



Week 4: *Conditionals & Testing*

🏛️ EMSE 4571: Intro to Programming for Analytics

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Week 4: *Conditionals & Testing*

1. Conditionals

2. Testing

BREAK

3. Tips

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"Flow Control"

Code that alters the otherwise linear flow of operations in a program.

This week:

- `if` statements
- `else` statements

Next week:

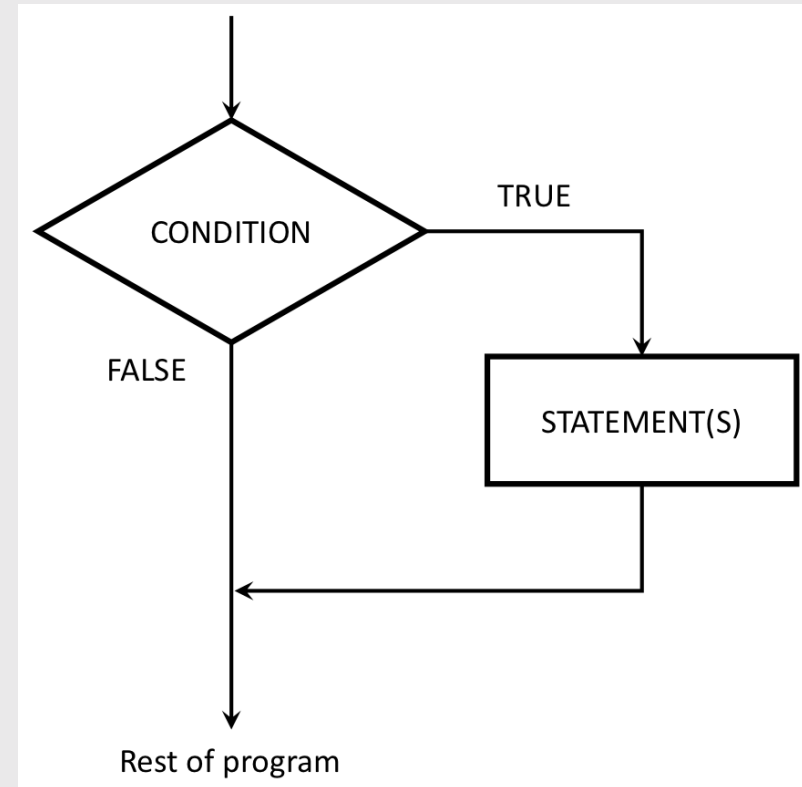
- `for` loops
- `while` loops
- `break` statements
- `next` statements

The `if` statement

Basic format

```
if ( CONDITION ) {  
    # Do stuff here  
}
```

Flow chart:



Quick code tracing

Consider this function:

```
f <- function(x) {  
  cat("A")  
  if (x == 0) {  
    cat("B")  
    cat("C")  
  }  
  cat("D")  
}
```

What will this print?

```
f(1)  
f(0)
```

Quick practice

Write the function `absValue(n)` that returns the absolute value of a number (and no cheating - you can't use the built-in `abs()` function!)

Tests:

