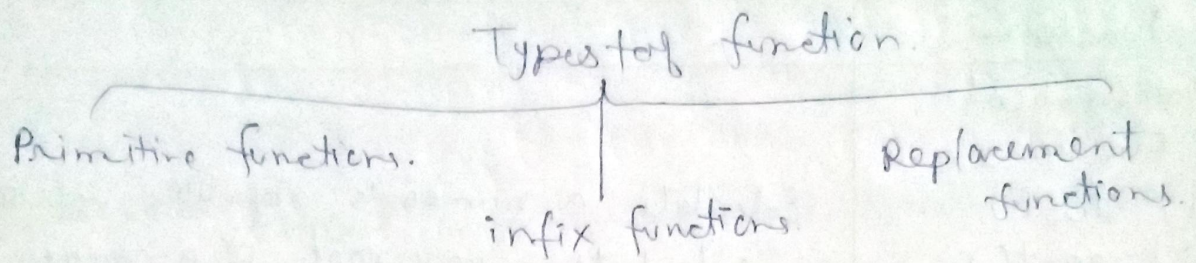


Built in Function in R

Functions	
<p>Mathematical Functions</p> <ul style="list-style-type: none">(i) <code>abs()</code>(ii) <code>sqrt()</code>(iii) <code>round()</code>(iv) <code>exp()</code>(v) <code>log()</code>(vi) <code>cos()</code>, <code>sin()</code>, <code>tan()</code>	<p>calculate a number's absolute value calculate square root of a number round a number to nearest integer calculate the exponential value calculate logarithmic value of number calculate the trigonometric value.</p>
<p>Statistical function</p> <ul style="list-style-type: none">(i) <code>mean()</code>(ii) <code>median()</code>(iii) <code>cor()</code>(iv) <code>var()</code>	<p>vector's arithmetic mean/average. vector's median value correlation between two vector variance of the vector.</p>
<p>Data manipulation functions</p> <ul style="list-style-type: none">(i) <code>unique()</code>(ii) <code>subset()</code>(iii) <code>aggregate()</code>(iv) <code>order()</code>	<p>return unique value in vector subset a data frame based on conditions groups data according to a grouping variable. uses ascending or descending order to sort a vector.</p>
<p>file input/output functions</p> <ul style="list-style-type: none">(i) <code>read.csv()</code>(ii) <code>file.csv()</code>(iii) <code>file.table()</code>(iv) <code>file.table()</code>	<p>reads information from a csv file publishes information to a read csv file reads information from a tabular. creates a tabular file with data.</p>

TYPES OF FUNCTIONS IN R



(i) Primitive functions:

Generally, a function comprises of three parts.

- The `formals()`, the list of arguments that control how you call the function.
- The `body()`, the code inside the function.
- The `environment()`, the data structure that determines how the function finds the values associated with the names.

- The `formals` and `body` are defined explicitly whenever one creates a function, but the `environment` is specified implicitly, based on where you define the function.
- But there is an exception to the rule that a function has three components, some functions call C code directly. These functions are known as primitive functions.
- The primitive functions exist primarily in C not R, so their `formals()`, `body()` and `environment()` are NULL.
- These functions are only found in base package.
- Primitive functions are harder to write but are highly efficient. They are of two types: either type builtin or type special.

(ii) Infix functions:

- infix functions are those functions in which the function name comes in between its arguments and hence have two arguments.
- R comes with a ~~large~~ number of built-in infix operators such as `:`, `::`, `:::`, `$`, `@`, `^`, `*`, `/`, `+`, `-`, `>`, `<`, `=`, `<=`, `>=`, `==`, `!=`, `!`, `&`, `!`, `||`, `~`, `<-` and `<<-`.
- one can create his own infix functions that start and end with `%`.
- The name of an infix function is more flexible as it can contain any sequence of characters except `%`. There are some predefined infix operators in R programming.

Operator	Description
<code>%%</code>	Remainder operator.
<code>%/%</code>	integer division
<code>%*%</code>	matrix multiplication
<code>%o%</code>	outer product
<code>%x%</code>	kroncker product
<code>%in%</code>	matching operator.

(iii) Replacement Functions:

- Replacement functions modify their arguments in place.
- The name of replacement functions are always succeeded by `<`.
- They must have arguments named `x` and `value`, return the modified object. In case of a replacement, a function needs additional arguments, the additional arguments should be placed between `x` and `value`, and must be called with additional arguments on the left.

- The name of the function has to be quoted as it is a syntactically valid but non-standard name and the parser would interpret `<-` as the operator not as part of the function name if it weren't quoted.

Syntax:

```
"function_name" <- function(x, additional arguments, value)
{
  function body
}
```

example

```
"replace" <- function(x, value)
{
  x[1] = value
  x
}
x = rep.int(5, 7)
replace(x) = 0L
print(x)
```