





Workbook v1.2

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# Unit 1

Many important questions ("what's the best restaurant in town?", "is this law good for citizens?", etc.) are answered with data. Data Scientists try and answer these questions, by writing programs that ask questions of data.

Data of all types can be organized into Tables

- Every Table has a header row, and some number of data rows
- **Quantitative data** is data usually numeric that measures *quantity*, such as a person's height, a score on test, a measure of distance, etc. A list of quantitative data can be ordered from smallest to largest.
- Categorical data is data that specifies categories, such as eye color, country of origin, etc. A list of categorical data has no notion of "smallest" or "largest", and cannot be ordered.

**Programming languages** involves different *datatypes*, such as Numbers, Strings, Booleans and Images.

- Operators (like +, -, \*, <, etc.) are written between values. For example: 4 + 2
- We can use **functions** (like triangle, star, string-repeat, etc.) by writing the function name first, followed by a list of **arguments** in parentheses. For example: star(50, "solid", "red")
- **Methods** are special functions that are attached to pieces of data. We use them to manipulate Tables. They are different from functions in several ways:
  - Their names can't be used alone: they can only be used as part of data, separated by a dot. (For example, shapes.row-n(2))
  - o Their contracts are different: they include the type of the data as part of their names. (eg, .row-n :: (index :: Number) → Row)
  - o They have a "secret" argument, which is the data they are attached to
- In this course, we will use three **Table Methods** to manipulate our datasets:
  - o <Table>.order-by order the rows of a table based on a column
  - o <Table>.filter create a subset of the data, with only certain rows
  - o <Table>.build-column use the columns of a table to make a new one

## Numbers and Strings

Make sure you've loaded the Unit 1 Starter File, and clicked "Run".

- 1. Try typing 42 into the Interactions Area and hitting "Enter". What happens?
- 2. Try typing in other Numbers. What happens if you try a decimal like 0.5? A fraction like 1/3? Try really big Numbers, and really small ones.
- 3. String values are always in quotes. Try typing your name (in quotes!). What happens when you hit "Enter"?
- 4. Try typing your name with the opening quote, but without the closing quote. What happens? Now try typing it without any quotes.
- 5. Is 42 the same as "42"? Why or why not? Write your answer below:

They are different data types: 42 (without quotes) is a Number, and "42" (with quotes) is a string.

#### **Operators**

6. Just like in math, Pyret has operators like + and -. Try typing in 4 + 2, and then 4+2 (without the spaces). What can you conclude from this? Write your answer below:

Operators (like +) need whitespace separating them from their operands.

7. Try typing in 4+2+6, 4+2\*6, and 4+(2\*6). What can you conclude from this? Write your answer below:

You can use the same operator multiple times without parentheses, but you need parentheses to group order of operations if using different operators (like + and \*) together.

8. Try typing in 4 + "cat", and then "dog" + "cat". What can you conclude from this? Write your answer below:

The + operator can only be used with Numbers, not Strings.

#### Booleans

Boolean expressions are yes-or-no questions, and will always evaluate to either true ("yes") or false ("no"). What will each of the expressions below evaluate to? Write down the result in the blanks provided, and type them into Pyret if you're not sure.

3 <= 4	True	"a" > "b"	False
3 == 2	False	"a" <> "b"	True
2 <> 4	True	"a" == "b"	<u> False</u>
3 <> 3	True	"a" <> "a"	False

### **Boolean Operators**

Pyret also has operators that work on *Booleans*. For each expression below, write down your guess about what it will evaluate to. Then type them in and see if you were right!

$(3 \le 4)$ and $(3 = 2)$	False
("a" == "b") and $(3 <> 4)$	_ False
$(3 \le 4) \text{ or } (3 = 2)$	True
("a" == "b") or (3 <> 4)	True

How many different Number values are there in Pyret? <u>Infinite</u>
 How many different String values are there in Pyret? <u>Infinite</u>
 How many different Boolean values are there in Pyret? <u>Two</u>

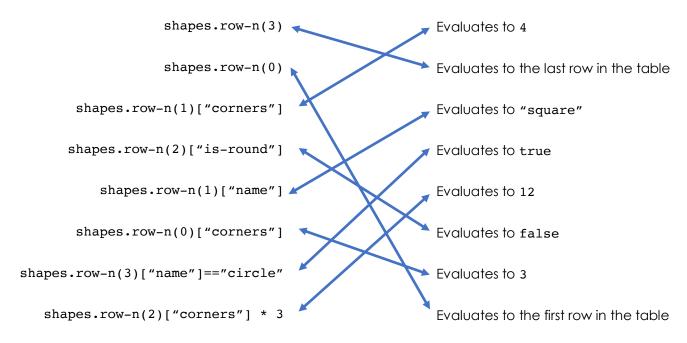
## Lookups

The table below represents four shapes in a table:

#### shapes

name	corners	is-round
"triangle"	3	false
"square"	4	false
"rectangle"	4	false
"circle"	0	true

1. <u>Match</u> each Pyret expression (left) to the description of what it looks up (right).



2. Fill in the blanks (left) with the Pyret lookup code that will produce the value (right).

a. shapes.row-n(2)["name"]	"rectangle"
b. shapes.row-n(0)["name"]	"triangle"
c. shapes.row-n(1)["corners"]	4
d. shapes.row-n(3)["corners"]	0
e. shapes.row-n(3)["is-round"]	true

### Unit 2

**Answering Questions from Data** can take many forms. Here are a few types of questions, each requiring a different kind of analysis:

- **Lookup Questions** can be answered just by finding the right row and column a table. (e.g. "How old is Toggle?")
- Compute Questions can be answered by computing over a single row or column. (e.g. – "What is the heaviest animal at the shelter?")
- Analyze Questions require looking for trends across multiple rows or columns.
   (e.g. "Do cats tend to be adopted sooner than dogs?")

We can define our own functions, using a technique called the Design Recipe.

- We use the Design Recipe to help us define functions without making mistakes.
- The first step is to write a Contract and Purpose Statement for the function, which specify the Name, Domain and Range of the function and give a summary of what it does.
- The second step is to write at least two examples, which show how the function should work for specific inputs. These examples help us see patterns, and we express those patterns by circling and labeling what changes.
- The final step is to **define the function**, which generalizes our examples.



