

R Programming

12215949

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← Course Outline →

Daily XP 100

Exercise

In its most basic form, R can be used as a simple calculator. Consider the following arithmetic operators:

- Addition: `+`
- Subtraction: `-`
- Multiplication: `*`
- Division: `/`
- Exponentiation: `^`
- Modulo: `%%`

The last two might need some explaining:

- The `^` operator raises the number to its left to the power of the number to its right: for example `3^2` is 9.
- The modulo returns the remainder of the division of the number to the left by the number on its right, for example 5 modulo 3 or `5 %% 3` is 2.

With this knowledge, follow the instructions to complete the exercise.

Instructions100 XP

Time: 3:45. In the editor to calculate 2 to the power 5.

script.R

```
# R arithmetic expression
8 3 * 5
9
10 # A division
11 (5 + 5) / 2
12
13 # Exponentiation
14
15 3^2
16
17 # Modulo
18
19 5%%3
```

Run CodeSubmit Answer

R Console

```
# Modulo
5%%3
[1] 2
>
```

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Daily XP 200

Correct!

+100XP

✓✓○

Only one more exercise to reach your milestone.

Continue

Great! Head over to the next exercise.

PRESS ENTER TO

Continue

script.R

```
# R arithmetic expression
8 3 * 5
9
10 # A division
11 (5 + 5) / 2
```

Run CodeSubmit Answer

R Console

```
28%%5
[1] 4
>
```

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Exercise

Variable assignment (1)

Good job! Have you noticed that R does not print variable to the console when you did the assignment? It doesn't generate any output, because R assumes that this variable in the future. Otherwise you wouldn't value in a variable in the first place, right? Proceed to the next exercise!

+100 XP

Continue

You're on fire!

+100XP

✓

✓

✓

Congrats! You've reached your first milestone on your way to data science mastery. But don't stop now! Continue with the course to keep your momentum and build on what you just learned.

Continue Course →

script.R

Light Mode

1 # Assign the value 42 to x

2 x <- 42

3

Run Code

Submit Answer

x

[1] 42

>

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Exercise

Variable assignment (2)

Great! Continue to the next exercise!

+100 XP

Continue

script.R

Light Mode

1 # Assign the value 5 to the variable my_apples

2

3 my_apples <- 5

4 # Print out the value of the variable my_apples

5

6 my_apples

Run Code

Submit Answer

R Console

Print out the value of the variable my_apples

my_apples

[1] 5

>

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Exercise

Nice one! The great advantage of doing calculations with variables is reusability. If you just change my_apples to equal 12 instead of 5 and rerun the script, my_fruit will automatically update as well. Continue to the next exercise.

+100 XP

Continue

script.R

Light Mode

1 # Assign a value to the variables my_apples and my_oranges

2 my_apples <- 5

3 my_oranges <- 6

4

5 # Add these two variables together

6

7 my_fruit <- my_apples + my_oranges

8

9 # Create the variable my_fruit

10 my_fruit

Run Code

Submit Answer

R Console

Create the variable my_fruit

my_fruit

[1] 11

>

Exercise

What's that data type?

At the end of the last chapter, we created a vector `my_vector` with the following values: `1, 2, 3, 4, 5`. We also created a character vector `my_character` with the following values: `"universe", "galaxy", "planet", "star", "moon"`. We also created a logical vector `my_logical` with the following values: `TRUE, FALSE, TRUE, TRUE, FALSE`.



Instructions

+100 XP

Congratulations! This was the last exercise for this chapter. Head over to the next chapter to get immersed in the world of vectors!

Take Quiz (100 XP)

PRESS ENTER TO

Continue

script.R

Light Mode

```
1 # Create variables of different types
2 my_numeric <- 42
3 my_character <- "universe"
4 my_logical <- FALSE
5
6 # Check class of my_numeric
7 class(my_numeric)
8
9 # Check class of my_character
10 class(my_character)
11
12 # Check class of my_logical
13 class(my_logical)
```



Run Code

Submit Answer

R Console

```
# Check class of my_logical

class(my_logical)

[1] "logical"
```

>