

- **Writing your own functions**
- **Simple examples**
- **Defining new binary operators**
- **Named arguments and defaults**
- **The '...' argument**
- **Assignments within functions**
- **More advanced examples**
- **Efficiency factors in block designs**
- **Dropping all names in a printed array**
- **Recursive numerical integration**
- **Scope**
- **Customizing the environment**
- **Classes, generic functions and object orientation**