## The Animals Dataset

1. This	s dataset is <u>Animals fr</u>	om an animal shelter	, which contains <u>31</u> data rows.
2. Sor	me of the columns are	e:	
i.			<u>categorical</u> data, and is of type column are: <u>"Toggle", "Fritz", and "Nori"</u> .
ii.	species Some e	, which contains _ example values from this o	<u>categorical</u> data, and is of type column are: <u>"cat", "dog"</u> .
iii.			quantitative data, and is of type column are: 1, 2, 6
iv.	Number . Some e	example values from this o	quantitative data, and is of type column are: 6.5, 35.3, 6.1
	me questions I have c		Lookup, Compute or Analyze?
<i>m</i> , q			

### Practicing Lookups

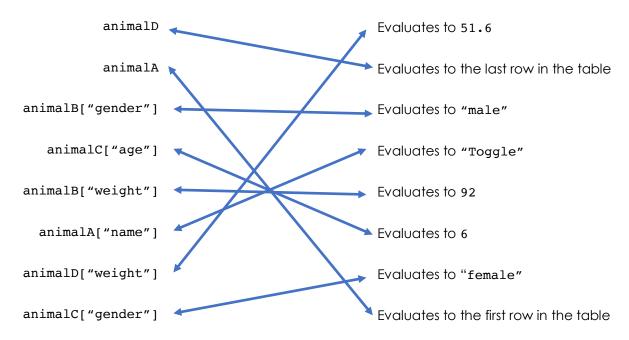
The table below represents four pets at an animal shelter, and four value definitions for rows in that table:

#### animals-table

name	gender	age	Weight
"Toggle"	"female"	3	48
"Fritz"	"male"	4	92
"Nori"	"female"	6	35.3
"Maple"	"female"	3	51.6

animalA = animals-table.row-n(0)
animalB = animals-table.row-n(1)
animalC = animals-table.row-n(2)
animalD = animals-table.row-n(3)

v. Match each Pyret expression (left) to the description of what it looks up(right).



vi. Fill in the blanks (left) with the Pyret lookup code that will produce the value (right).

animalD["name"]	"Maple"
animalB["gender"]	"male"
animalB["age"]	4
animalA["weight"]	48
animalC["name"]	"Nori"

# The Design Recipe

For the word problems below, assume you have animalA and animalB defined in your code.

Define a function	called is-fixed,	which looks u	p whether or not a	n animal is fixed

#	is-fixed	:(animal :: i		Boolean
Д С.	name			range
		al, and looks up the value	In the fixed column	<del> </del>
exam	ples:			
	is-fixed	( <u>animalA</u> ) <b>is</b>	animalA["f	fixed"]
_	is-fixed	( <u>animalB</u> ) <b>is</b>	animalB["f	Fixed"]
end				
fun	<u>is-fixed</u>	( <u>animal</u> ) :	animal["f	xed"]
end				
	e a function cal up the gender	lled gender, which cons of that animal	umes a Row of the anii	mals table and
#	gender name	.: (animal :: domai	<del></del>	String range
# Co	nsumes an ani	imal, and produces the	e value in the gender	column
	ples:			
	gender	( <u>animalA</u> ) <b>is</b>	animalA["gender	"]
end	gender	( <u>animalB</u> ) <b>is</b>	animalB["gender'	<u>']                                    </u>
fun	gender	( <u>animal</u> ) :	animal["qender"	]

# The Design Recipe

For the word problems below, assume you have animalA and animalB defined in your code.

Define a function called is-cat, which consumes a Row of the animals table and computes whether the animal is a cat.

#	is-cat	:: (0	animal :: Row)	_	Boolean
	name		domain		range
#	Consumes an animal	l, look up the sp	ecies column,	and compute	r if species = "cat"
ex	amples:				
	is-cat	( <u>animal</u> A	_) is	animalA["sp	pecies"] == "cat"
en	is-cat <b>d</b>	( <u>animalB</u>	_) <b>is</b>	animalB["sp	pecies"] == "cat"
fu		( <u>animal</u>	_) :	animal["sp	ecies"] == "cat"
en	d				

Define a function called is-young, which consumes a Row of the animals table and computers whether it is less than two years old.

# _	is-young	<b>::</b>	(animal ::	Row)	_ →	Boolean
	name		domai	.n		range
# _	Consumes an	animal, retur	ns true if	the animal is	less than	2 years old
exa	amples:					
	is-young	( <u>animal</u>	<u>A</u> ) is	anin	nalA["age"	] < 2
end	is-young	(_anima	lB_) is	anin	nalB["age"]	< 2
fur	ı is-young	( <u>anim</u>	<u>al</u> ) :	anim	nal["age"]	< 2
end	1					

### Unit 3

Functions can contain value definitions

We use **Table Plans** to help us use table methods correctly, without making mistakes:

- Like functions, we start with a Contract and Purpose Statement
- But instead of writing *programmed examples*, we sketch out **Sample Tables** and **Results**, based on the Contract and Purpose.
- Then we define the function based on our Sample Table and Result. Every function includes both the table definition (using methods) and a table expression.



# Design Recipe

For the word problems below, assume you have animalA and animalB defined in your code.

Define a function called birth-year, which consumes a Row of the animals table and produces the year that animal was born.

#	birth-year	::	(animal :: I	Row)	$\rightarrow$	Number				
	name		domain		_	range				
#Cons	#Consumes an animal, and produces the year that they were born, subtracting age from									
exan	examples: the current year									
	birth-year	( animal A	<u>\</u> _) is _	2019 - a	nimalA["c	ige"]				
<b>3</b>	birth-year	(_animalB	) is _	2019 - a	nimalB["a	ige"]				
end										
fun	birth-year_	. ( <u>anima</u>	<u>ı</u> _) : _	2019 - a	<u>nimal["ag</u>	<u>e"]</u>				
end										
Define	e a function called	nametag,	prints out e	ach animal's	s name in	big red letters.				
#	nametag	::	(animal :: Ro	ow)	$\rightarrow$	Image				
	name	_	domain			range				
# <u>Co</u>	nsumes an animal,	and produce.	s an image d	f their name	e in big, re	d letters				
exan	mples:									
	nametag	( <u>animal</u> /	<u>4</u> ) is _	text(anim	alA["nam	e"], 50, "red")				
end	nametag	( <u>animalB</u>	<u> </u>	text(anima	alB["name	e"], 50, "red")				
fun	<u>nametag</u>	( <u>animal</u>	) : _	text(anim	al["name'	"], 50, "red")				
end						· · · · · · · · · · · · · · · · · · ·				

### Playing with Methods

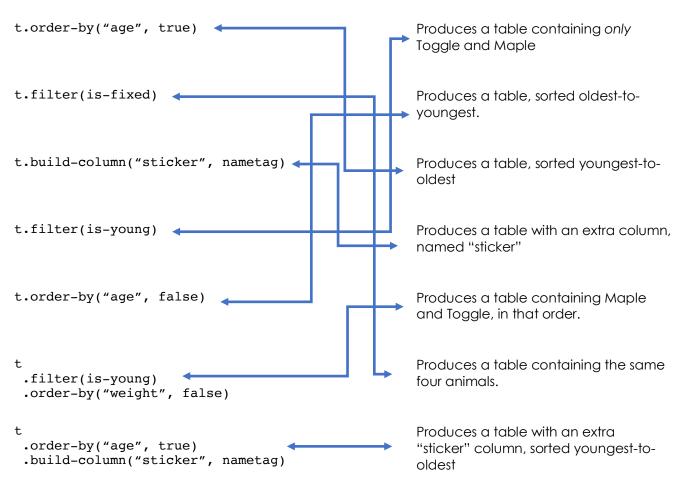
You have the following functions defined below (read them carefully!):

```
fun is-fixed(animal): animal["fixed"] end
fun is-young(animal): animal["age"] < 4 end
fun nametag(animal): text(animal["name"], 20, "red") end</pre>
```

The table **t** below represents four animals at the shelter:

name	gender	age	fixed	weight
"Toggle"	"Toggle" "female"		true	48
"Fritz"	"Fritz" "male"		true	92
"Nori"	"female"	6	true	35.3
"Maple"	"female"	3	true	51.6

Match each Pyret expression (left) to the description of what it does (right).



