

PROG102: Functions

Writing your own functions in R

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

Key concepts

Functions have two purposes

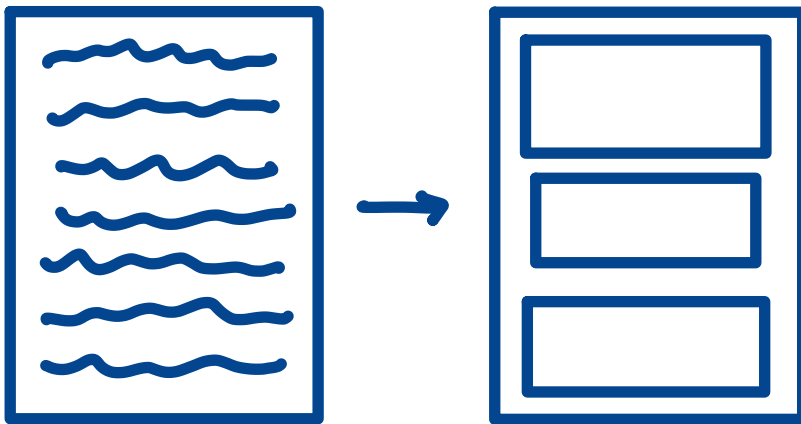
- hide code "encapsulation"
- Apply same code to new inputs
reusability

Know correct syntax

Easy to read

Cognitive load:

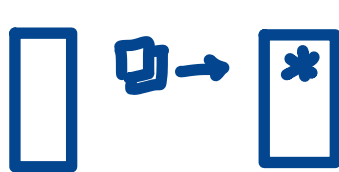
remember < 7 items



grouping data

Reusable

Copy Paste:



Parameters

inputs →  → outputs

same logic, new
inputs, new outputs

Syntax

name

keyword

Parameter (parentheses)

body {curly braces}

return output

Demo in R

Recap

Functions make code readable by
hiding the details : Encapsulation

Functions make code reusable by
allowing different inputs : parameters

Syntax - every function definition
has five parts

New vocabulary and lingering questions

New vocabulary

Encapsulation: a way of bundling data in your code

Parameter: a way to reference a single piece of data

Reusability: the ability to make versatile code that can work for different things

Lingering questions

Exercises

Label the five parts of this function:

```
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)  
}
```

Key word

Body

Parameters

Return output

Name

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)  
}
```

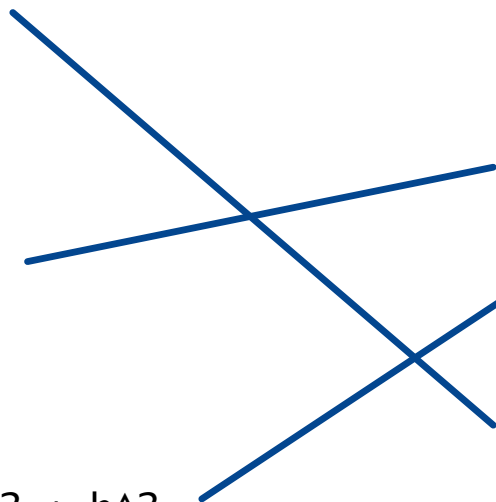
```
function(a) {  
  result <- a * 2  
  return(result)  
}
```

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

double

hypotenuse_length

increment



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.

```
palin ← function(x) {  
  var_1 ← c(1,2,3)  
  var_2 ← rev(var_1)  
  result ← (c(var_1, var_2))  
  return(result)  
}
```

PROG102: Functions

How functions execute

Key concepts

Functions act as black boxes

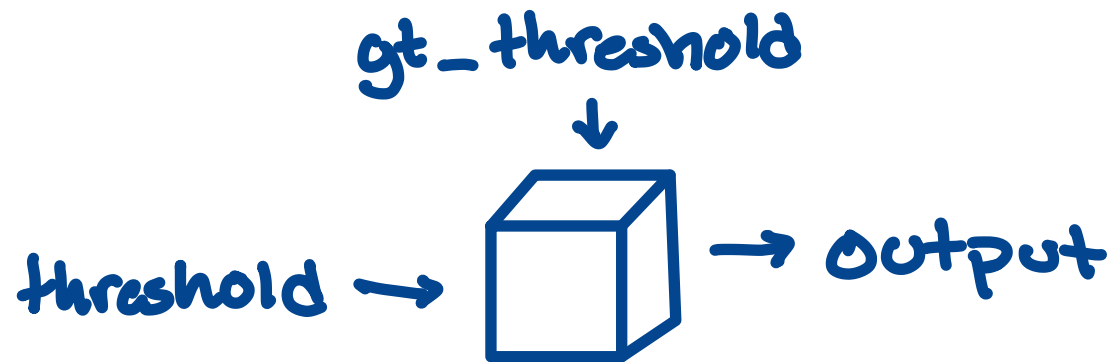
- separate universe

Parameters and returns, those
are bridges into and out of
the black box

Debugger: a useful way to
peek inside the box

The black box

Encapsulation:



Demo in R

Recap

Function operate their own little universe the black box

Parameters are how we let information in

Return() is how we let information back out

New vocabulary and lingering questions

New vocabulary

*Debugger: a way of looking into
encapsulated code to see each step*

*Return: tells the computer which value
it should spit back out to you*

Lingering questions

Exercises

- What value does the following code yield?

the code yields 11

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

if you change 5 to 6

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

if you change the 2 to a 3

```
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?

