

### function()

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- Covered the <u>When</u>, Why, What and How of writing your own R functions.
  - When: When you find yourself doing the same thing 3 or more times with repetitive code consider writing a function.

 Covered the When, Why, What and How of writing your own R functions.

#### **→ Why**:

- 1. Makes the purpose of the code more clear
- 2. Reduces mistakes from copy/paste
- 3. Makes updating your code easer
- 4. Reduces code duplication and facilitates re-use.

- Covered the When, Why, What and How of writing your own R functions.
  - What: A function is defined with:
    - 1. A user selected name,
    - 2. A comma separated set of input arguments, and
    - 3. Regular R code for the function body

```
fname <- function(arg1, arg2) { paste(arg1,arg2) }

Name Input arguments Function body
```

. .

- How: Follow a step-by-step procedure to go from working code snippet to refined and tested function.
  - 1. Start with a simple problem and write a working snippet of code.
  - 2. Rewrite for clarity and to reduce duplication
  - 3. Then, and only then, turn into an initial function
  - 4. Test on small well defined input
  - 5. Report on potential problem by failing early and loudly!

# R Studio Create a new Project for class06

N.B. Open a new **Quarto** document (Our goal is to make a PDF report with notes and plots)

## 4 quarto

File > New Project > New Directory...

File > New File > Quarto Document...

### Your turn...

 Write a function grade() to determine an overall grade from a vector of student homework assignment scores dropping the lowest single assignment score.

```
# student 1
c(100, 100, 100, 100, 100, 100, 90)
# student 2
c(100, NA, 90, 90, 90, 90, 97, 80)
```

### Your turn...

 Write a function grade() to determine an overall grade from a vector of student homework assignment scores dropping the lowest single assignment score.

```
# student 1
c(100, 100, 100, 100, 100, 100, 100, 90)

# student 2
c(100, NA, 90, 90, 90, 90, 97, 80)

# now grade all students in an example class
url <- "https://tinyurl.com/gradeinput"</pre>
```

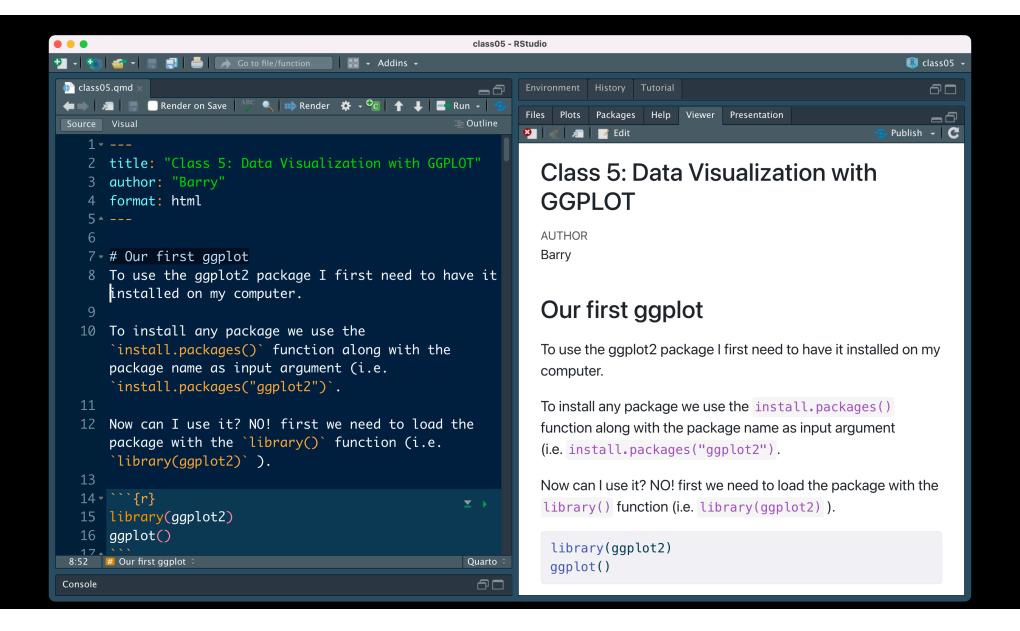
#### Your turn...