#### Table Plan

The shelter wants to print up bar charts showing animal's ages, in alphabetical order. Sometimes they want to do this for every animal, but sometimes they just need it for the cats, or for animals that are young. Define a function sorted-age-bar, which takes in a table of animals and computes a bar-chart showing their ages, in alphabetical order.

# _ s	sorted-	age-bar	_::	(animals :: Tab	le)	_ > _	Table
# <u>Cons</u>	sume a t	able of anim	als, and com	npute a bar chart sho	wing their a	ges, in alpi	habetical order
		<b>what I type</b> ble to start v		t I get back		To use th	e function, I would type
	le-tal		,,,,,		sorted-		r(example-table)
name		age				4	, ,
Sasha		1				*	
Toggle		3		$\rightarrow$		3	
Buddy		2				2	_
Wade		1					
Mittens		2				1	
						0 Buddy	Mittens Sasha Toggle Wade
	the fur		circle vour	helper functions!), th	en produce	e a result v	with the new table
030 1110	1010101	11 1110111003 (		101001 10110110110110.,, 111	on produce	, a 103011 (	min ino now idolo.
fun		sorted-ag	ne-bar	( animals ):			
_	animal.	<del>-</del>		_ (			Define the table
	build-co					,	Are there more columns?
	filter(	orummi(					Are there fewer rows?
							Are the rows ordered?
	order-b		ige", true				0 / 1/
<u>bar</u> end	'-chart	( t, "name"	, age")				<u>Produce the result</u>

#### Table Plan

The shelter wants to see if there's a relationship between how old an animal is, and how long it takes them to be adopted. Sometimes they want to do this for every animal, but sometimes they just need it for the cats, or for animals that are fixed. Define a function age-adopted-scatter, which takes in a table of animals and computes a scatter-plot showing their ages on the x-axis and weeks to be adopted on the y-axis.

Contract a	ind Purp	ose				
# age-ado	opted-s	catter	_::	(animals :: Table)	>	Table
,, -						
				npute a scatterplot show	ing their ages o	on the x-axis,
and wee	ks be add	opted on	the y-axis			
Where I sto	art, what	l l type,	and wha	ıt I get back		
A sample to					To use	e the function, I would type:
					age-adop	ted-scatter(sample)
name	age	weeks				3 •
Sasha	1	3				
Toggle	3	1		$\rightarrow$		
Buddy	2	3			New	2
Wade	1	1				
Mittens	2	1				1
						1.0 1.5 2.0 2.5 3.0 age
D. C II.	£					
Define the			ircle vour	helper functions!), then	produce a res	cult with the new table
	vain me	.1110G3 (C	ii CiC yooi	ricipal fortalions; j, interi	produce a res	on will the new lable.
_	222 2	dontad	ccatton	/		
fun		зортеи-	scatter	_( <u>animals</u> ):		Define the table
<u>t = anii</u>	mals					
build	d-colum	n(				
.filte	er(					Are there fewer rows?
	er-by(					Are the rows ordered?
		t, "name	 z", "age",	, "weeks" )		Produce the result
end		•				

### Unit 4

**Bar charts** show the *absolute* quantity of each row in a dataset. The larger the quantity, the longer the bar. Bar charts provide a visual representation of values in a dataset.

**Pie charts** show the *relative* quantity of each row in a dataset. The greater the percentage, the larger the pie slice. Pie charts provide a visual representation of proportions in a dataset.

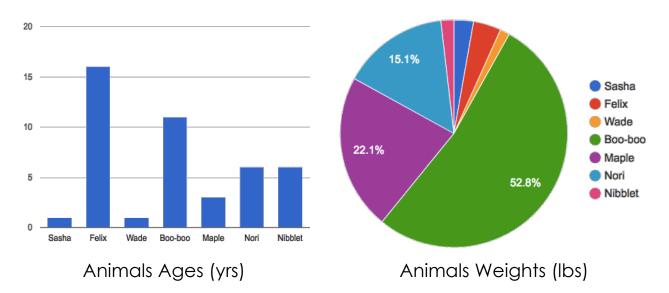
**Choosing a Sample Table** is important when coming up with small examples for Table Plans. A good sample table has:

- At least all the relevant columns
- Enough rows to accurately represent the dataset
- Rows that are randomly-ordered



# Quantity Charts in the Animals Dataset

Below are two quantity charts made from subsets of the animals table



What do you NOTICE about these charts?	What do you WONDER about these charts?
Vhy are some questions easier to answer	with one kind of chart or another?
<u> </u>	

### **Bad Sample Tables!**

For each word problem, a Sample Table must have (1) all the columns that matter, (2) a representative sample of the rows, and be in (3) random order. For each problem below, check the boxes if the Sample Table meets those criteria.

#### 1. The shelter wants to a scatter plot showing the age of the cats v. their weight

name	species	age	fixed	legs	pounds	weeks
Sasha	cat	1	FALSE	4	6.5	3
Mittens	cat	2	TRUE	4	7.4	5
Sunflower	cat	5	TRUE	4	8.1	10

- ✓ Relevant columns
- ✓ Representative sample of rows
- ✓ Random order

#### 2. The shelter wants a pie chart showing all the dogs' weight

name	species	age
Fritz	dog	4
Wade	cat	2
Nibblet	rabbit	6
Daisy	dog	5

모	levant	$\sim$	liimnc
1/0	ic vai ii	$\sim$	1011113

- Representative sample of rows
- Random order

#### 3. Sort all the animals alphabetically by name

name	species	age	fixed	legs	pounds	weeks
Ada	dog	2	TRUE	4	32	3
Во	dog	4	TRUE	4	76.1	10
Boo-boo	dog	11	TRUE	4	123	10

- ✓ Relevant columns
  - Representative sample of rows
    - Random order

#### Make a bar chart for all the fixed animals

name	species	age	fixed	legs	pounds	weeks	<b>√</b>	Relevant c
Sasha			FALSE					Representa
							_	

- columns
- ative sample of rows
- □ Random order

#### Table Plan

Define a function pie-pounds-young, which takes in a Table of animals and creates a pie chart of the animals' weight, but only for animals that are young.

