# Data types

| Туре     | e.g.              | С             | R         | Python |
|----------|-------------------|---------------|-----------|--------|
| Integers | 7, 49284          | int           | integer   | int    |
| Decimals | 7.0, 12.56        | float, double | numeric   | float  |
| Boolean  | True, False       | -             | logical   | bool   |
| Strings  | "a", "hello", "%" | char          | character | str    |

# Querying data types & data structures

| Concept        | R              | Python        |
|----------------|----------------|---------------|
| Data type      | typeof(object) | type(element) |
| Data structure | class(object)  | type(object)  |

In C, data types are defined ("declared") in the code explicitly.

## Collection controlled repetition

- Many languages have convenience structures for collection controlled repetition
- Often called foreach or similar
- General pseudocode:

for each item in collection do something

R's for structure is actually collection controlled repetition, a special case of counter controlled repetition

```
an expression that
evaluates to a collection

for (item in collection) {
   expression
}

item will in turn be assigned the value
```

of each element in the collection

#### Example

```
a <- c(0.51,0.57,0.09,1.02,1.10)
for ( number in a ) {
    print (number * 2)
}
item collection</pre>
```

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"number" is in turn each element of a

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```
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    print (number * 2)
}

item collection | loop 3 | 0.51 | 0.57 | 0.09 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.02 | 1.10 | 1.10 | 1.02 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.10 | 1.1
```

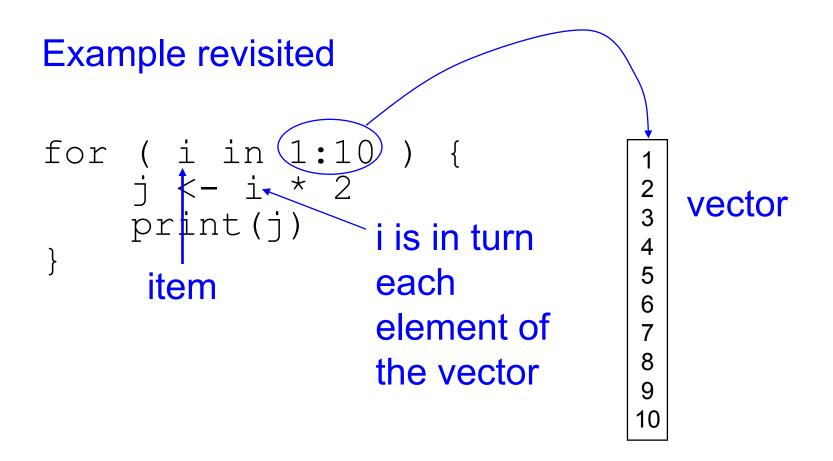
"number" is in turn each element of a

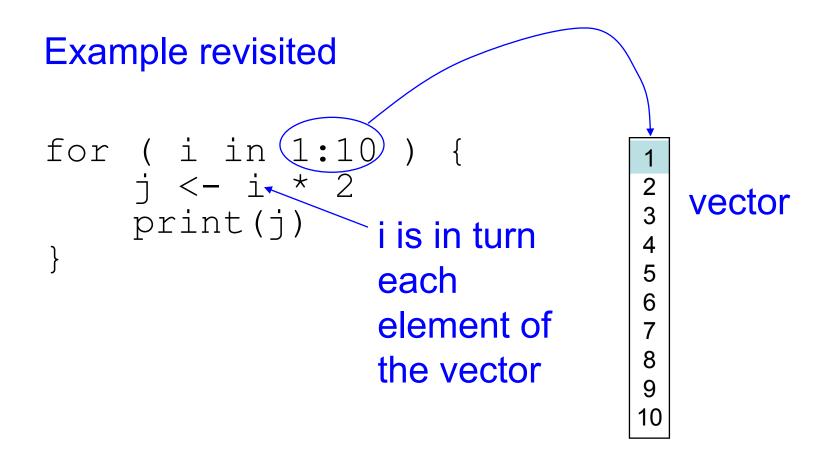
#### **Example revisited**

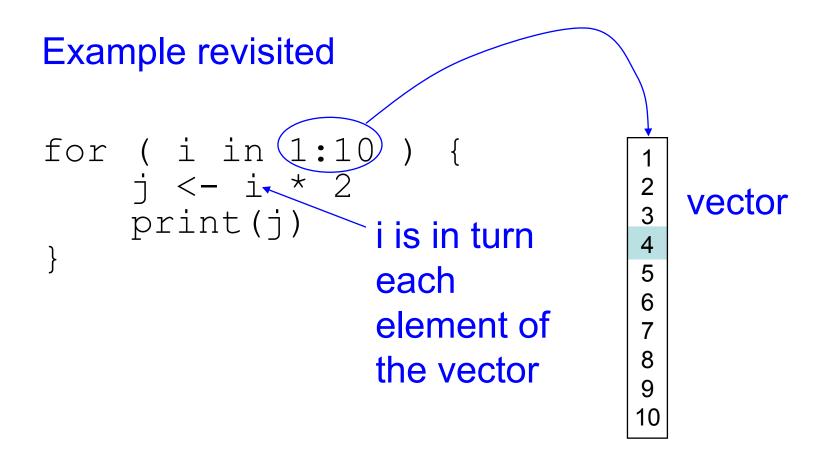
```
for ( i in 1:10 ) {
    j <- i * 2
    print(j)
}</pre>
```

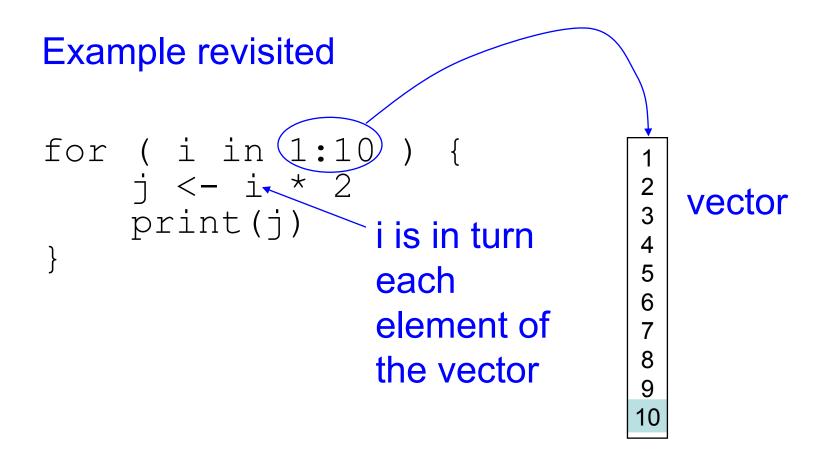
#### **Example revisited**