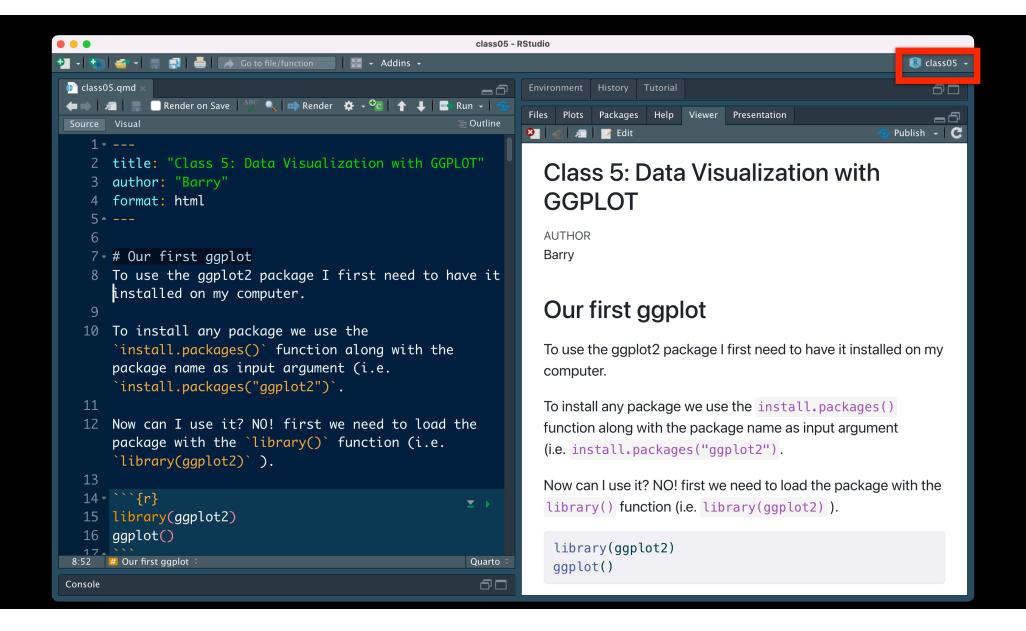
- Write your first R function, add() to add some numbers
- Write a second function, generate\_dna() to return nucleotide sequences of a user specified length.
- Write a third function, generate\_protein() to return protein sequences of different lengths and test whether these sequences are unique in nature.

