

# Today

- Still programming focused!
- C **for** repetition structure (cont)
- C arrays
- Other structures in C & Python
- Functions

# C **for** and arrays

See code

# Structured programming

- Sequence structure
- Selection structure (conditional, branches)
- Repetition structure (iteration, loops)

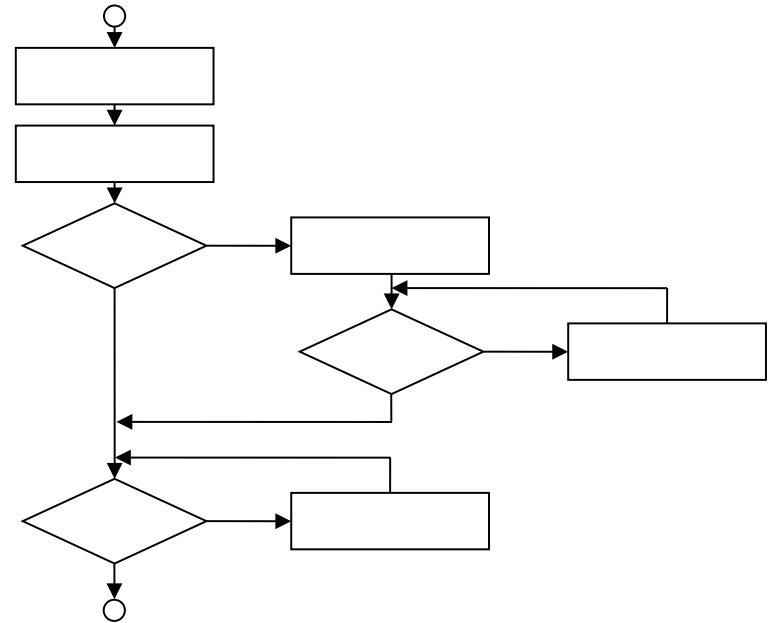
# Combining control structures

## Stacking

- one after another

## Nesting

- one inside another



These are all the programming tools you need to solve any (solvable) problem!

Next: additional, powerful programming tools for convenience or to solve specific problems.

# R selection structures

if single selection structure

```
if ( condition ) {  
    expression  
}
```

if-else double selection structure

```
if ( condition ) {  
    expression1  
} else {  
    expression2  
}
```

if-else if multiple selection structure

```
if ( condition ) {  
    expression1  
} else if {  
    expression2  
} else {  
    expression3  
}
```

# R repetition structures in practice

while sentinel control

```
while ( condition ) {  
  expression  
}
```

for counter control

```
for ( i in 1:n ) {  
  expression  
}
```

until sentinel control

```
while ( !condition ) {  
  expression  
}
```

foreach collection control

```
for ( item in collection ) {  
  expression  
}
```

do-while sentinel control (e.g. option 4)

```
repeat {  
  expression  
  if ( !condition ) break  
}
```

# C selection structures

if single selection structure

```
if ( condition ) {  
    expression;  
}
```

if-else double selection structure

```
if ( condition ) {  
    expression1;  
} else {  
    expression2;  
}
```

if-else if multiple selection structure

```
if ( condition ) {  
    expression1;  
} else if {  
    expression2;  
} else {  
    expression3;  
}
```

# C repetition structures in practice

while sentinel control

```
while ( condition ) {  
    expression;  
}
```

until sentinel control

```
while ( !condition ) {  
    expression;  
}
```

do-while sentinel control

```
do {  
    expression;  
} while ( condition )
```

do-until sentinel control

```
do {  
    expression;  
} while ( !condition )
```

for counter control

```
for ( int i=0; i < n; i++ ) {  
    expression;  
}
```



# Python selection structures

if single selection structure

```
if condition:  
    expression
```

if-else double selection structure

```
if condition:  
    expression1  
else:  
    expression2
```

if-else if multiple selection structure

```
if condition:  
    expression1  
elif:  
    expression2  
else:  
    expression3
```

# Python repetition structures in practice

while sentinel control

```
while condition:  
    expression
```

for counter control

```
for i in range(n):  
    expression_with_i
```

until sentinel control

```
while not condition:  
    expression
```

for counter control (Pythonic)

```
for _ in range(n):  
    expression
```

do-while sentinel control (Pythonic)

