## Week-5: Code-along

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## II. Code to edit and execute using the Code-along.Rmd file

- A. Writing a function
- 1. Write a function to print a "Hello" message (Slide #14)

```
# Enter code here
say_hello_to <- function(name) {
  print(paste0("Hello ", name, "!"))
}</pre>
```

2. Function call with different input names (Slide #15)

```
# Enter code here
say_hello_to('Kashif')

## [1] "Hello Kashif!"

say_hello_to('Zach')

## [1] "Hello Zach!"

say_hello_to('Deniz')

## [1] "Hello Deniz!"
```

3. type of primitive functions (Slide #16)

```
# Enter code here
typeof(sum)
```

```
## [1] "builtin"
```

4. typeof user-defined functions (Slide #17)

```
# Enter code here
typeof(say_hello_to)
```

## [1] "closure"

5. Function to calculate mean of a sample (Slide #19)

```
# Enter code here
calc_sample_mean <- function(sample_size) {
  mean(rnorm(sample_size))
}</pre>
```

6. Test your function (Slide #22)

```
# With one input
calc_sample_mean(1000)

## [1] -0.02331974

# With vector input
calc_sample_mean(c(100, 300, 3000))

## [1] 0.5098525
```

7. Customizing the function to suit input (Slide #23)

8. Setting defaults (Slide #25)

## [1] -0.2900065

9. Different input combinations (Slide #26)

```
# Enter code here
calc_sample_mean(10, our_sd = 2)

## [1] -1.034163

calc_sample_mean(10, our_mean = 6)

## [1] 6.608684

calc_sample_mean(10, 6, 2)

## [1] 4.958831
```

10. Different input combinations (Slide #27)

```
# set error=TRUE to see the error message in the output
# Enter code here
calc_sample_mean(our_mean = 5)
```

11. Some more examples (Slide #28)

```
# Enter code here
add_two <- function(x) {
   x+2
}
add_two(4)</pre>
```

## [1] 6

```
add_two(-34)
## [1] -32
add_two(5.784)
## [1] 7.784
B. Scoping
12. Multiple assignment of z (Slide #36)
# Enter code here
# Initialize z
z <- 1
sprintf("The value assigned to z outside the function is %d",z)
## [1] "The value assigned to z outside the function is 1"
# declare a function, notice how we pass a value of 2 for z
foo \leftarrow function(z = 2) {
  # reassigning z
  z <- 3
 return(z+3)
}
foo()
## [1] 6
13. Multiple assignment of z (Slide #37)
# Enter code here
# Initialize z
z <- 1
sprintf("The value assigned to z outside the function is %d",z)
## [1] "The value assigned to z outside the function is 1" \,
\# declare a function, notice how we pass a value of 2 for z
foo \leftarrow function(z = 2) {
  # reassigning z
 z <- 3
  return(z+3)
\# another reassignment of z
foo(z = 4)
```

## [1] 6