The art of R

TM the Great Unread

DTL|Digital Arts Initiative
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Control structures

Control the flow of execution

By keeping to the programming principle DRY (don't repeat yourself) we can avoid unnecessary complications

if (condition), *else*

```
x <- 1:5
if (sample(x,1) == 5) {
      print("x is equal to five")
} else {
      print("x is less than five")
}
```

for

```
for (i in 1:5) {
      print(i)
}
[1] 1
[1] 2
[1] 3
[1] 4
[1] 5
```

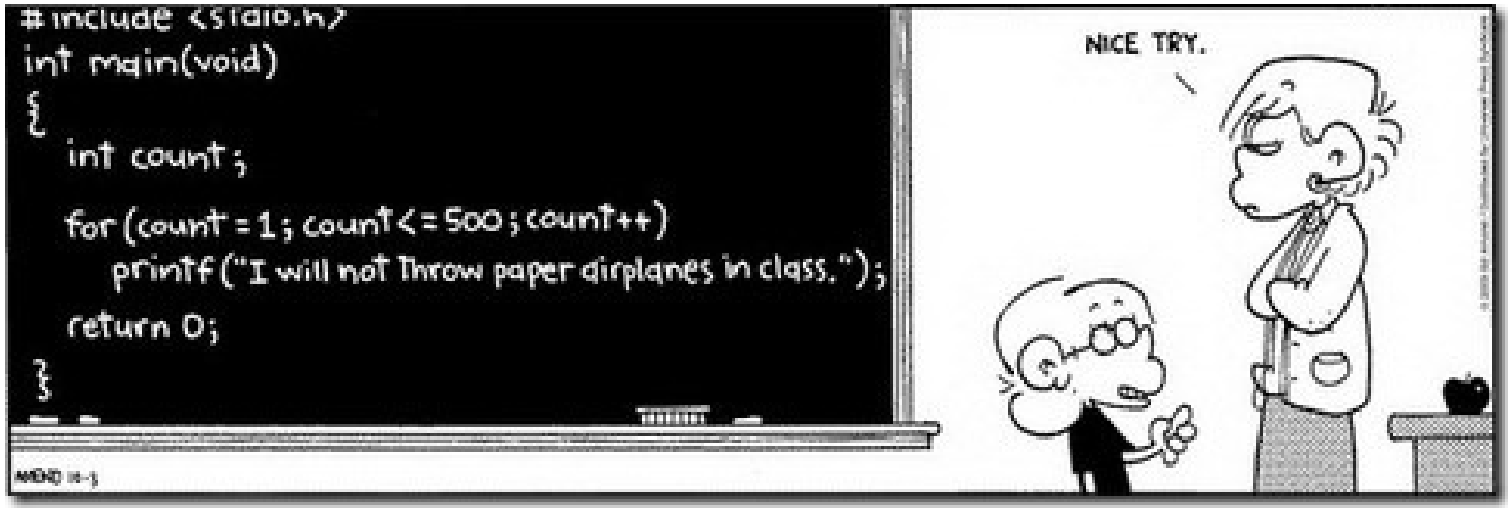
while; *repeat*; *break*; *next*; *return*

Functions

For repeating lines of code

A function is an object that consists of a body, formals, and an environment

```
1  add <- function(a,b){
2       return(a+b)
3  }
4
5  > body(add)
6      return(a + b)
7
8  > formals(add)
9  $a
10
11 $b
12
13 > environment(add)
14 <environment: R_GlobalEnv>
```


#include <stdio.h>
int main(void)
{
int count;
for (count = 1; count <= 500; count++)
printf ("I will not throw paper airplanes in class.");
return 0;
}
NICE TRY.