

# What is Object-Oriented Programming?

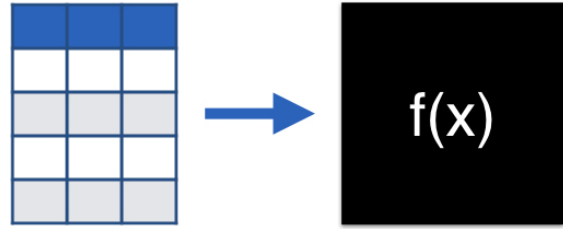
OBJECT-ORIENTED PROGRAMMING WITH S3 AND R6 IN R

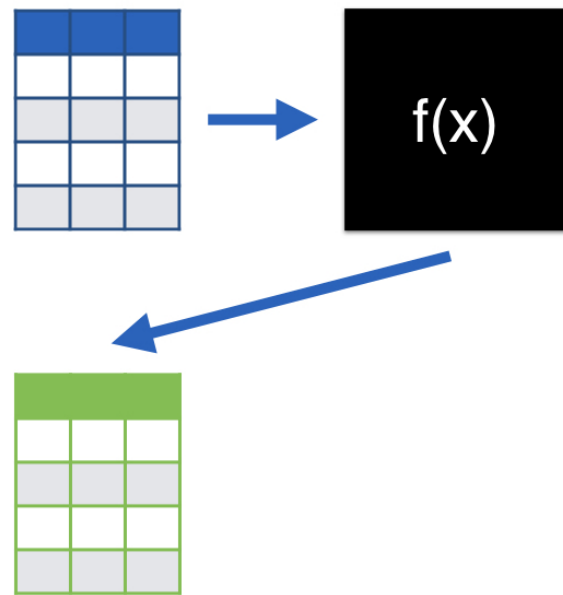


**Richie Cotton**

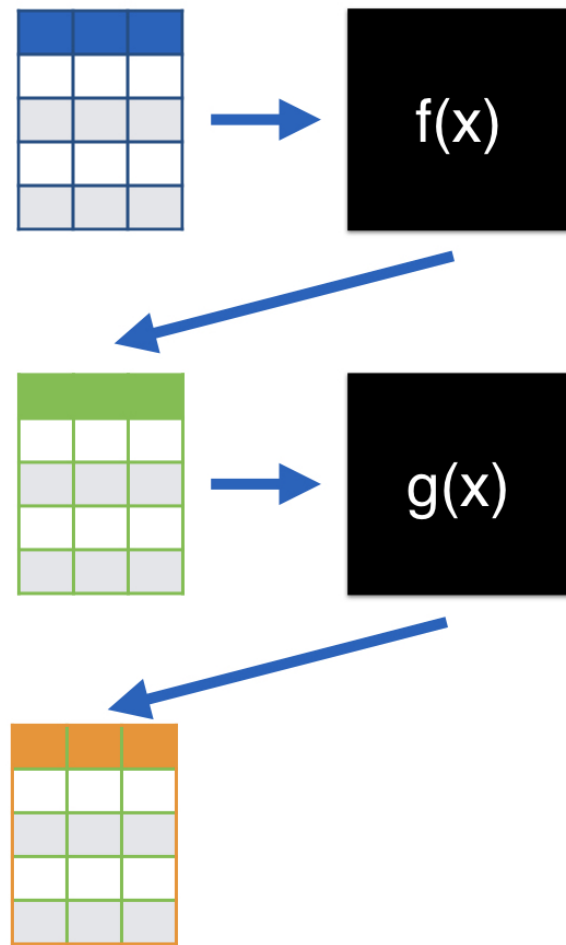
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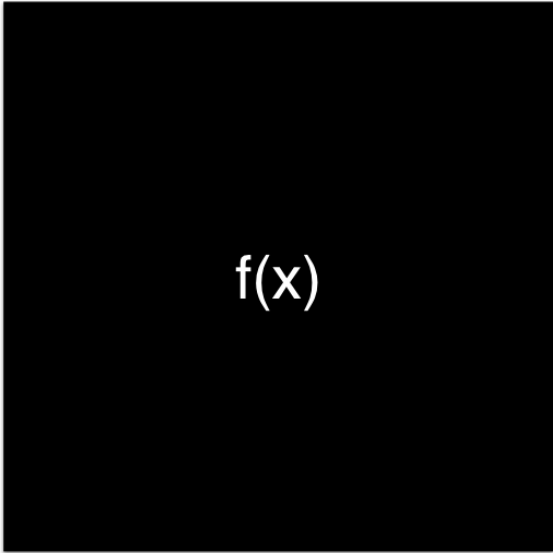


