Control Structures

- if, else: testing a condition
- for: execute a loop for a fixed number of times
- ullet while: execute a loop while a condition is true
- repeat: execute an infinite loop
- break: break the execution of a loop
- next: skip an iteration of a loop
- return: exit a function

if-else

```
if(<conditon>) {
    ##do something
}else {
    ##do something else
}
```

elseif construct

```
if(<conditon>) {
    ##do something
}else if(<condition2>){
    ##do something different
}else{
    ##do something different
}
```

small example

```
if(x>3){
  y<-10
}else{
  y<-0
}</pre>
```

no else required

```
if(<condition1>){
}
if(<condition2>){
}
```

For Loops

```
for(i in 1:10){
 print(i)
## [1] 1
## [1] 2
## [1] 3
## [1] 4
## [1] 5
## [1] 6
## [1] 7
## [1] 8
## [1] 9
## [1] 10
x<-c("a","b","c","d")
for(i in 1:4) {
print(x[i])
}
## [1] "a"
## [1] "b"
## [1] "c"
## [1] "d"
for (i in seq_along(x)){
print(x[i])
}
## [1] "a"
## [1] "b"
## [1] "c"
## [1] "d"
for(letter in x){
 print(letter)
## [1] "a"
## [1] "b"
## [1] "c"
## [1] "d"
for(i in 1:4) print(x[i])
## [1] "a"
## [1] "b"
## [1] "c"
## [1] "d"
```

```
x<-matrix(1:6,2,3)
for (i in seq_len(nrow(x))){
 for ( j in seq_len(ncol(x))){
    print(x[i,j])
  }
}
## [1] 1
## [1] 3
## [1] 5
## [1] 2
## [1] 4
## [1] 6
While Loops
count<-0
while(count < 10){</pre>
 print(count)
  count<-count+1
## [1] 0
## [1] 1
## [1] 2
## [1] 3
## [1] 4
## [1] 5
## [1] 6
## [1] 7
## [1] 8
## [1] 9
z<-5
while (z>=3 & z<=10) {
print(z)
 coin < -rbinom(1,1,0.5)
  if(coin==1){
   z<-z+1
 }else{
    z<-z-1
}
## [1] 5
## [1] 6
## [1] 5
## [1] 6
## [1] 5
```

```
## [1] 4
## [1] 5
## [1] 6
## [1] 5
## [1] 6
## [1] 7
## [1] 6
## [1] 5
## [1] 6
## [1] 5
## [1] 6
## [1] 7
## [1] 8
## [1] 7
## [1] 8
## [1] 7
## [1] 8
## [1] 9
## [1] 10
## [1] 9
## [1] 10
## [1] 9
## [1] 10
```

Repeat, Next, Break

```
x0<-1
tol<-1e-8
repeat{
    x1<-computeEstimate()
    if(abs(x1-x0)<tol){
        break
    } else{
        x0<-x1
    }
}</pre>
```

```
for( i in 1:100){
   if(i <=20){
     next
   }
   ##do something
}</pre>
```