Contract c	ınd Purp	ose				
# pie-poi	unds-yo	ung	::(animals :: To	able)	→	Image
	nes a ta of their		imals, filters to show	only young ani	mals, and p	produces a pie
<b>Where I sto</b> A sample to			nd what I get back	T	o use the fu	ınction, I would type:
sample-t	able		<i>&gt;</i>	pie-pounds:	-young(san	nple-table)
name	age	pounds	1			
Snowcone		6.1			10.5%	
Lucky		45.4				
Hercules		13.4		14.9%		15.8%
Toggle	•••	48				
Snuggles		0.1		17.	9.5%	17%
<b>Define the</b> Use the rele			cle your helper functions!	), then produce	a result with	the new table.
fun <i>† = anii</i>		วนnds-yoเ	ung ( <u>animals</u>	):		Define the table
						re there more columns?
filte						Are there fewer rows?
////	r(is-you	<u> </u>				Are the rows ordered?
<i>pie-chi</i> end	art(t, "r	name", "po	ounds")			Produce the result

# My Dataset

1. This dat	aset is	, wł	nich contains	data rows.
2. Some o	f the columns are:			
i		which contains		data, and is of type
	Some example	e values from this colui	mn are:	
ii		which contains		data, and is of type
	Some example	e values from this colui	mn are:	
iii		which contains		data, and is of type
	Some example	e values from this colui	mn are:	·
iv		which contains		data, and is of type
	Some example	e values from this colu	mn are:	·
	uestions I have about			
My questi	on is		Lookup, Co	ompute or Analyze?

# My Dataset

What are two ways you might want to order this dataset?
1)
2)
What are two subsets into which you might filter this dataset?
1)
2)
What are two new columns you might want to build from this dataset?
1)
2)

# Design Recipes – Filtering Rows

What are two criteria you might want to *filter* by? Write your own word problems below, and solve them using the Design Recipe.

Define a function called			, which consumes a Row of the		
	tabl	le and			
#	::				
name		domain		range	
#				<del></del>	
examples:					
	(	) is			
	· · · · · · · · · · · · · · · · · · ·			· · · · · · · · · · · · · · · · · · ·	
,	(	) is			
end					
fun	(	) :			
end					
ena					
#name	<b>::</b>	domain		range	
#		domarii		runge	
<pre>examples:</pre>					
onampros.					
	(	) is		<del> </del>	
	,	\			
end	(	) is			
	,				
fun	(	) :		· · · · · · · · · · · · · · · · · · ·	
end					

# Design Recipes – Building Columns

What are two columns you might want to *build* for your dataset? Write your own word problems below, and solve them using the Design Recipe.

	::	$\rightarrow$	
name	domain		range
mples:			
	() is		
	() is		
ı	() :		
l			
name	domain		range
mples:		<del></del>	
mpres.			
	( ) <b>is</b>		
	·		
	() is		
	() is		
l 1	() is		

# Quantity Charts in My Dataset

Describe two of the pie or bar charts you made from your dataset.

1)	I made a _		/ 10.00	chart, showing	g the	column in your dataset	_ fo
		bre	/ bar			column in your dataset	
	your	subset	(for example	, "fixed dogs at	the	shelter")	•
2)	I made a _			chart, showing	g the		_ foi

What do you NOTICE about these charts?	What do you WONDER about these charts?

#### Unit 5

- There are three ways to measure the "center" of a dataset, to talk about a whole column of data using just one number:
  - The mean of a dataset is the average of all the numbers
  - The median of a dataset is a value that is smaller than half the dataset, and larger than the other half
  - o The **modes** of a dataset are the numbers that appear the most often.
- Data Scientists can also measure the "variation" of a dataset using a **five number summary:** 
  - o The **minimum** the smallest value in the dataset
  - o The **first**, **or "lower" quartile (Q1)** the median value that separates the first quarter of the values in the dataset from the second quarter
  - The second quartile (Q2) the median value which separates the entire dataset into "top" and "bottom" halves.
  - The third, or "upper" quartile (Q3) the median value that separates the third quarter of the values in the dataset from the fourth quarter
  - o The **maximum** the largest value in the dataset
- The five number summary can be used to draw a box-and-whisker plot.



### Summarizing Columns in Animals

The column I choose to measure is <b>weeks</b>	
------------------------------------------------	--

#### **Measures of Center**

The three measures for this column are:

Mean (Average)	Median	Mode(s)
6.0689	4	1

Based on the differences between mean and median, I conclude:

On average, animals stay at the shelter for about 6 weeks, but half of all the animals were adopted after 4 weeks or fewer.

#### **Measures of Variation**

My five-number summary is:

Minimum	Q1	Q2 (Median)	Q3	Maximum
1	2.5	4	8	30

A box plot can be drawn from this summary on the number line below:



From this summary and box-plot, I conclude:

The vast majority of animals are adopted before 8 weeks in the shelter, but there are a number of outliers (such as the maximum of 30).

## Interpreting Variation

Consider the following list dataset, representing the annual income of ten people:

\$65k, \$12k, \$14k, \$280k, \$15k, \$22k, \$45k, \$34k, \$45k, \$175k

1. In the space below, rewrite this dataset in **sorted order**.

\$12k, \$14k, \$15k, \$22k, \$34k, \$45k, \$45k, \$65k, \$175k, \$280k

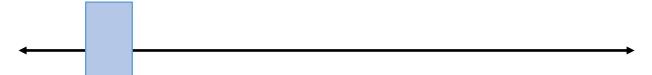
2. In the table below, compute the **measures of center** for this dataset.

Mean (Average)	Median	Mode(s)
70,700	39,500	45,000

3. In the table below, compute the **five number summary** of this dataset.

Minimum	Q1	Q2 (Median)	Q3	Maximum
12,000	15,000	39,500	65,000	280,000

4. On the number line below, draw a **box plot** for this dataset.

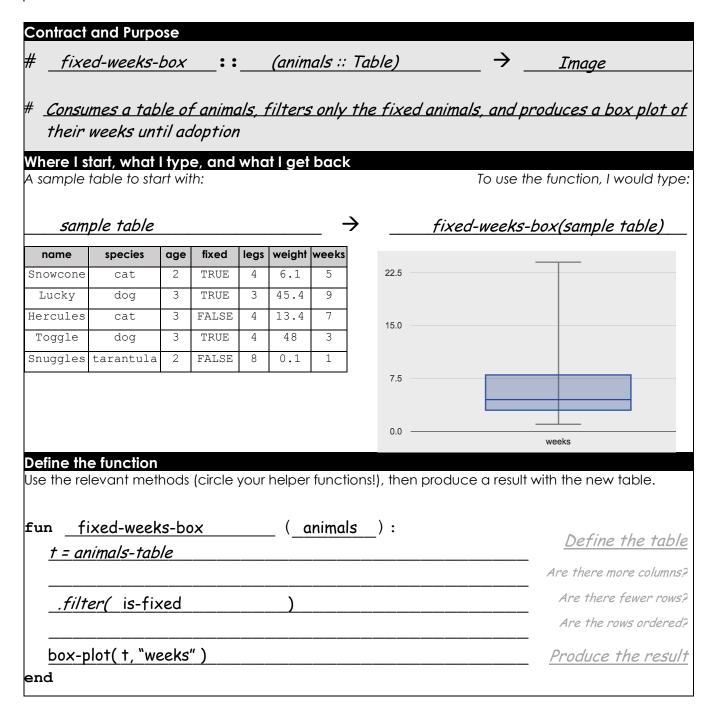


5. The following statements are correct...but misleading. Write down the reason why.

Statement	Why it's misleading
"They're rich! The average person makes more than \$70k dollars!"	While the mean is close to \$70k, there are some very high earning outliers pushing the average up.
"It's a middle-income list: the most common salary is \$45k/yr!"	In the full dataset, more than half of the entries are people making less than \$45k, making the mode misleading.
"This group is really diverse, with people making as little as 12k and as much as \$280k!"	While the spread of incomes is large, the vast majority are still making less than \$65k, with very high earning outliers.