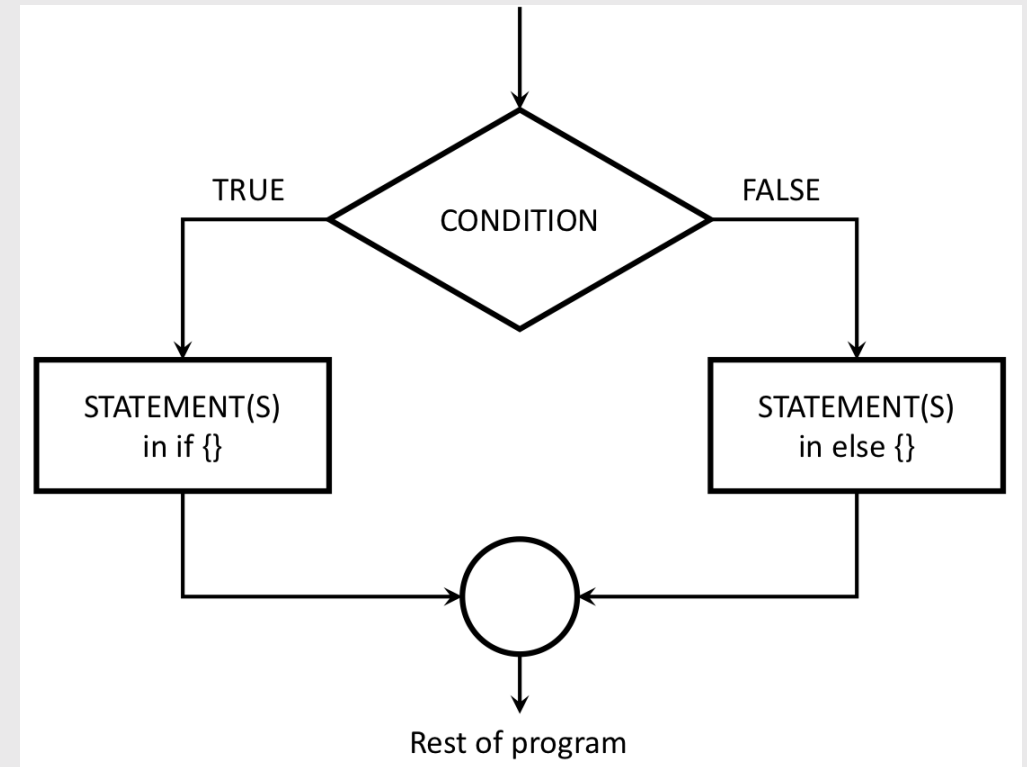
- `absValue(7) == 7`
- `absValue(-7) == 7`
- `absValue(0) == 0`

Adding an **else**

Basic format:

```
if ( CONDITION ) {  
    # Do stuff here  
} else {  
    # Do other stuff here  
}
```

Flow chart:



Quick code tracing

Consider this code:

```
f <- function(x) {  
  cat("A")  
  if (x == 0) {  
    cat("B")  
    cat("C")  
  } else {  
    cat("D")  
    if (x == 1) {  
      cat("E")  
    } else {  
      cat("F")  
    }  
  }  
  cat("G")  
}
```

What will this print?

```
f(0)  
f(1)  
f(2)
```

else if chains

Example - "bracketing" problems:

```
getLetterGrade <- function(score) {  
  if (score >= 90) {  
    grade <- "A"  
  } else if (score >= 80) {  
    grade <- "B"  
  } else if (score >= 70) {  
    grade <- "C"  
  } else if (score >= 60) {  
    grade <- "D"  
  } else {  
    grade <- "F"  
  }  
  return(grade)  
}
```

Check function output:

```
getLetterGrade(99)
```

```
#> [1] "A"
```

```
getLetterGrade(88)
```

```
#> [1] "B"
```

```
getLetterGrade(70)
```

```
#> [1] "C"
```

```
getLetterGrade(61)
```

```
#> [1] "D"
```

```
getLetterGrade(22)
```

```
#> [1] "F"
```

Your turn

Write the function `getType(x)` that returns the type of the data (either `integer`, `double`, `character`, or `logical`).

Basically, it should do the same thing as the `typeof()` function (but you can't use `typeof()` in your solution).

Tests:

- `getType(3) == "double"`
- `getType(3L) == "integer"`
- `getType("foo") == "character"`
- `getType(TRUE) == "logical"`