f(x)

```
<- function( ) {
```

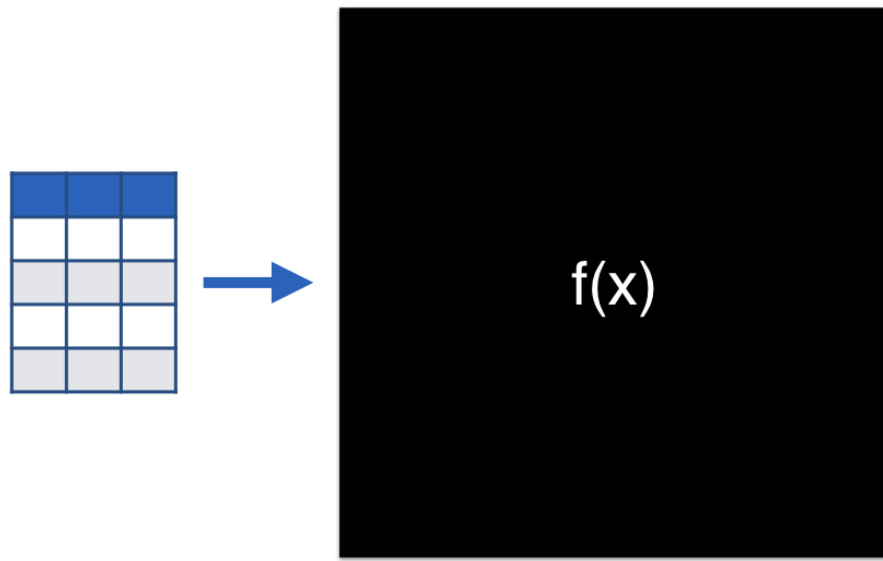
```
}
```

# function

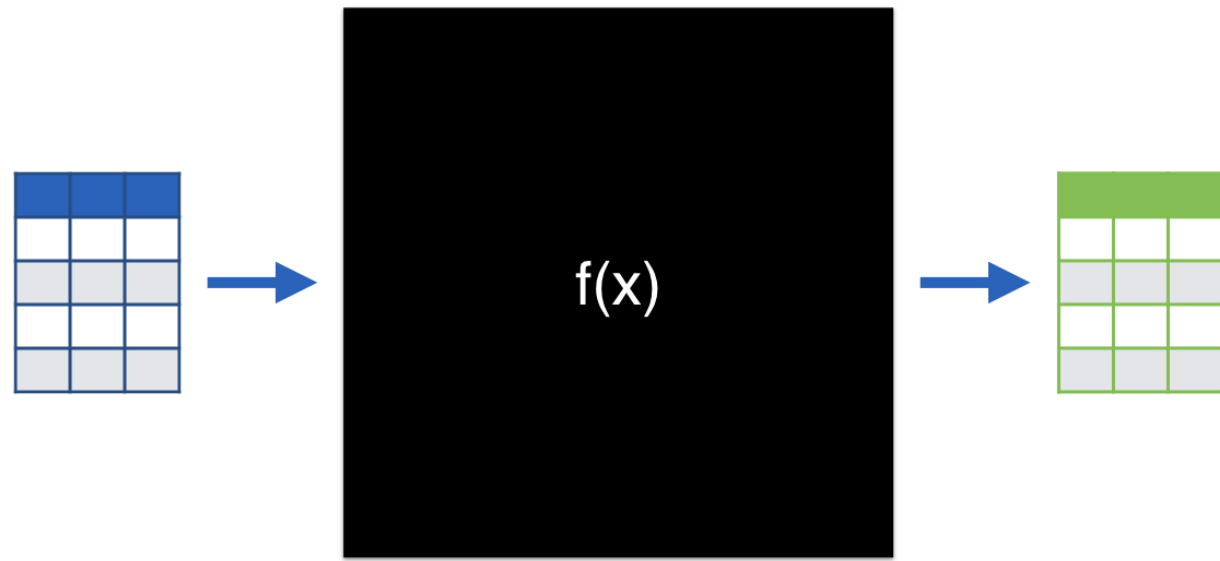


f(x)

```
calculate_something <- function( ) {  
  # do something  
}
```

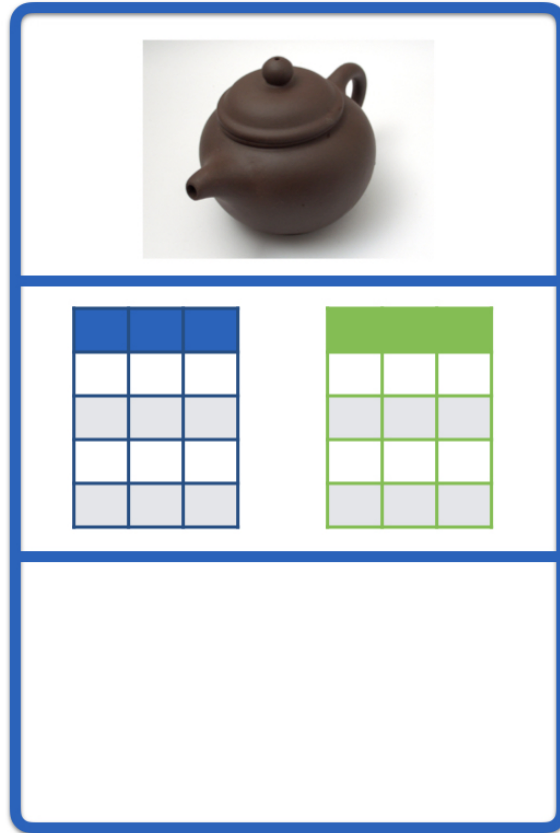


