

1. Record Nr.	UNINA9910254567203321
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Titolo	Advanced Object-Oriented Programming in R : Statistical Programming for Data Science, Analysis and Finance // by Thomas Mailund
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2017
ISBN	9781484229194 1484229193
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (XV, 110 p. 10 illus.)
Disciplina	005.11
Soggetti	Computer programming Programming languages (Electronic computers) Mathematical statistics R (Computer program language) Programming Techniques Programming Languages, Compilers, Interpreters Probability and Statistics in Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1. Classes and Generic Functions -- 2. Class Hierarchies -- 3. Implementation Reuse -- 4. Statistical Models -- 5. Operator Overloading -- 6. S4 Classes -- 7. R6 Classes -- 8. Conclusions.
Sommario/riassunto	Learn how to write object-oriented programs in R and how to construct classes and class hierarchies in the three object-oriented systems available in R. This book gives an introduction to object-oriented programming in the R programming language and shows you how to use and apply R in an object-oriented manner. You will then be able to use this powerful programming style in your own statistical programming projects to write flexible and extendable software. After reading Advanced Object-Oriented Programming in R, you'll come away with a practical project that you can reuse in your own analytics coding endeavors. You'll then be able to visualize your data as objects that have state and then manipulate those objects with polymorphic or generic methods. Your projects will benefit from the high degree of flexibility provided by polymorphism, where the choice of concrete

method to execute depends on the type of data being manipulated.
You will: Define and use classes and generic functions using R Work
with the R class hierarchies Benefit from implementation reuse Handle
operator overloading Apply the S4 and R6 classes .