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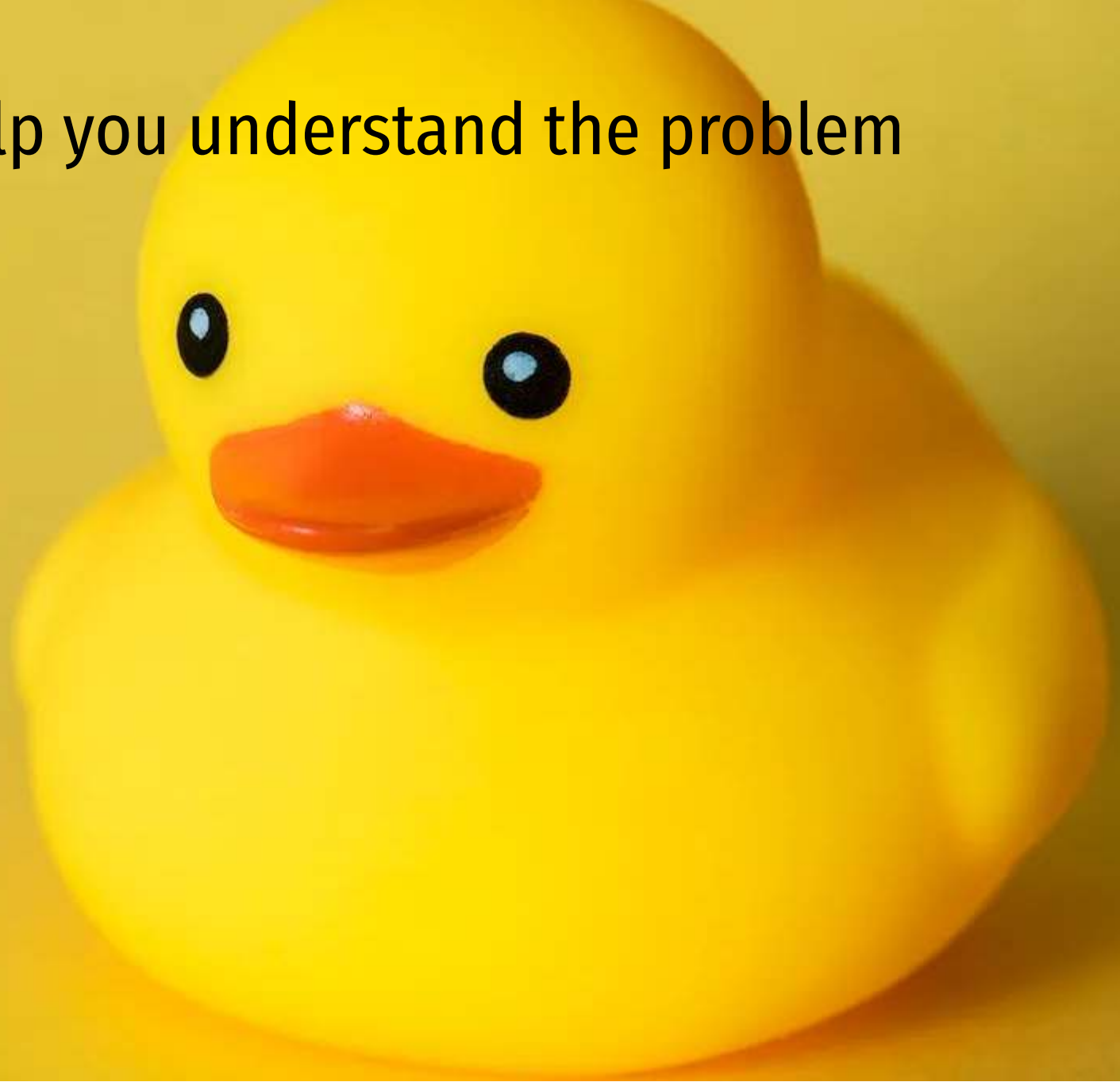
3. Tips

Why write test functions?

1. They help you understand the problem
2. They verify that a function is working as expected

Test functions help you understand the problem

Rubber Duck Debugging



Test function "syntax"

Function:

```
functionName <- function(arguments) {  
  # Do stuff here  
  return(something)  
}
```

Test function:

```
test_functionName <- function() {  
  cat("Testing functionName()...")  
  # Put test cases here  
  cat("Passed!\n")  
}
```

Writing test cases with `stopifnot()`

`stopifnot()` stops the function if whatever is inside the `()` is not `TRUE`.

