

# **PROG103: Branches and Loops**

**Conditions in R**

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

Key concepts

logical vector

comparisons  $\rightarrow$  conditions

combine comparisons using: and, or, not

What you already know

`Ocean ← c(Atlantic, Pacific, Indian)`

`perc_area ← c(0.17, 0.32, 0.14)`

`Ocean`  $\overbrace{[\text{perc\_area} \geq 0.25]}^{\text{condition}}$   
comparison

Logical vectors

TRUE FALSE

$x \leftarrow 1:3$

$x > 2 \rightarrow c(\text{FALSE}, \text{FALSE}, \text{TRUE})$

## Comparisons

`==` equality

`>`, `>=` greater

`<`, `<=` less

`!=` not equal

`%in%` = in operator

`2^2 == 4`

output: TRUE

`"Apple" > "Banana"`

output: FALSE

`3 %in% c(1,3,5)`

output: TRUE

## Combining comparisons

&  
and

|  
or

!  
not

$x \leftarrow 1:3$

$x > 1 \ \& \ x \neq 3$

output: FALSE TRUE FALSE

Recap

logical vectors: TRUE FALSE

comparisons → conditions

e.g. == > %in%

combine comparisons logically

a & b

a | b

!a

and

or

not

## New vocabulary and lingering questions

New vocabulary

logical vector: a vector that outputs  
a TRUE or FALSE response

comparisons: symbols used to find  
relationships between inputs +  
give you conditions

Lingering questions



## Exercises

See section “Conditions in R” in `prog103exercises.R`

# **PROG103: Branches and Loops**

**Making choices with `if`, `else`, and `else if`**

## Key concepts

if                      else if                      else

allow code to respond to conditions

Syntax: how it's written

```
if (cond) {  
    do_something  
} else if (cond 2) {  
    do_something_else  
} else {  
    do_third_thing  
}
```

if begins structure

else if offers specific alts.

else offers general alts.

**Demo in R**

## Recap

if, else if, else :

allow code to respond to conditions

## New vocabulary and lingering questions

### New vocabulary

*if: tells code to read for something specific and if found to be true to do another function.*

*else: used to broadly scan for a condition*

### Lingering questions

## Exercises

See section “Making choices with if, else, and else if” in `prog103exercises.R`



# **PROG103: Branches and Loops**

**Repeating yourself with vectorized functions**

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## Key concepts

Many ways to repeat yourself in R

Vectorized operations are the simplest

What you already know

$x \leftarrow c(1, 4, 9, 16)$

$x - 2$       -1   2   7   14

$\text{sqrt}(x)$       1   2   3   4

Repetition is implied

## Demo in R

if you write a function using only vectorized operations that function will also be vectorized

Recap

Many ways to repeat yourself in R

Vectorization is the simplest, use whenever possible

## New vocabulary and lingering questions

New vocabulary

vectorized functions: will act with all  
the given elements to create output

Lingering questions

## Exercises

See section “Repeating yourself with vectorized functions” in `prog103exercises.R`

# **PROG103: Branches and Loops**

**Repeating yourself with for loops**



## Key concepts

Vectorized sometimes isn't enough

When we need more controls, we use "For" loops

What they look like

```
For (item in collection) {  
    do_something(item)  
}
```

identify our collection

name our iterator

write the body; do something with iterator

What's an iterator?

2 forms:

elements themselves:

```
collection = LETTERS  
for (L in LETTERS) {  
  ... L = "A"  
  ... L = "B"  
}
```

indices of collection: useful for mult. vectors

```
for (i in 1:length (LETTERS)) {  
  do-something (LETTERS[i])  
}
```

**Demo in R**

Recap

Vectorization is sometimes insufficient

"For" loops are more customizable, but more work

## New vocabulary and lingering questions

### New vocabulary

Loops: allow the coder to specify what the code should search for the given elements.

### Lingering questions

What does i or a stand for?

The "i" is just a place holder we can use any variable

## Exercises

See section “~~Repeating yourself with vectorized functions~~” in prog103exercises.R

*Repeating yourself with for loops*