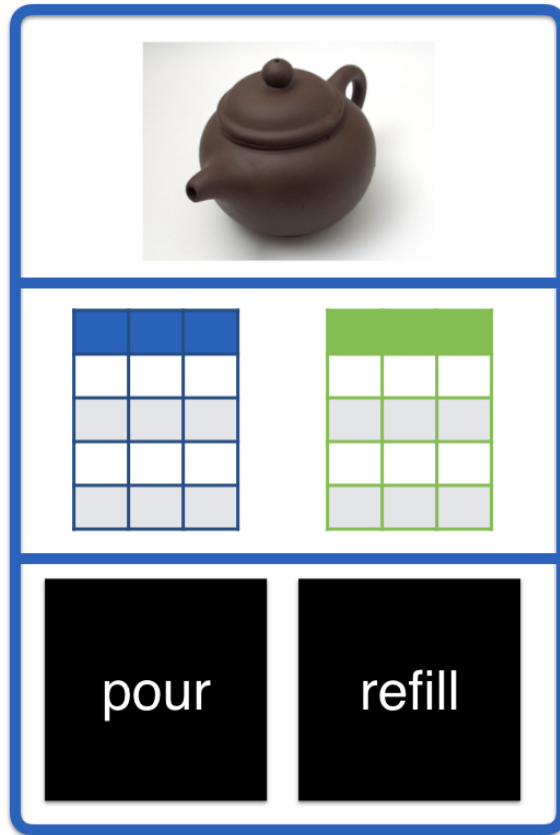
```
calculate_something <- function(x, y, z) {  
  # do something  
}
```



```
calculate_something <- function(x, y, z) {  
  # do something  
  return(the_result)  
}
```