```
for ( i in 1:10 ) {
    j k- i * 2
    print(j)
}
item collection
```









# Collection controlled repetition

Collection controlled repetition is a special case of counter controlled repetition

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```
v \leftarrow c(0.51, 0.57, 0.09, 1.02, 1.10)
n <- length(v)</pre>
i <- 1
while (i \le n) {
     j <- v[i] * 2
     print(j)
                              Reduces to
     i < -i + 1
                              for (item in v) {
                                 j <- item * 2
                                 print(j)
```

## Data structure: list

- Collection of objects
- Can be heterogeneous

```
mylist <- list(9, "A", 2) mylist = ["a", 9, "b"]

R
```

See additional code

### R: collection control with lists

```
creates a list
mylist <- list(obj1,obj2,obj3)</pre>
for (object in mylist) {
     expression
                            could do something
                            to or with the object
                            (or not)
```

#### R: collection control with lists

```
a, b, c, d
are numerical
vectors

datasets <- list(a, b, c, d)
for ( x in datasets ) {
   hist(x)
}</pre>
```

What does this do?

# Python: for is iterator controlled

Often amounts to counter controlled repetition but sometimes sentinel controlled

```
an object that is iterable (incl list, iterable)
```

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

item will in turn be assigned the value of each element in an iterable

An iterator object has a start, an increment method, and checks for an end condition. Calculated iteratively.

#### Classic counter controlled repetition

```
object of type iterable producing an iteration sequence from 0 to 9

for i in range(10):
   print("Hello")
```

#### General item in iterable

```
object of type iterable producing an iteration sequence from 1 to 10
```

```
for i in range(1, 11):
    j = i * 2
    print(j)
```

#### Iterate over a collection

```
rainbow = list(range(1, 11))
for i in rainbow:
    j = i * 2
    print(j)

Iist is iterable
```

The list iterator checks for an end condition each iteration, which could change, so it's actually sentinel control

```
x = [0, 1]
for item in x:
    x.append(item)
lengthen x
```

This makes an infinite loop!

because the index of item never reaches the end

The list iterator is sentinel control

#### Effectively this:

```
x = [0, 1]
i = 0
while i < len(x):
item = x[i]
never     x.append(item)
false     i = i + 1</pre>
```

# Contrast with counter control

```
x = [0, 1]
i = 0
ahead
n = len(x)
while i < n:
item = x[i]
x.append(item)
i = i + 1</pre>
```

Py

Take away:

Mostly we can think of it as counter control even when it's implemented as sentinel control