#### Table Plan

The Animal Shelter Bureau would like to study the distribution of weeks-until-adoption for fixed animals housed at shelters around the country. They need a function that consumes an Animals table, filters to show only the fixed animals, and produces a boxplot for the weeks column. Define a function called fixed-weeks-box below.



## Summarizing a Column in My Dataset

	e to measure	<i>y</i> 15		
	The thre	Measures of Center	imp grat	
	ine inre	e measures for this colu	omn are:	
Mean (Averag	je)	Median		Mode(s)
Based on the differe	ences betwe	en mean and median	, I conclude :	
		<b>Measures of Variatior</b> / five-number summary		
Minimum	Q1	Q2 (Median)	Q3	Maximum
A box plot can be a	lrawn from tl	nis summary on the nur	mber line belo	ow:
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#### Unit 6

**Frequency Bar charts** show the number of rows belonging to a given category. The more rows in each category, the longer the bar.

- Frequency bar charts provide a visual representation of the frequency of values in a **categorical** column.
- Since categorical data cannot be ordered, there is no strict ordering of bars in a frequency bar chart.

**Histograms** show the number of rows that fall within certain ranges, or "bins" of a dataset. The more rows that that fall within a particular "bin", the longer the bar.

- Histograms provide a visual representation of the frequency of values in a **quantitative** column.
- Quantitative data can be ordered, so the bars of a histogram are always sorted.
- When dealing with histograms, it's important to select a good bin size. If the
  bins are too small or too large, it is difficult to see the distribution in the
  dataset.



## Frequency Charts in the Animals Dataset

name	species	age	pounds
"Sasha"	"cat"	1	6.5
"Boo-boo"	"dog"	11	123
"Felix"	"cat"	16	9.2
"Nori"	"dog"	6	35.3
"Wade"	"cat"	1	3.2
"Nibblet"	"rabbit"	6	4.3
"Maple"	"dog"	3	51.6

1. How many cats are there?

2

2. How many dogs are there?

3

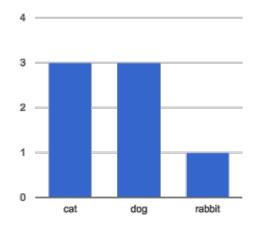
3. How many animals are between 3-6 years old?

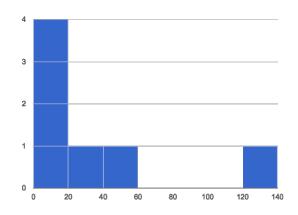
3

4. How many weigh between 0-5 pounds?

- 2
- 5. Are there more animals weighing 0-5 than 6-10 pounds?
- Yes

6. The charts below are based on the Sample Table above. What is each one measuring? Write down your guess underneath each one.





Amount of each species

Frequency of animal weights

Define a function freq-bar-gender, which takes in a Table of animals and creates a frequency bar chart showing how many animals are male v. female.

Contract	and Purp	ose						
freq-t	oar-gende	er	::_	(animals	:: Table)		→ _	Image
		le of a	<u>animals</u>	and prod	uces a fred	quency bar c	hart o	of their genders
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	animals-	-table	ટ		$\rightarrow$	freg-bar	-gend	ler(animals-table)
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name	species	age	gender	_				
Fritz	dog	4	male	7				
Wade	cat	2	male					
Nibblet	rabbit	6	male					
Daisy	dog	5	female					
						female		male
						Tomas:		maio
Define the								
Use the rela	evant met	thods (	circle yo	ur helper f	unctions!), th	nen produce (	a result	with the new table.
				,	,			
fun		ır-gen	<u>ider</u>	( <u>a</u> n	nimal ):			Define the table
<u>† = ai</u>	nimals							Are there more columns?
								Are there fewer rows?
								Are the rows ordered?
			"==nda					Contractor and white
end	q-bar-ch	<u>αι·ι(ι,</u>	, genue	<u>r.)</u>				Produce the result

Define a function histogram-adoption, which takes in a Table of animals and creates a histogram showing how long it took for animals to get adopted

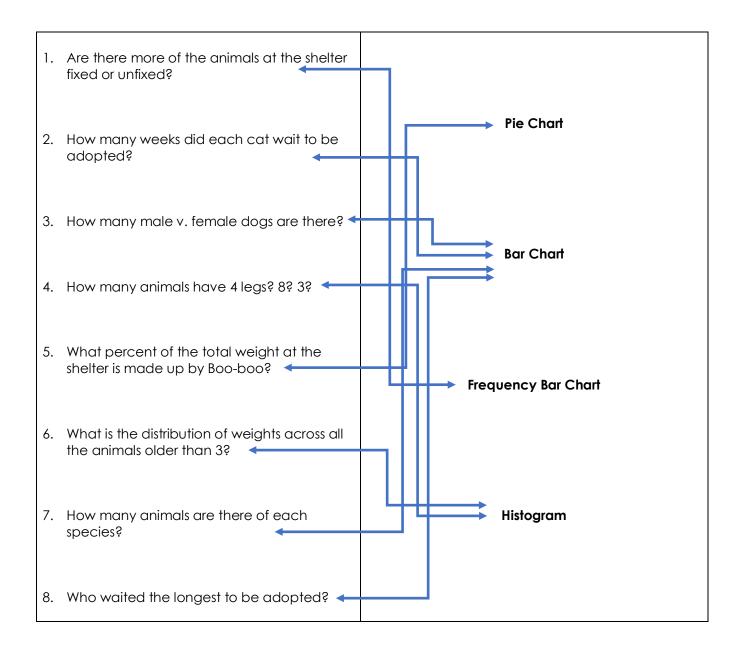
Contract	and Purpo	ose										
# histo	gram-ado	ptio	<u>n</u> ::		(anima	als :: Ta	ıble)			<del>-</del>	Image	
										_		
Consum	es a table	of c	<u>animals</u>	and	l prod	uces a l	nisto	gram sh	nowing	how	long it to	ok for the
animals	to get ad	opte	:d									
Example	S											
	tart Table aı	nd a	result b	ased	on the	at table.						
C	inimals-tal	ble				_ >	-	histog	ram-a	dopti	on(animal:	s-table)
name	species	age	fixed	legs	weight	weeks						
Snowcone	cat	2	TRUE	4	6.1	5		2.0				
Lucky	dog	3	TRUE	3	45.4	9		1.5				
Hercules	cat	3	FALSE	4	13.4	7		1.0				
Toggle	dog	3	TRUE	4	48	3		1.0				
Snuggles	tarantula	2	FALSE	8	0.1	1						
								0.5				
								0.0				
								1 2	3 4	5	6 7 8	9 10
	e function											
Use the re	levant metl	hods	(circle	your	helper	function	rs!), th	nen produ	uce a i	esult v	vith the ne	w table.
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											Are the	re fewer rows?
											Are the	rows ordered?
histo	ogram(t, "v	 week	(s", 1)								Produce	e the result
end												

## Visualizing My Dataset

Describe two of the histograms or frequency bar charts you made from your dataset. your subset (for example, "fixed dogs at the shelter" 2) I made a \_\_\_\_\_\_ for What do you NOTICE about these charts? What do you WONDER about these charts?

