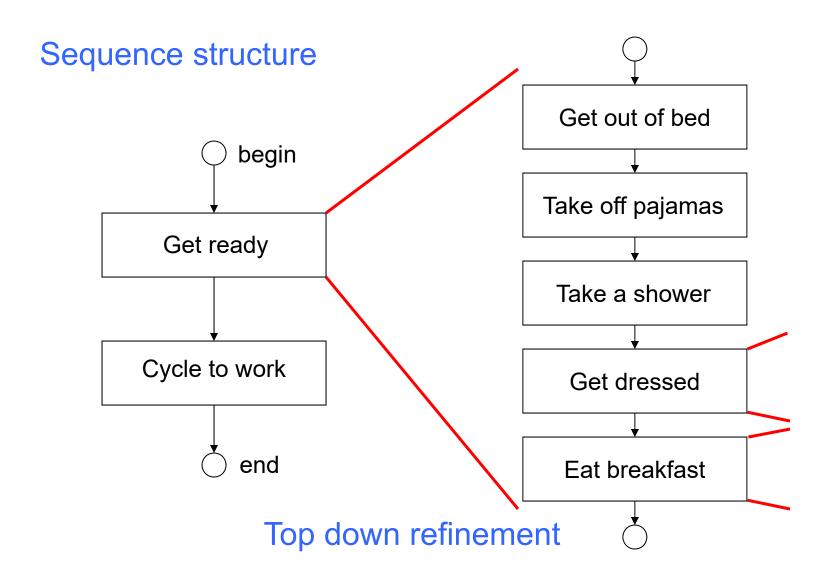
- Procedure for solving a problem in terms of actions to execute and order to execute them
- Algorithms for: data management, models, analysis, visualization ...
- Code
- Math used to stand in for code (and still does)

# Get to work algorithm

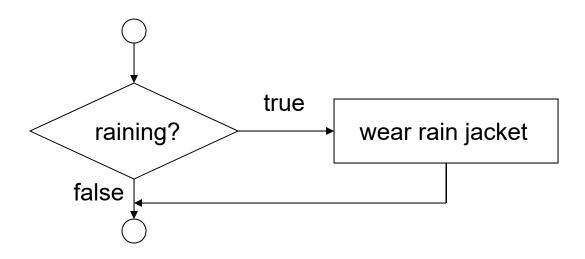
#### Sequence structure



## Get to work algorithm



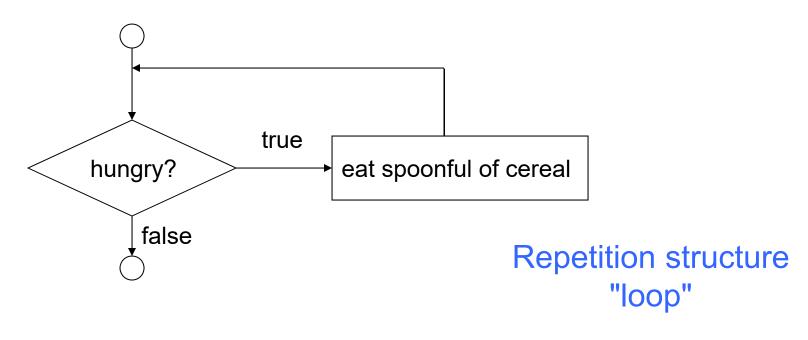
# Get dressed algorithm



```
> if ( raining ) {
>     wear rain jacket
> }
```

Selection structure
"branch"
"conditional"

## Eat breakfast algorithm



```
> while ( hungry ) {
> eat spoonful of cereal
> }
```

## Structured programming

- All problems can be solved by combining these 3 algorithmic structures
  - sequence structures
  - selection structures
  - repetition structures
- Very empowering!

## Get ready function

```
> get_ready <- function() {</pre>
  get out of bed
> take off pajamas
                                      Function structure
  take a shower
> get dressed
> eat breakfast
                                               Get out of bed
                                              Take off pajamas
                              Get ready
                                               Take a shower
                                               Get dressed
                                               Eat breakfast
```

## Get ready function

```
> get_ready <- function() {</pre>
     get out of bed()
     take off pajamas()
                                  Calling other functions
    take a shower()
> get dressed()
 eat breakfast()
                                               Get out of bed
                                              Take off pajamas
                              Get ready
                                               Take a shower
                                               Get dressed
```

Eat breakfast

R uses functions heavily