

Basic R Programming

if/then

This command performs an *action* if the *condition* is met. One can specify an alternative *action2* if an alternative *condition2* is met, and a further alternative *action3* if not any condition was met.

```
if (condition){  
    action  
} else if (condition2){  
    action2  
} else {  
    action3  
}
```

Both the parts commencing with `else` and `else if` are optional. For instance,

```
if (log(10)<pi){  
    pi  
} else {  
    log(10)  
}
```

gives the value of `pi`.

for

A for loop repeats an *action* for all elements of a *set*. Formally,

```
for (i in set){  
    action  
}
```

For instance,

```
for (i in 1:10){  
    cat('This is loop', i, '\n')  
}
```

will produce 10 rows of text which report the number of the loop (The string `'\ n'` is borrowed from the C language and means to start a new line).

while

A **while** loop works similar as **for**, but instead of working through a *set*, it checks in every iteration whether a *condition* is met:

```
while (condition){
    action
}
```

apply

This function allows to carry out some operation onto all rows or columns of a matrix. For instance, if W is a $n \times p$ matrix, then

```
apply(W, 1, sum)
```

would give a $n \times 1$ vector which contains the sums over each row, and

```
apply(W, 2, mean)
```

would give the column means. Useful variants are **tapply** (carries out operations on the elements of W grouped by a factor, the name of which is given as second argument), and **lapply** (for operations on each element of a list W ; here the second argument is not needed).

Functions

Functions allow to prepare some code which can be used later with different function arguments. For instance,

```
testlog <- function(x){
  if (x>0){
    log(x)
  } else {
    cat("log not defined for non-positive argument.")
  }
}
```

will give the logarithm of x if x is positive, and an error message otherwise.

Functions can also have more than one argument, which are then separated by commas. Default values can be given behind a `=` symbol, for instance

```
max1<- function(a,b=1){
  result<- max(a,b)
  return(result)
}
```

```
max1(0.5)
```

```
[1] 1
```

```
max1(0.5,0)
```

```
[1] 0.5
```