## Matching Charts to Questions

For each of the questions below, draw a line to the chart that will best answer it. (You may find that more than one question is best answered by the same chart!)



#### Unit 7

- **Scatter Plots** show the relationship between two quantitative columns. Each row in the dataset is represented by a point, with one column providing the x-value and the other providing the y-value. The resulting "point cloud" makes it possible to look for a relationship between those two columns.
- If the points in a scatter plot appear to follow a pattern, it is possible that a relationship or **correlation** exists between those two columns.
- If there is a pattern to the points in a scatter plot, points that are far away from the pattern are called **outliers**.
- We can express this correlation by drawing line through the data cloud, so that
  the distance between the line and each of the points is as small as possible. This
  line is called the line of best fit or predictor function and allows us to make
  predictions based on the dataset.

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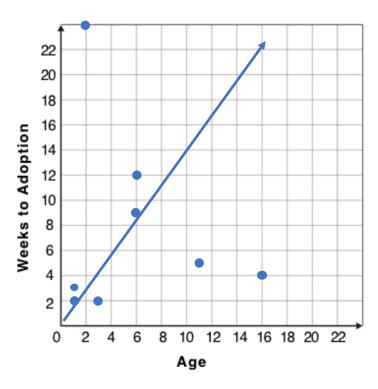
## (Dis)Proving a Claim

## "Younger animals are cuter, so they get adopted faster."

Do you agree? If so, why?
I hypothesize
that younger animals will get adopted faster, possibly because
they are considered cuter, but there may be other factors
causing them to get adopted faster.
What would you look for in the dataset to see if you are right?
I would look at both the ages and number of weeks until adoption
for each animal to see if there was a correlation. I would also
want to collect more data, such as conduct a survey of adopters.

## Creating a Scatter Plot

name	species	age	weeks
"Sasha"	"cat"	1	3
"Boo-boo"	"dog"	11	5
"Felix"	"cat"	16	4
"Buddy"	"lizard"	2	24
"Nori"	"dog"	6	9
"Wade"	"cat"	1	2
"Nibblet"	"rabbit"	6	12
"Maple"	"dog"	3	2



- 1. For each row in the Sample Table on the left, add a point to the scatter plot on the right. The first 3 rows have been completed for you. Use the values from the age column for the x-axis, and values from the weeks column for the y-axis.
- 2. Do you see a pattern? Do the points seem to shift up or down as age increases? **Draw a line on the scatter plot to show this pattern**.
- 3. Does the line slope upwards or downwards?
- 4. Are the points mostly close to the line?

#### Slightly upwards

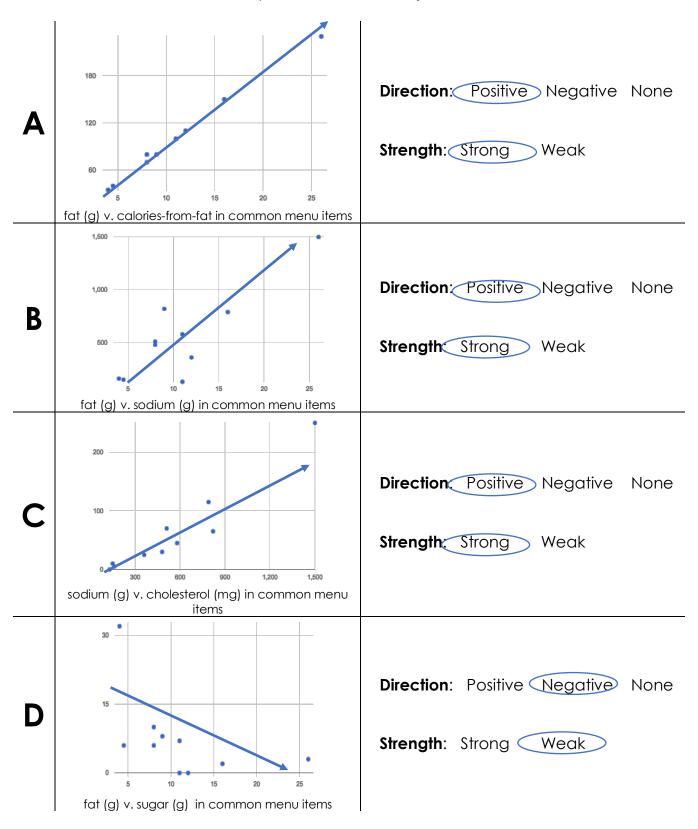
A few points are close to the line, but as ages increase the points get much farther apart.

Define a function <code>cats-age-weeks</code>, which takes in a Table of animals and creates a scatter plot of all the cats, tracking their <code>age</code> on the x-axis and the number of <code>weeks</code> it took for them to be adopted on the y-axis.

animals-table    Cats-age-weeks(animals-table   Cats-age-weeks	,,	and Purpo 8-age-wee		::		(anim	als ::	Table	e) → Image
A sample table to start with:  animals-table  range   species   age   fixed   legs   weight   weeks   Snowcone   cat   2   TRUE   4   6.1   5   Lucky   dog   3   TRUE   3   45.4   9   Hercules   cat   3   FALSE   4   13.4   7   Toggle   dog   3   TRUE   4   48   3   Snuggles   tarantula   2   FALSE   8   0.1   1    Define the function Use the relevant methods (circle your helper functions!), then produce a result with the new table.  fun   cats-age-weeks   (animals   ) :				f anim	als,	create	es a s	icatte	er plot of only the cat's ages and their
name species age fixed legs weight weeks  Snowcone cat 2 TRUE 4 6.1 5  Lucky dog 3 TRUE 3 45.4 9  Hercules cat 3 FALSE 4 13.4 7  Toggle dog 3 TRUE 4 48 3  Snuggles tarantula 2 FALSE 8 0.1 1  Define the function  Use the relevant methods (circle your helper functions!), then produce a result with the new table.  fun					type	e, and	what	l get b	back To use the function, I would type
Snowcone cat 2 TRUE 4 6.1 5  Lucky dog 3 TRUE 3 45.4 9  Hercules cat 3 FALSE 4 13.4 7  Toggle dog 3 TRUE 4 48 3  Snuggles tarantula 2 FALSE 8 0.1 1  Define the function  Use the relevant methods (circle your helper functions!), then produce a result with the new table.  fun	ar	nimals-tab	ole_					<b>&gt;</b>	cats-age-weeks(animals-table)
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Toggle dog 3 TRUE 4 48 3  Snuggles tarantula 2 FALSE 8 0.1 1  Define the function Use the relevant methods (circle your helper functions!), then produce a result with the new table.  Fun cats-age-weeks (animals):  t = animals-table	Lucky	dog	3	TRUE	3	45.4	9		x-max:
Snuggles tarantula 2 FALSE 8 0.1 1  Define the function Use the relevant methods (circle your helper functions!), then produce a result with the new table.  Fun cats-age-weeks (animals):  t = animals-table  Are there more columnated in the columnate of the following in the columnate of the functions in the columnate of the function in the columnate of the function in the function		cat	3	FALSE	4	13.4	7		y-min:
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The the relevant methods (circle your helper functions!), then produce a result with the new table.  Fun									3 6 9 12 15
Use the relevant methods (circle your helper functions!), then produce a result with the new table.  fun									
t = animals-table  Are there more column  Are there fewer recommendations are the rows order.  Are the rows order.				(circle	your	helper	· funct	ions!), t	then produce a result with the new table.
t = animals-table  Are there more column  Are there fewer recommendations are the rows order.  Are the rows order.									
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scatter-plot(t, "name", "age", "weeks")  Produce the res	. 11161	( 13-cui )		-					Are the rows ordered.
	scatt	er-plot(t,	"nar	ne", "a	<u>ge",</u>	"week	(s" )		Produce the result