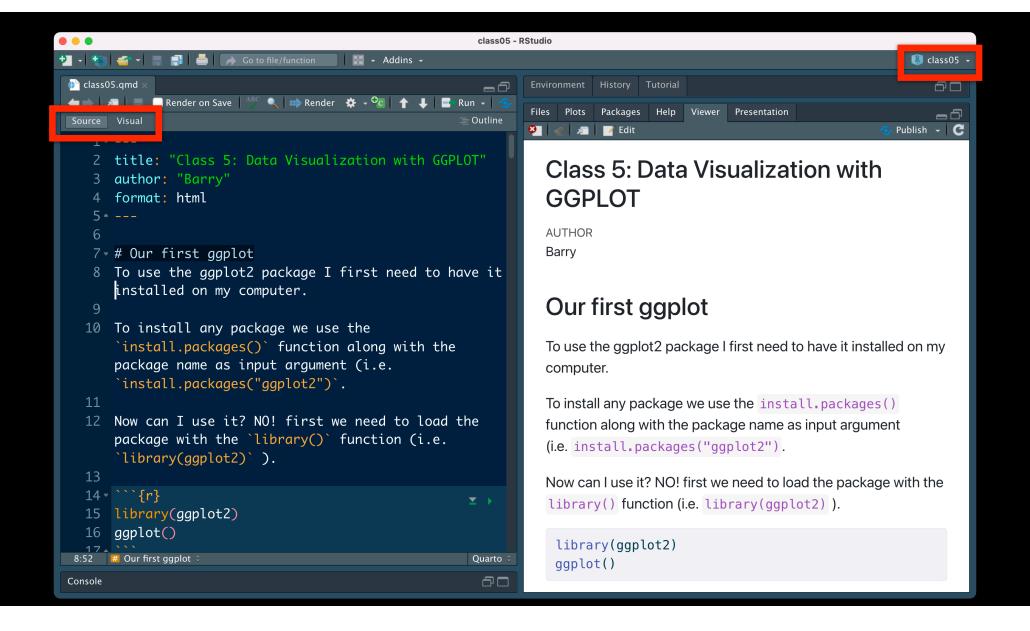
# # quarto®

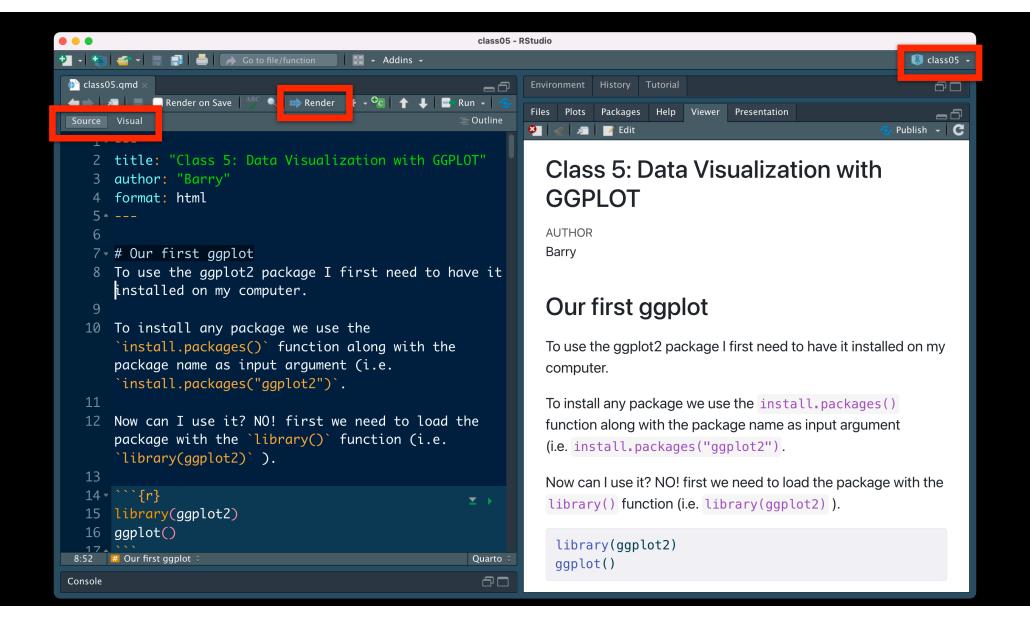
File > New File > Quarto Document

N.B. we will use this to save our work and make a lab report









## # quarto demo

### Lab sheet



Q Search

R Functions Lab (Class 06)

Barry Grant

http://thegrantlab.org/

#### Background

In this session you will work through the process of developing your own function for calculating average grades for fictional students in a fictional class.

The process will involve starting slowly with small defined input vectors (where you know what the answer should be). Then building up to work with more complex input vectors (with multiple missing elements).

### And some homework....

```
library(bio3d)
s1 <- read.pdb("4AKE") # kinase with drug</pre>
s2 <- read.pdb("1AKE") # kinase no drug
s3 <- read.pdb("1E4Y") # kinase with drug
s1.chainA <- trim.pdb(s1, chain="A", elety="CA")</pre>
s2.chainA <- trim.pdb(s2, chain="A", elety="CA")
s3.chainA <- trim.pdb(s1, chain="A", elety="CA")
s1.b <- s1.chainA$atom$b</pre>
s2.b <- s2.chainA$atom$b
s3.b <- s3.chainA$atom$b
plotb3(s1.b, sse=s1.chainA, typ="1", ylab="Bfactor")
plotb3(s2.b, sse=s2.chainA, typ="1", ylab="Bfactor")
plotb3(s3.b, sse=s3.chainA, typ="1", ylab="Bfactor")
```

### Suggested steps for writing your functions

- 1. Start with a simple problem and get a working snippet of code
- 2. Rewrite to use temporary variables (e.g. x, y, df, m etc.)
- 3. Rewrite for clarity and to reduce calculation duplication
- 4. Turn into an initial function with clear useful names
- 5. Test on small well defined input and (subsets of) real input
- 6. Report on potential problem by failing early and loudly!
- 7. Refine and polish

### **Side-Note**: What makes a good function?

- Correct
- Understandable (remember that functions are for humans and computers)
- Correct + Understandable = Obviously correct
- Use sensible names throughout. What does this code do?

```
baz <- foo(df, v=0)
df2 < replace_missing(df, value=0)</pre>
```

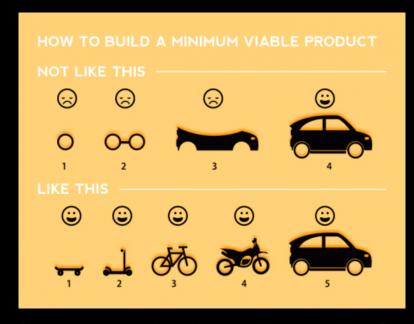
 Good names make code understandable with minimal context. You should strive for self-explanatory names

### Recap From Last Time:

- How: Follow a step-by-step procedure to go from working code snippet to refined and tested function.
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#### Recap...

1. Start with a simple problem and write a working snippet of code.



Build that skateboard before you build the car.

A limited but functional thing is very useful and keeps the spirits high.

[Image credit: Spotify development team]

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