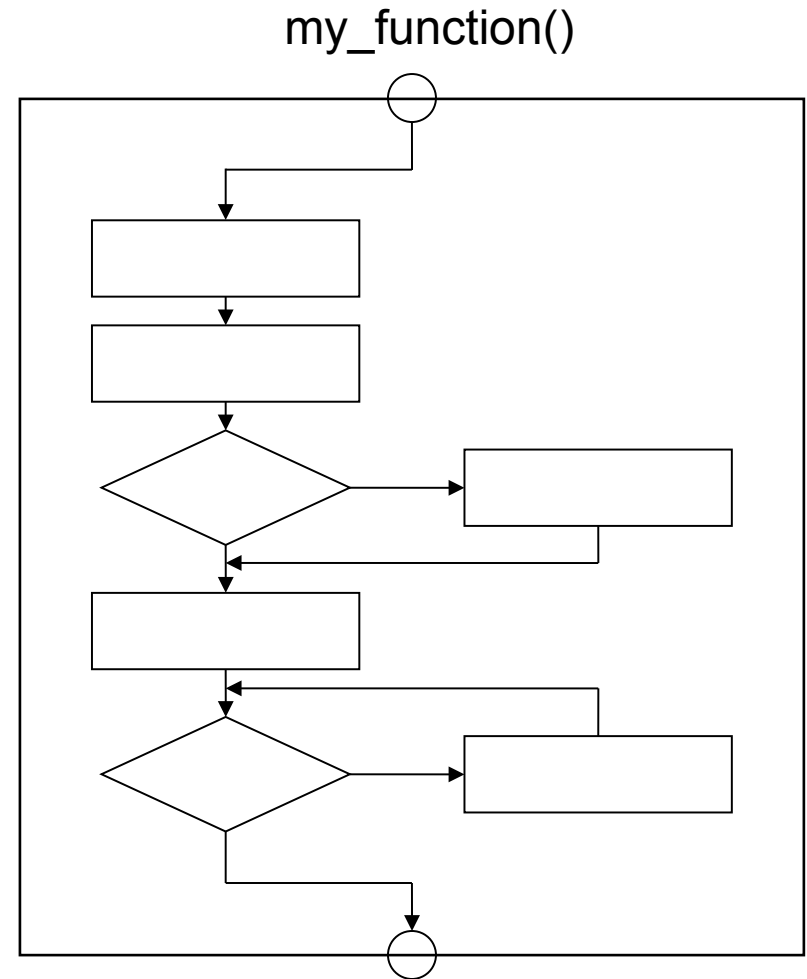
```
while True:  
    expression  
    if not condition:  
        break
```

foreach iterable control

```
for item in iterable:  
    expression
```

# Programming: functions

- A function **encapsulates an algorithm**
- Functions break a program down into **modules**
- Modularized programs are easier to write, debug, maintain, and modify
- Functions make algorithms easier to **reuse**



# Making a function in R

- ?"function" – only the bare bones

```
function_name <- function(arguments) {  
  expression  
  return(object)  
}
```

Class style

← explicit return

← indent (4 spaces)

← closing brace aligns with first letter of function name

# Making a function in R

- ?"function" – only the bare bones

```
function_name <- function(arguments) {  
  expression  
  return(object)  
}
```

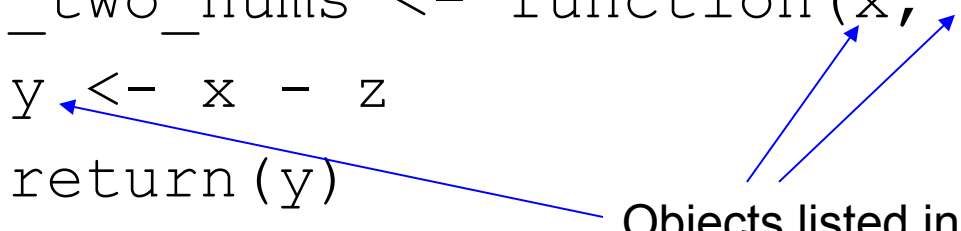
```
diff_two_nums <- function(x, z) {  
  y <- x - z  
  return(y)  
}
```

# Making a function in R

- ?"function" – only the bare bones

```
function_name <- function(arguments) {  
  expression  
  return(object)  
}
```

```
diff_two_nums <- function(x, z) {  
  y <- x - z  
  return(y)  
}
```



Objects listed in the arguments or defined in the function can only be seen inside the function. These are called **local variables**.  
Concept: **scope**.

# Scope

- See examples in functions.R
- Good programming practice: **avoid global variables**
  - Define **local variables** by including in argument list or initializing within the function
  - Global variables make programs harder to maintain and debug

# Make a function

```
function_name <- (arguments) {  
  expression  
  return(object)  
}
```

Break out the movement of the squirrel to a neighboring square



# Make a function

```
function_name <- (arguments) {  
  expression  
  return(object)  
}
```

## Exercise:

Make a function to calculate the linear model given the model parameters and a vector of x data. In other words, turn the following into a function:

$$y \leftarrow b\_0 + b\_1 * x$$