

	Formula	Meaning	Example											
Arithmetic	abs (<i>number</i>)	Returns the absolute value of <i>number</i>	abs (3-5) = 2											
	round (<i>number</i>), round (<i>number</i> , <i>decimal place</i>)	Returns the value of number to the nearest integer or specified number of <i>decimal places</i> .	round (123.6789) = 124 round (123.6789, 2) = 123.68 round ($\frac{\text{count}\{ \}}{\text{grandTotal}} 100, 1$) rel. freq. given in percent, rounded to one decimal place											
Conditional	if (<i>condition</i>)... <i>value 1</i> <i>value 2</i>	If <i>condition</i> is true, <i>value 1</i> is returned; else <i>value 2</i> is returned.	if (<i>age</i> < 18) { "minor" "full age"											
	switch (<i>attribute</i>)... (<i>case 1</i>) : <i>value 1</i> (<i>case 2</i>) : <i>value 2</i> ... else : <i>value n</i>	Transform values from <i>attribute</i> into new values. ⇒ Extension of the if () command onto more than 2 cases. ⇒ control-enter: Add new case differentiations.	<table><tr><th>Dice</th><th>Reward</th></tr><tr><td>randomInteger(1, 6)</td><td>switch(<i>Dice</i>) { {<i>?</i> ≤ 2} : "blank" {<i>?</i> ≤ 4} : "2\$" {5} : "3\$" else : "5\$"</td></tr><tr><td>6</td><td>5\$</td></tr><tr><td>3</td><td>2\$</td></tr><tr><td>1</td><td>blank</td></tr><tr><td>5</td><td>3\$</td></tr></table>	Dice	Reward	randomInteger (1, 6)	switch (<i>Dice</i>) { { <i>?</i> ≤ 2} : "blank" { <i>?</i> ≤ 4} : "2\$" {5} : "3\$" else : "5\$"	6	5\$	3	2\$	1	blank	5
Dice	Reward													
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6	5\$													
3	2\$													
1	blank													
5	3\$													
Random Numbers	randomInteger (<i>min</i> , <i>max</i>)	Returns an integer chosen at random between <i>min</i> and <i>max</i> .	randomInteger (1, 6)											
	randomPick (<i>a</i> , <i>b</i> , ...)	Returns randomly one of the parameters (<i>a</i> , <i>b</i> , ...).	randomPick ("head", "tail")											
Statistical One Attribute	count (<i>attribute</i>), count (<i>condition</i>)	Returns the number of cases having values for <i>attribute</i> , the number of cases satisfying <i>condition</i> .	count (<i>sex</i>) = 40 (number of persons with specification) count (<i>sex</i> = "f") = 24 (number of women)											
	last (<i>attribute</i>)	Returns the value of <i>attribute</i> for the last case.												
	max (<i>numAttribute</i>)	Returns the maximum value for <i>numAttribute</i> .	max (<i>price</i>) = 19.99 (highest price)											
	mean (<i>numAttribute</i>)	Mean calculates the sum of the values of <i>numAttribute</i> and divides it by the number of cases.	mean (<i>body_height</i>) = 1.746345											
	median (<i>numAttribute</i>)	Calculates the value of <i>numAttribute</i> for which half the values are greater and half of them are lower.	median (<i>body_height</i>) = 1.75											
	min (<i>numAttribute</i>)	Returns the minimum value for <i>numAttribute</i> .	min (<i>price</i>) = 0.99 (lowest price)											
	sum (<i>numAttribute</i>)	Calculates the sum of values for <i>numAttribute</i> .	sum (<i>ball</i>)											
	uniqueValues (<i>attribute</i>)	Returns the number of unique values <i>attribute</i> has.												
Statistical Transformations	prev (<i>attribute</i>) prev (<i>attribute</i> , <i>start</i>)	Either returns the previous value of <i>attribute</i> or returns <i>start</i> (defaulting to 0), if there is no previous value.												
Special	caseIndex	The number of the case in the collection												
	false	Is a constant whose value is always false.	(2 < 1) ⇒ false											
	grandTotal	Is the total number of cases that appear in a summary table. E.g. used for the calculation of relative frequency.	$\frac{\text{count}\{ \}}{\text{grandTotal}}$ calculation of relative frequency											
	true	Is a constant whose value is always true.	(1 < 2) ⇒ true											