## **Functions**

Users may define their own functions and then use them the same way as built-in functions. Functions are objects, so may be seen, saved and loaded.

```
myNewFunction = function( arguments ) {
                   do something
                   return (something)
square = function(x){
                   z < -x^2
                   return(z)
> square(3)
> square(1:4)
> square
```

Write your own function "sumsquare" to compute a sum of squared values. Argument: values

```
sumsquare = function(x) { sum(square(x))}
```

Write your own function to compute standard deviation. Argument: values

Square root( sum of squared differences of each data point from the mean, divided by n-1)

```
stdev=function(x) {
    a=sqrt(sum(square(x-mean(x)))/(length(x)-1))
    return(a)
}
```

Function may contain more expressions, divided by separate lines or colons, within {}. They may have many arguments. Only one object is returned as a result by the function, to ensure it is the proper one, use return()

## Instead of:

```
anotherFunction = function(x) \{z < -x^2 + 3; u = sqrt(z); u\}
```

## better:

Functions may take many arguments. Everything initialized within a function call will remain there. Caution for identical/missing names.

```
test=function(x,y){
            z < -x * 3 + y
            u < -max(c(x, y, z))
            return(u)
>z=123
>u=1
>x=2
>test(-3,8)
>z
>u
```

Functions may also plot, print out values etc.

print() is especially usefull as a simple way of debugging a function

Write your own function, which

- a)Draws n times from a normal distribution, with given mean and sd
- b) prints out a summary of values
- c) plots a histogram of them
- d) gives mean and stdev as output value.

```
testsample=function(n, mean, stdev) {
    sample=rnorm(n, mean, stdev)
    print(summary(sample))
    hist(sample)
    res=c(mean(sample), sd(sample))
    return(res)
}
```

## Control flow

```
if (condition) {
        expression
if (condition) {
        expression
else {
        expression
```

```
if (x==0) {
       x = x + 0.1
if (x>y) {
   print("X is bigger than y")
else {
   print("X is not bigger than y"
```

Function computing area and perimeter of a figure, given that a figure is a circle or square. Takes name of the figure and radius/length of a side.

```
geom=function( a, figure) {
       area="unknown"
       perim="unknown"
       if ( figure=="square") {
          area=a*a
          perim = 4*a
       if(figure =="circle"){
          area=pi*(a^2)
          perim = 2*pi*a
       res= c(area, perim)
       return (res)
```

Write a function SQRT, which takes a square root of a number when it is >0 and square root of it's reciprocal when it is <0 (eg. SQRT(-4)=-2, SQRT(9)=3).

Write a function to get 1/x, which addds 0.001 to x when x==0.

Write a function which subtracts 2 from a number and prints the number out, until it is equal 0.

Write a function, which given two arguments, prints the first one the number of times specified by the second argument.

Write a function, which given a vector of words, a number and a number of repeats, combines them together and repeats:

```
fun(c("peach","lake","kinh"),3,2)
[1] "peach 3" "peach 3"
[1] "lake 3" "lake 3"
[1] "kinh 3" "kinh 3"
```

Write a function, which given a matrix, computes a mean of row means of it.