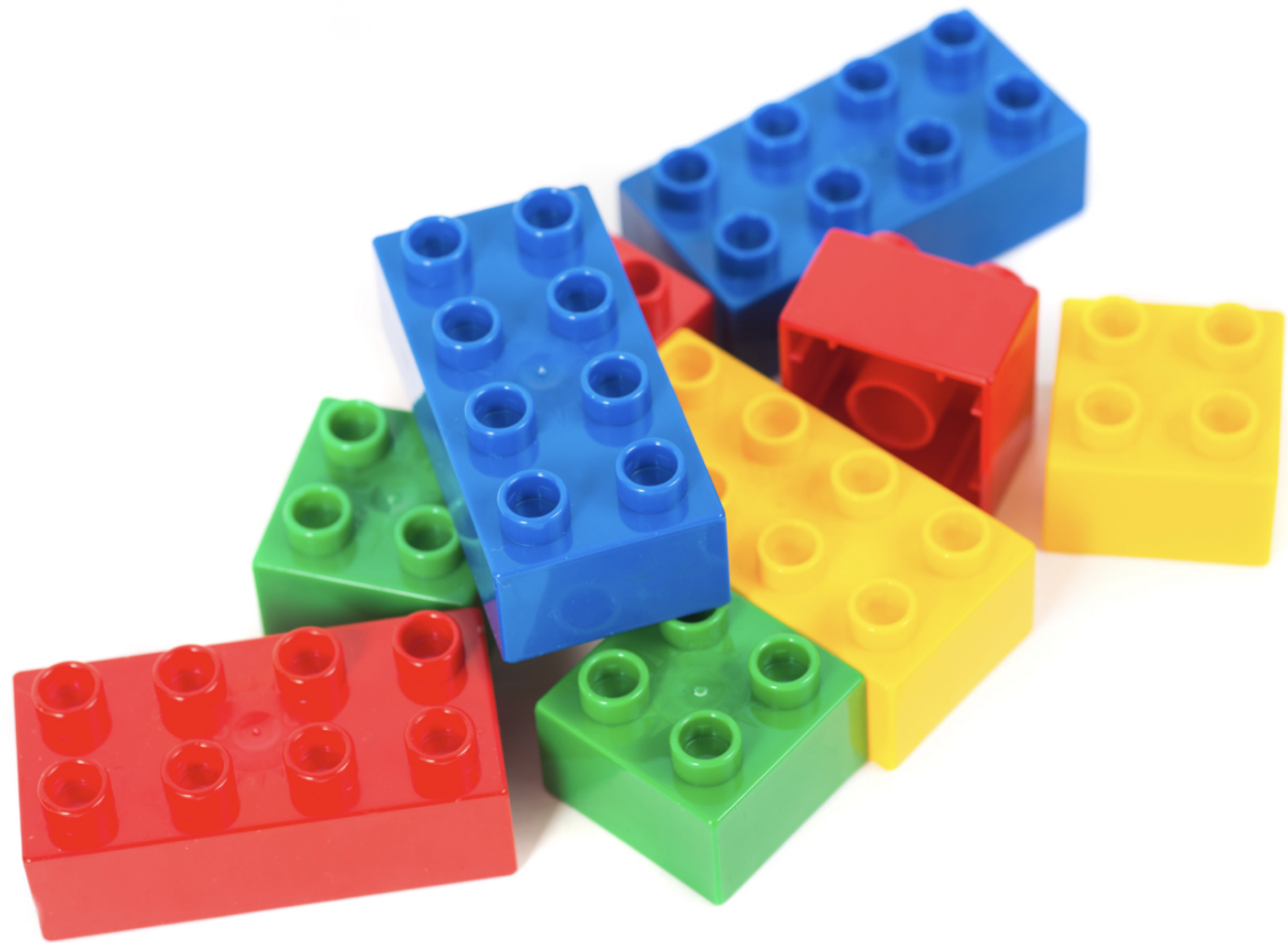


**A method is just a function, talked about in an OOP context**

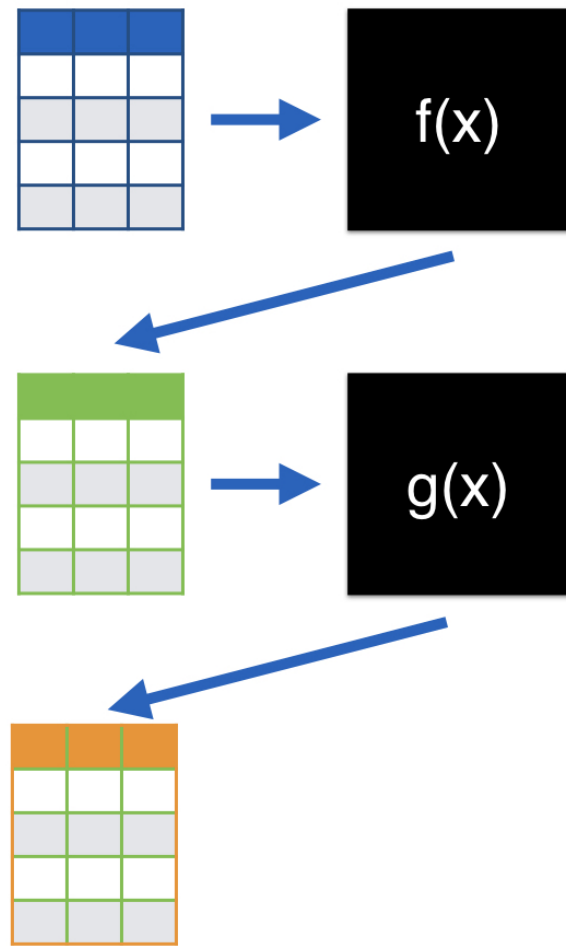
logical vector	closure function
integer vector	builtin function
numeric vector	special function
complex vector	environment
character vector	null
raw vector	formula
list	expression
matrix	call
array	pairlist
data.frame	external pointer
factor	