## **Drawing Predictors**

For each of the scatter plots below, draw a **predictor line** that fits best.



## Correlations in My Dataset

1)	There may be a correlation betw	veen	and
		column	
	. I think it is a		,
	I think it is a	strong / weak	positive / negative
cor	relation, because		
	·		
		. It m	iaht be stronger if I looked
		·	9
at			
	a subse	t or extension of my d	lata
2)	There may be a correlation bety	veen	and
<del>-</del> )	There may be a correlation betw	column	
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cor	relation, because		
		. It m	iaht be stronger if I looked
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_	a subset or	r extension of my data	
3)	There may be a correlation betw	veen	and
٠,		column	
	I think it is a		
	column	strong / weak	positive / negative
cor	relation, because		
		. It m	iaht be stronger if I looked
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	a subset o	or extension of my dat	a

#### Unit 8

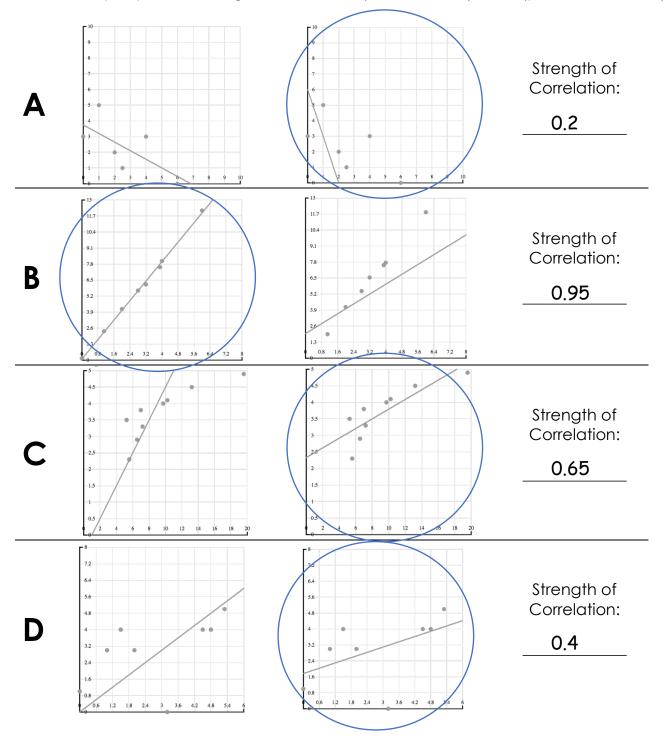
- Given a **predictor function** and a scatter plot, we can compute the error by adding the squares of all the distances between the function and each point in the plot. The error is called the **r**<sup>2</sup> **statistic**, which tells us how much of the variation in the y-axis can be explained by the x-axis.
- A strong correlation will have a large r<sup>2</sup>. A weak correlation will have a small r<sup>2</sup>.
- A **positive correlation** means the slope of the line of best fit is positive. A **negative correlation** means the slope is negative.
- **Linear Regression** is a way of computing the **line of best fit**, by taking a scatter plot and deriving the slope and y-intercept for a line that has the smallest possible r<sup>2</sup>.
- <u>Correlation is not causation!</u> Correlation only suggests that two measures are related, but does not tell us if one causes the other. For example, hot days are correlated with people running their air conditioners, air conditioners do not cause hot days!

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## **Grading Predictors**

Below are the scatter plots for data sets A-D, with two different lines predictor lines drawn on top. For plots A-D:

- 1. Circle the plot with the line that fits better
- 2. Give the plot you circled a grade between 0 (no correlation) and 1 (perfect correlation)



## Regression Analysis in the animals Dataset

I performed a line	ar regression on			, and
		dataset o	subset	
found <u>a weak (</u>	$(r^2=0.321)$ , positive strong/weak $(r^2=)$ , positi	ve/negative	<u>,</u>	correlation between
age of the cat	<b>s (in weeks)</b> and <b>nur</b>		<mark>eeks to adopti</mark> -axis]	on . From this, I
conclude that	32.1% of the variability	•	•	ained by the ained by [x-axis]
age of the cat	I would predict that a 1			
age	is associated with a0.	-	-	in adoption time
[x-axis]				crease] [y-axis]
I performed a line	ar regression on			, and
		dataset or		
founda s	strong/weak (r²=), positi	ve/negative	<u>,</u>	correlation between
[x-axis	and	[у-	-axis]	From this, I
conclude that				
		tion in [y-	-axis] is expl	ained by [x-axis]
	I would predict that a 1			increase in
		[x-axis u		
	is associated with a			in .
[x-axis]				crease] [y-axis]
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## Regression Analysis in My Dataset

I performed a lin	ear regression on			, c
		dataset or	r subset	
found	strong/weak ( $r^2=_$ ), positi			correlation between
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#### Unit 9

**Threats to Validity** can undermine a conclusion, even if the analysis was done correctly. Some examples of threats are:

- **Selection bias** identifying the favorite food of the rabbits won't tell us anything reliable about what all the animals eat.
- **Sample size** averaging the age of only three animals won't tell us anything reliable about the age of animals at the shelter!
- **Sample error** surveying dogs when they are puppies won't tell us anything reliable about overall dog behavior, since their behavior changes as they age.
- **Confounding variables** if they person surveying the animals has a piece of bacon in their pocket, they will incorrectly find that all dogs are friendly!

## Threats to Validity

Some volunteers from the animal shelter surveyed a group of pet owners at a local dog park. They found that almost all of the owners were there with their dogs, and from this survey they concluded that dogs are the most popular pet in the region.

What are some possible threats to the validity of this conclusion?

