

# R Cheatsheet

## Object assignment

Assign to an object with `<-` or `=`. For example, `x <- 5`.

View an object by typing its name into the console.

**Common classes and conversion:** Use the function `class(object)` to check the class of an object.

Class	Example	Conversion
numeric	3,3.6	<code>as.numeric()</code>
character	"yahoo","attgcttnnnntta"	<code>as.character()</code>
factor	"year1"/1,"year2"/2	<code>as.factor()</code>

## Types of data containers

Container	Type of element	Dimensionality	Constructor function	Indexing
Vector	all one type	one dimension	<code>c()</code>	<code>x[number]</code> , <code>x["name"]</code>
Matrix	all one type	two-dimensional	<code>matrix(values, nrow, ncol)</code>	<code>x[row number, col number]</code> , <code>x["row name", "col name"]</code>
Array	all one type	multi-dimensional	<code>array(values, dim)</code>	as for matrices
Data frame	variable	two-dimensional	<code>data.frame()</code>	<code>x[row number, col number]</code> , <code>x[["name"]]</code>
List	variable	variable	<code>list()</code>	<code>x[[element number]]</code> , <code>x[["element name"]]</code>

## Summarizing data containers

Function	Purpose
<code>head()</code>	shows first few elements
<code>summary()</code>	summarizes elements of container
<code>str()</code>	shows structure of container
<code>nrow()</code> , <code>ncol()</code> , <code>dim()</code> , <code>length()</code>	dimensionality of container

## Logical evaluation

Operator	Meaning	Example
<code>==</code>	Equal to	<code>x==1</code>
<code>!=</code>	Not equal to	<code>`x!="Sally"</code>
<code>&gt;</code> , <code>&lt;</code>	Greater than, less than	<code>x &gt; 5</code>
<code>&gt;=</code> , <code>&lt;=</code>	Greater/less than or equal to	<code>x &gt;= 5</code>
<code> </code>	Or	<code>x &gt; 5   x &lt; 100</code>
<code>&amp;</code>	And	<code>x &gt; 5 &amp; y=="Year 1"</code>
<code>is.na()</code>	Is missing value	<code>is.na(x)</code>
<code>!</code>	Negation	<code>!is.na(NA)</code>
<code>all(container operator condition)</code>	All elements of container meet condition	<code>all(x&gt;5)</code>
<code>any(container operator condition)</code>	Any elements of container meet condition	<code>any(x==5)</code>
<code>which(container operator condition)</code>	Which elements of container meet condition	<code>which(x==5)</code>

## Help

Command	Purpose	Example
<code>?function_name</code>	shows help page for function (the package must be loaded)	<code>?lm</code>
<code>??function_name</code>	searches for function across installed packages	<code>??glm.nb</code>
<code>apropos("string")</code>	lists names of functions which contain string	<code>apropos("plot")</code>
<code>findFn("keywords")</code>	in package <code>sos</code> , search CRAN for functions associated with keywords	<code>findFn("beta regression")</code>
<code>RSiteSearch("keywords")</code>	searches R listserv and help pages for keywords	<code>RSiteSearch("mixed effects model")</code>

# R Cheatsheet (cont.)

## Loops and flow control

Loop syntax:

```
for( iterator in vector ) {  
  ## commands go here  
}
```

If/else syntax:

```
if( condition ) {  
  # do something  
} else if ( another condition ) {  
  # do something else  
} else {  
  # do another thing  
}
```

While syntax:

```
while ( condition ) {  
  # keep on doing stuff  
}
```

## Function construction

Syntax for running a function and saving the result as an object:

```
function_result <- function_name(function_argument_one, function_argument_two, etc.)
```

Syntax for constructing a function:

```
myFunction <- function(argument1, argument2, etc.){  
  # do stuff with arguments here  
}
```

To view the source code of a function just type its name and press enter.

## Packages

- Install packages with `install.packages("package_name")`, ie. `install.packages("lme4")`
- Load packages with `library(package_name)`, ie. `library(lme4)`
- Detach packages with `detach("package:package_name")`, ie. `detach("package:lme4")`