**list**

**environment**









# When is OOP a good idea?



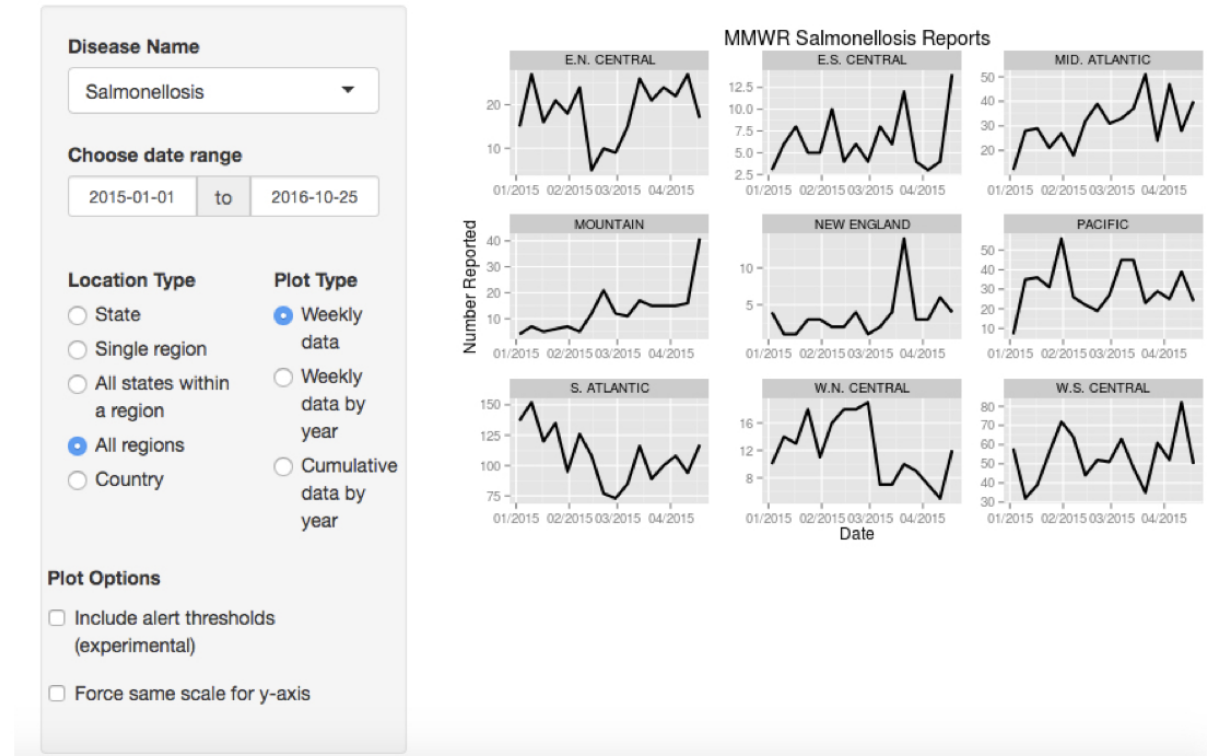




WIKIPEDIA



# CDC Weekly Case Count



building tools



use object-oriented  
programming

analyzing data



use functional  
programming

# Summary

- With **functional programming**, think about the **functions first**.
- With **object-oriented programming (OOP)** think about the **data structures first**.
- **Don't** use OOP for **general purpose data analyses**.
- **Do** use OOP when you have a **limited number of complex objects**.

# Let's practice!

OBJECT-ORIENTED PROGRAMMING WITH S3 AND R6 IN R

# The Nine Systems

OBJECT-ORIENTED PROGRAMMING WITH S3 AND R6 IN R



**Richie Cotton**

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**CRAN**



**CRAN**





ReferenceClasses

R.00

OOP

S4

R5

S3

R6

mutatr

proto

ReferenceClasses

R.oo

OOP

S4

S3

R6

proto



ReferenceClasses

R.00

S4

S3

R6

proto

ReferenceClasses

R.00

S4

S3

R6

# ReferenceClasses

S4

S3

R6



# ReferenceClasses

S4

S3

R6

# ReferenceClasses

S4

S3

R6

ReferenceClasses

S4

S3

R6

ReferenceClasses

S4

S3

R6

# Summary

- Use **S3** regularly
- Use **R6** when you need **more power**
- Use **S4** for **Bioconductor**
- **Maybe** use **ReferenceClasses**

# Let's practice!

OBJECT-ORIENTED PROGRAMMING WITH S3 AND R6 IN R

# How does R Distinguish Variables?

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# str()

```
str(sleep)
```

```
'data.frame':   20 obs. of  3 variables:  
 $ extra: num  0.7 -1.6 -0.2 -1.2 -0.1 ...  
 $ group: Factor w/ 2 levels "1","2": 1 1 1 1 1 ...  
 $ ID    : Factor w/ 10 levels "1","2","3","4",...: 1 2..