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

Area is encapsulated inside the
box and therefore cannot
be found separately

PROG102: Functions

Default and named parameters

Key concepts

Parameters usually enter in order by position


Default parameter values allow you to omit values

Named parameters let you skip in order

Default and Named parameters are usually options that modify function execution

Default and named parameters

`round(x, digits = 0)`

A diagram with two blue arrows. One arrow starts from the word 'digits' in the code and points to the word 'default'. The other arrow starts from the equals sign '=' in the code and points to the words 'parameter name'.

`round(pi) → 3` use the default

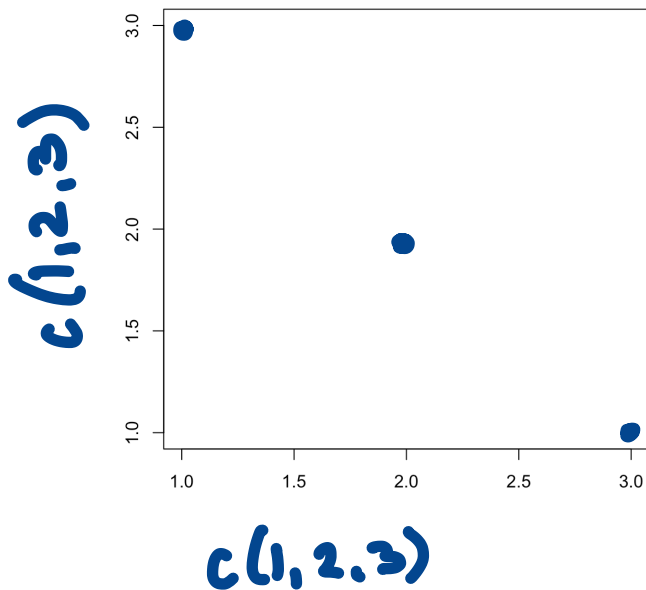
`round(pi, 0) → 3` by position

`round(digits = 0, pi) → 3` named parameter

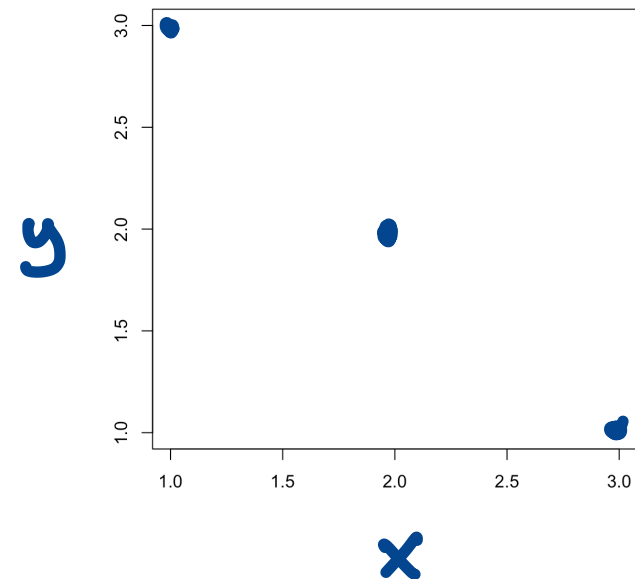
Long parameter lists

```
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,  
     ...)
```

\times y
`plot(c(1, 2, 3), c(3, 2, 1))`



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

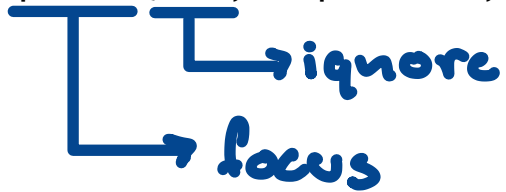


Demo in R

Triple dots

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

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



`max(1,2,3) →`

`paste("water", "is", "wet") → water is wet`

Recap

Named and default parameters are useful
for modifying how functions work

Default values allow omission

Named parameters allow skip

New vocabulary and lingering questions

New vocabulary

Default Parameter: a pre-designated function of code the computer knows

Named Parameter: a parameter that you choose the name for, either making your own or renaming computers.

Lingering questions

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)`?

`mean(c(1, NA, 3, 4), na.rm = TRUE)` output: 2.66

• this ignores the NA in the string of values

`max(c(1, NA, 3, 4), na.rm = TRUE)` output: 4