Not many people are likely to walk their cats at the park, so if the volunteers
only surveyed pet owners at the park, dogs are likely to be more highly
represented in their sampling.
The animal shelter noticed a large increase in pet adoptions between Thanksgiving and Valentine's Day. They conclude that at this current rate, there will be a huge demand for pets this Spring.
What are some possible threats to the validity of this conclusion?
Lots of people may be adopting animals during the holiday season, so these
past patterns are unlikely to predict future patterns in adoption rates.

## Threats to Validity

The animal shelter wanted to find out what kind of food to buy for their animals. They took a random sample of two animals and the food they eat, and found that spider and rabbit food was by far the most popular cuisine!

What are some possible threats to the validity of this conclusion?

A random sample may not be representative of the whole group of pets. In
this case, there are many more dogs and cats than spiders and rabbits at the
shelter, so using this random sample to draw conclusions about the whole group is wrong!
A volunteer opens the shelter in the morning and walks all the dogs. At mid-day, another volunteer feeds all the dogs and walks them again. In the evening, a third volunteer walks the dogs a final time, and closes the shelter. The volunteers report that the dogs are much friendlier and more active at mid-day, so the shelter staff assume the second volunteer must be better with animals then the others.
What are some possible threats to the validity of this conclusion?
There may be other reasons the dogs are happier at mid-day than morning and
evening- for instance, mid-day is when they eat lunch, which is likely to make the dogs very excited!

#### Fake News!

**Every claim below is wrong!** Your job is to figure out why, by looking at the data.

	Data	Claim	Why it's wrong
1	The average player on a basketball team is 6'1".	"Most of the players on the team are taller than 6'."	The average is based on all the players, and there may be outliers pushing the average height up-average tells you nothing about the majority of the players.
2	After performing linear regression on census data, a positive correlation (r <sup>2</sup> =0.18) was found between people's height and salary.	"Taller people get paid more."	Only 18% of the variation in salary is based on height, which is not a large enough r-squared value to say that taller people get paid more.
3	y=12.234x + -17.089; r-sq: 0.636	"According to the predictor function indicated here, the value on the x-axis is will predict the value on the y-axis 63.6% of the time."	The r-squared value of 0.636 does not mean how often the y-value will be predicted, rather what percent of variation in the y-value is based on the x-value.
4	15  10  Sasha Felix Wade Boo-boo Maple Nori Bar Chart of Pet Ages	"According to this bar chart, Felix makes up a little more than 15% of the total ages of all the animals in the dataset."	Bar charts are not the most appropriate image for showing the percentage of each measurement based on the total- pie charts should be used for that info. This bar chart shows that Felix is a little more than 15 years old.
5	2 1 20 40 60 80 100 120 140 160 180 Weight (pounds)	"According to this histogram, most animals weigh between 40 and 60 pounds."	More animals fit into the histogram bin between 40-60 pounds than any other bin, but that doesn't mean that most animals weigh between 40-60 pounds.
6	After performing linear regression, a negative correlation (r <sup>2</sup> =0.91) was found between the number of hairs on a person's head and their likelihood of owning a wig.	"Owning wigs causes people to go bald."	Though there is a strong correlation between hair and owning a wig, correlation does NOT equal causation.

# Blank Recipes, Table Plans, and References

## Design Recipes

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## Design Recipes

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<b>Examples</b> Make a Start Ta	able and a result based on that table.	
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	at methods (circle your helper functions!), then p	produce a result with the new table.
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<b>Examples</b> Make a Start Tal	ble and a result based on that table.	
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Contract and F	Purpose	
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Use the relevant	methods (circle your helper functions!), the	n produce a result with the new table.
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		Are there fewer rows?
		Are the rows ordered?
		Produce the result
end		

## Contracts

Contracts tell us how to use a function. For example: num-sqr:: (n:: Number)  $\rightarrow$  Number tells us that the name of the function is num-sqr, that it takes one input (a Number), and that it evaluates to a number. From the contract, we know num-sqr (4) will evaluate to a Number.

Name	Domain		Range
triangle	:: (side-length :: Number, style :: String, color :: String)	$\rightarrow$	Image
circle	:: (radius :: Number, style :: String, color :: String)	$\rightarrow$	Image
star	:: (radius :: Number, style :: String, color :: String)	$\rightarrow$	Image
rectangle	:: (width :: Num, height :: Num, style :: Str, color :: Str)	$\rightarrow$	Image
ellipse	:: (width :: Num, height :: Num, style :: Str, color :: Str)	$\rightarrow$	Image
square	:: (size-length :: Number, style :: String, color :: String)	$\rightarrow$	Image
text	:: (str :: String, size :: Number, color :: String)	$\rightarrow$	Image
overlay	:: (img1 :: <i>Image</i> , img2 :: <i>Image</i> )	$\rightarrow$	Image
rotate	:: (degree :: Number, img :: Image)	$\rightarrow$	Image
scale	:: (factor :: Number, img :: Image)	$\rightarrow$	Image
string-repeat	:: (text :: String, repeat :: Number)	$\rightarrow$	String
string-contains	:: (text :: String, search-for :: String)	$\rightarrow$	Boolean
num-sqr	:: (n :: Number)	$\rightarrow$	Number
num-sqrt	:: (n :: Number)	$\rightarrow$	Number
num-min	:: (a :: Number, b:: Number)	$\rightarrow$	Number
num-max	:: (a :: Number, b:: Number)	$\rightarrow$	Number

## Contracts

Contracts tell us how to use a function. For example: <Table>.filter :: (test :: (Row $\rightarrow$ Boolean)  $\rightarrow$  Row tells us that the name of the function is .filter and that it is a Table method. The domain says it one input (a function that comsumes Rows and produces Booleans), and that the method evaluates to a Table. From the contract, we know animals-table.filter(is-cat)will evaluate to a Table.

Name	Domain		Range
<table>.row-n</table>	:: (n :: Number)	$\rightarrow$	Row
<table>.order-by</table>	:: (col :: String, increasing :: Boolean)	$\rightarrow$	Table
<table>.filter</table>	:: (test :: (Row → Boolean) )	$\rightarrow$	Table
<table>.build-column</table>	:: (col :: String, builder :: (Row → Value) )	$\rightarrow$	Table
mean	:: ( <u>t</u> :: Table, col :: String)	$\rightarrow$	Number
median	:: (t :: Table, col :: String)	$\rightarrow$	Number
modes	:: (t :: Table, col :: String)	$\rightarrow$	List <number></number>
bar-chart	:: (t :: Table, labels :: String, values :: String)	$\rightarrow$	Image
pie-chart	:: (t :: Table, labels :: String, values :: String)	$\rightarrow$	Image
box-plot	:: (t :: Table, col:: String)	$\rightarrow$	Image
freq-bar-chart	:: (t :: Table, values :: String)	$\rightarrow$	Image
histogram	:: (t :: Table, values :: String, bin-width :: Number)	$\rightarrow$	Image
scatter-plot	:: (t :: Table, labels :: String, xs :: String, ys :: String)	$\rightarrow$	Image
lr-plot	:: (t :: Table, labels :: String, xs :: String, ys :: String)	$\rightarrow$	Image