Function:

```
isEven <- function(n) {  
  return((n %% 2) == 0)  
}
```

- `isEven(1)` should be `FALSE`
- `isEven(2)` should be `TRUE`
- `isEven(-7)` should be `FALSE`

Test function:

```
test_isEven <- function() {  
  cat("Testing isEven()...")  
  stopifnot(isEven(1) == FALSE)  
  stopifnot(isEven(2) == TRUE)  
  stopifnot(isEven(-7) == FALSE)  
  cat("Passed!\n")  
}
```


Writing test cases with `stopifnot()`

`stopifnot()` stops the function if whatever is inside the `()` is not `TRUE`.

Function:

```
isEven <- function(n) {  
  return((n %% 2) == 0)  
}
```

- `isEven(1)` should be `FALSE`
- `isEven(2)` should be `TRUE`
- `isEven(-7)` should be `FALSE`

Test function:

```
test_isEven <- function() {  
  cat("Testing isEven()...")  
  stopifnot(isEven(1) == FALSE)  
  stopifnot(isEven(2) == TRUE)  
  stopifnot(isEven(-7) == FALSE)  
  cat("Passed!\n")  
}
```

```
test_isEven()
```

```
#> Testing isEven()...Passed!
```

Write the test function *first!*

Step 1: Write the test function

```
test_isEven <- function() {  
  cat("Testing isEven()...")  
  stopifnot(isEven(1) == FALSE)  
  stopifnot(isEven(2) == TRUE)  
  stopifnot(isEven(-7) == FALSE)  
  cat("Passed!\n")  
}
```

Step 2: Write the function

```
isEven <- function(n) {  
  return((n %% 2) == 0)  
}
```

Step 3: Test the function

```
test_isEven()
```

```
#> Testing isEven()...Passed!
```

Test cases to consider: NOLES

- **N**ormal cases
- **O**pposites
- **L**arge & small cases
- **E**dge cases
- **S**pecial cases

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- **O**pposites
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- **E**dge cases
- **S**pecial cases

Example:

```
isEven <- function(n) {  
  return((n %% 2) == 0)  
}
```

- `isEven(1) == FALSE`
- `isEven(2) == TRUE`
- `isEven(-7) == FALSE`

Test cases to consider: NOLES

- **N**ormal cases
- **O**pposites
- **L**arge & small cases
- **E**dge cases
- **S**pecial cases

Example:

```
isEven <- function(n) {  
  return((n %% 2) == 0)  
}
```

Need cases that return both **TRUE** and **FALSE**

- `isEven(52) == TRUE`
- `isEven(53) == FALSE`
- `isEven(5) == FALSE`
- `isEven(-5) == FALSE`

Test cases to consider: NOLES

- **N**ormal cases
- **O**pposites
- **L**arge & small cases
- **E**dge cases
- **S**pecial cases

Example:

```
isEven <- function(n) {  
  return((n %% 2) == 0)  
}
```

- `isEven(8675309) == FALSE`
- `isEven(-8675309) == FALSE`
- `isEven(1) == FALSE`
- `isEven(-1) == FALSE`

Test cases to consider: NOLES

- **N**ormal cases
- **O**pposites
- **L**arge & small cases
- **E**dge cases
- **S**pecial cases

Example:

```
isPositive <- function(n) {  
  return(n > 0)  
}
```

- `isPositive(0.000001) == TRUE`
- `isPositive(0) == FALSE`
- `isPositive(-0.000001) == FALSE`

Test cases to consider: NOLES

- **N**ormal cases
 - Negative numbers
 - 0 and 1 for integers
 - The empty string, ""
 - Strange input *types*, e.g. "2" instead of 2.
- **O**pposites
- **L**arge & small cases
- **E**dge cases
- **S**pecial cases

Testing function inputs

What if we gave `isEven()` the wrong input type?

```
isEven <- function(n) {  
  return((n %% 2) == 0)  
}
```

```
isEven('42')
```

```
#> Error in n%%2: non-numeric  
argument to binary operator
```

An improved function with input checks:

```
isEven <- function(n) {  
  if (! is.numeric(n)) {  
    return(NaN)  
  }  
  return((n %% 2) == 0)  
}
```

Testing function inputs

What if we gave `isEven()` the wrong input type?

```
isEven <- function(n) {  
  return((n %% 2) == 0)  
}
```

```
isEven('42')
```

```
#> Error in n%%2: non-numeric  
argument to binary operator
```

An improved function that checks inputs:

```
isEven <- function(n) {  
  if (! is.numeric(n)) {  
    return(NaN)  
  }  
  return((n %% 2) == 0)  
}
```

```
isEven('42')
```

```
#> [1] NaN
```

```
isEven(TRUE)
```

```
#> [1] NaN
```

Your turn

For each of the following functions, start by writing a test function that tests the function for a variety of values of inputs. Consider cases that you might not expect!