```

```
class(sleep)
```

```
"data.frame"
```



# int\_mat

```
(int_mat <- matrix(1:12, 3))
```

```
      [,1] [,2] [,3] [,4]  
[1,]    1    4    7   10  
[2,]    2    5    8   11  
[3,]    3    6    9   12
```

```
class(int_mat)
```

```
"matrix"
```

```
typeof(int_mat)
```

```
"integer"
```

# num\_mat

```
(num_mat <- matrix(rnorm(12), 3))
```

```
      [,1]      [,2]      [,3]      [,4]  
[1,] -0.2911535 -0.1139933 -0.71290868  0.8640191  
[2,] -2.2266419 -1.3604316 -1.90716974  0.4012884  
[3,] -0.7504663 -1.2478873  0.01104117 -0.8127333
```

```
class(num_mat)
```

```
"matrix"
```

```
typeof(num_mat)
```

```
"double"
```

**mode()**

**storage.mode()**

# Summary

- `class()` is your **first choice** for determining the kind of variable
- `typeof()` is also **occasionally useful**
- `mode()` and `storage.mode()` are old functions; **don't use them**

# Let's practice!

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# Assigning Classes

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```
(x <- rexp(10))
```

```
0.195051 2.191040 0.498703 0.976122 0.299001  
0.105187 0.090073 2.328233 3.043201 2.129631
```

```
class(x) <- "random_numbers"
```

```
x
```

```
0.195051 2.191040 0.498703 0.976122 0.299001  
0.105187 0.090073 2.328233 3.043201 2.129631
```

```
attr(,"class")
```

```
class(x)
```

```
"random_numbers"
```

```
typeof(x)
```

```
"double"
```



```
is.numeric(x)
```

```
TRUE
```

```
length(x)
```

```
10
```

```
mean(x)
```

```
1.1856
```

# Summary

- You can **override** the `class()`
- This **won't** break existing functionality

# Let's practice!

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