1) Write the function `isFactor(f, n)` that takes two integer values and returns `TRUE` if `f` is a factor of `n`, and `FALSE` otherwise (e.g. `2` is a factor of `6`). Note that every integer is a factor of `0`. Assume `f` and `n` will only be numeric values.

2) Write the function `isMultiple(m, n)` that takes two integer values and returns `TRUE` if `m` is a multiple of `n` and `FALSE` otherwise. Note that `0` is a multiple of every integer other than itself. Hint: You may want to use the `isFactor(f, n)` function you just wrote above. Assume `m` and `n` will only be numeric values.

Break

05:00

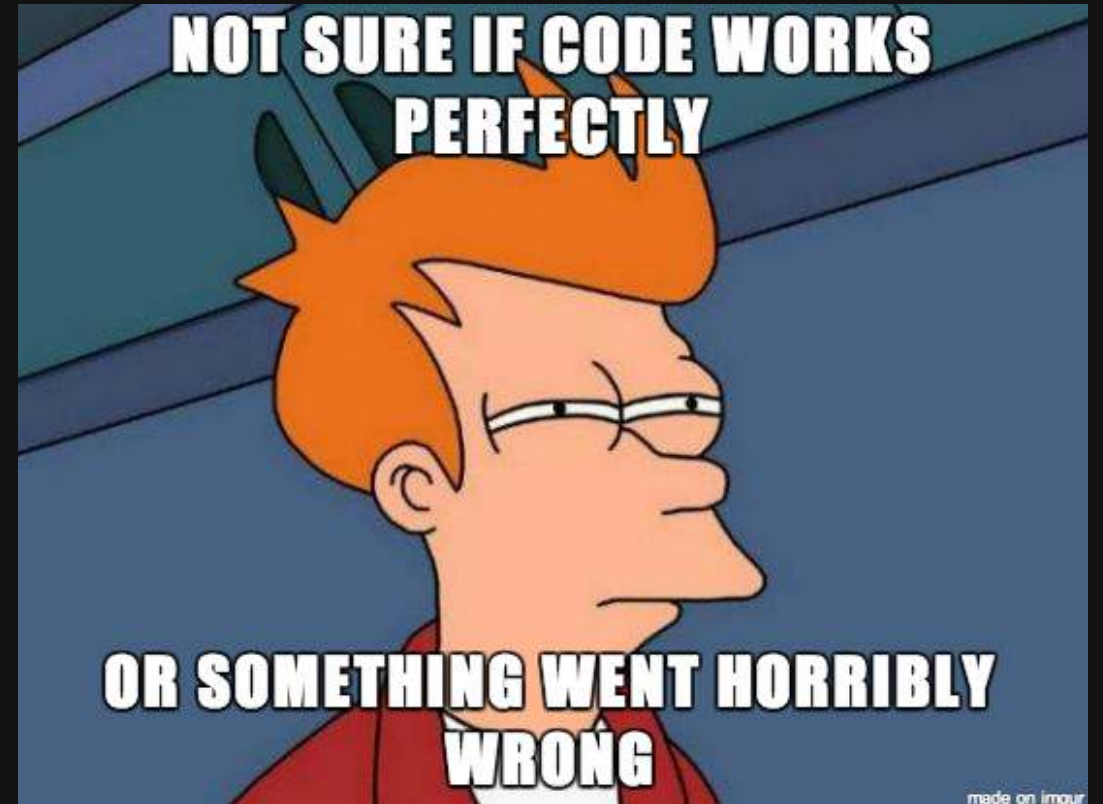
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BREAK

3. **Tips**



debugging



1.
I got this.



2.
Huh. Really
thought that
was it.



3.
(...)



4.
Fine. Restarting.



5.
OH WTF.



6.
Zombie
meltdown



7.



8.
A NEW HOPE!



9.
[insert awesome
theme song]



10.
I ♥ CODING!

Debugging your code

Use `traceback()` to find the steps that led to an error (the "call stack")

```
f <- function(x) {  
  return(x + 1)  
}  
  
g <- function(x) {  
  return(f(x) - 1)  
}
```

```
g('a')
```

```
#> Error in x + 1: non-numeric argument to binary operator
```

```
traceback()
```

```
2: f(x) at #2  
1: g("a")
```

When testing *numbers*, use `almostEqual()`

Rounding errors can cause headaches:

```
x <- 0.1 + 0.2  
x
```

```
#> [1] 0.3
```

```
x == 0.3
```


When testing *numbers*, use `almostEqual()`

Rounding errors can cause headaches:

```
x <- 0.1 + 0.2  
x
```

```
#> [1] 0.3
```

```
x == 0.3
```

```
#> [1] FALSE
```

When testing *numbers*, use `almostEqual()`

Rounding errors can cause headaches:

```
x <- 0.1 + 0.2  
x
```

```
#> [1] 0.3
```

```
x == 0.3
```

```
#> [1] FALSE
```

```
print(x, digits = 20)
```

```
#> [1] 0.3000000000000000004441
```

When testing *numbers*, use `almostEqual()`

Rounding errors can cause headaches:

```
x <- 0.1 + 0.2  
x
```

```
#> [1] 0.3
```

```
x == 0.3
```

```
#> [1] FALSE
```

```
print(x, digits = 20)
```

```
#> [1] 0.3000000000000000004441
```

Define a function that checks if two values are *almost* the same:

```
almostEqual <- function(n1, n2,  
  threshold = 0.00001) {  
  return(abs(n1 - n2) <= threshold)  
}
```

```
x <- 0.1 + 0.2  
almostEqual(x, 0.3)
```

```
#> [1] TRUE
```

Checking for integer values

Since numbers are doubles by default, the `is.integer(x)` function can be confusing:

```
is.integer(7)
```

```
#> [1] FALSE
```

Define a new function that returns **TRUE** if the *value* is an integer:

```
is.integer.val <- function(x) {  
  return(almostEqual(x, round(x)))  
}  
is.integer.val(7)
```

```
#> [1] TRUE
```

Checking for special data types

Not available: `NA`
value is "missing"

```
x <- NA  
x == NA
```

```
#> [1] NA
```

No value: `NULL`
no value whatsoever

```
x <- NULL  
x == NULL
```

```
#> logical(0)
```

Checking for special data types

Not available: `NA`
value is "missing"

```
x <- NA  
x == NA
```

```
#> [1] NA
```

Have to use special function:

```
is.na(x)
```

```
#> [1] TRUE
```

No value: `NULL`
no value whatsoever

```
x <- NULL  
x == NULL
```

```
#> logical(0)
```

Have to use special function:

```
is.null(x)
```

```
#> [1] TRUE
```

Your turn

Write the function `getInRange(x, bound1, bound2)` which takes 3 numeric values: `x`, `bound1`, and `bound2`. `bound1` is not necessarily less than `bound2`. If `x` is between the two bounds, return `x`, but if `x` is less than the lower bound, return the lower bound, or if `x` is greater than the upper bound, return the upper bound. For example:

- `getInRange(1, 3, 5)` returns `3` (the lower bound, since 1 is below [3,5])
- `getInRange(4, 3, 5)` returns `4` (the original value, since 4 is between [3,5])
- `getInRange(6, 3, 5)` returns `5` (the upper bound, since 6 is above [3,5])
- `getInRange(6, 5, 3)` returns `5` (the upper bound, since 6 is above [3,5])

You should also write a test function called `test_getInRange()`.

Bonus: Try writing `getInRange(x, bound1, bound2)` without using `if` or `else`

HW 4

You'll need to write a *test function* for each function!