

## 1. Functions -----

What is a function that displays all the objects currently stored in the memory? Write it below after deleting the line that reads

“WRITE YOUR ANSWER (code) HERE”, and execute it.

```
ls()
```

Create a new object named `x5` that is a number 100.

```
x5 <- 100
```

Calculate the square root of `x5` using the `sqrt()` function

```
sqrt(x5)
```

Calculate the square root of `x5` by raising it to the power of 0.5.

Your numeric answer should be exactly the same as when you used the

`sqrt()` function. This is because taking the square root of something is equivalent to raising it to the power of 0.5.

```
x5 ^ .5
```

Create an object called `x6` that is equal to 31.8734.

```
x6 <- 31.8734
```

Use the `round()` function to get the value of `x6` rounded off to three decimal places

```
round (x6, digits = 3)
```

Functions `floor()` and `ceiling()` can also be used to trim a number down to an integer: apply both of these functions to `x6` and compare

the outputs. Can you guess what these functions do?

```
floor (x6) ceiling (x6)
```

it looks like `floor()` rounds down to the nearest integer

while `ceiling()` rounds up to the nearest integer

To find out if your hunch was right, refer to the help file of these functions. Write a code to open up the help file for the `floor` function.

```
help(floor)
```

## 2. Vectors ---

Create an object called “`vec.a`” which is a vector consisting of the numbers, 1, 3, 5, 7. You need to use the `c` function.

```
vec.a <- c(1, 3, 5, 7)
```

Create a vector called “`vec.b`” consisting of the numbers, 2, 4, 6, 8.

```
vec.b <- c(2, 4, 6, 8)
```

**Subtract `vec.b` from `vec.a`**

```
vec.a - vec.b
```

**Create a new vector called `vec.c` by multiplying `vec.a` by vector `vec.b`**

```
vec.c <- vec.a * vec.b
```

**Create a new vector called `vec.d` by taking the square root of each member of `vec.c`**

```
vec.d <- sqrt(vec.c)
```

**What is the third element of the `vec.d` vector? Find out using square bracket. Note that since this is a vector, you only need to provide a single number inside the brackets.**

```
vec.d [3]
```

**Create a new vector called `vec.e` consisting of all the integers from 1 through 100. You should use the `seq` function, rather than writing down all the 100 integers individually.**

```
vec.e <- seq(1, 100)
```

**The `mean` function calculates the arithmetic mean of the numbers stored in an object. Using the `mean` function, calculate the mean of the `vec.e` vector.**

```
mean(vec.e)
```

As we saw in the joint exercise, the `sum` function calculates the sum of all

the elements in an object. Calculate the sum of the `vec.e` vector.

```
sum(vec.e)
```

The `length` function returns the number of elements stored in an object.

Using the `length` function, find the number of elements stored in the `vec.e`

vector.

```
length (vec.e)
```

The mean of an object can be obtained by `sum(X)/length(X)` because

the definition of the mean is the sum of elements divided by the number of

elements. Now, using the `sum` and `length` functions, calculate the mean of

the `vec.e` vector. Compare the answer with that obtained with the `mean` function

```
sum(vec.e)/ length(vec.e)
```

We have learned that the `by` argument specifies an increment. For example,

```
seq(from = 0, to = 10, by = 2)
```

This creates a sequence that starts from 0 and ends with 10, and with

an increment of 2.

Now, create a new object called `olympic` which is a sequence that starts from 1896 and ends with 2012, with an increment of 4.

```
olympic <- seq(1896, 2012, by =4)
```

How many elements does the `olympic` vector contain? That is, what is

the length of this vector? Find out by applying a function (not by manually counting the number of elements).

```
length (olympic)
```

So there are 30 elements in the `olympic` vector. Display all the elements contained in the `olympic` vector. These are the years where olympic games were (supposed to be) held. Display the contents of the `olympic` vector.

```
print(olympic)
```

Find out how many olympic games will have been held by the year 2400. Use the `length` and `seq` functions.

```
olyp2 <- seq (1896, 2400, by = 4) length (olyp2) # 127 total olypic games
```

### 3. Matrices

---

Create a new vector called “v1” consisting of the following numbers:

1, 3, 5, 7, 9, 11

```
v1 <- c(1, 3, 5, 7, 9, 11)
```

Find out the length of this vector (Don’t count the numbers by hand;

use an appropriate function).

```
length(v1)
```

We will convert this vector into a matrix. That is, we will rearrange this

vector so that it will have two dimensions (rows and columns).

Since this vector has 6 numbers, if we want the matrix to have two rows, how many columns will there be?

3 columns

Create a matrix called mat.v using the following command:

```
matrix(data = v1, nrow = 2)
```

```
mat.v <- matrix (data = v1, nrow = 2)
```

Take a look at the contents of this matrix.

How many columns are there?

```
ncol(mat.v) # 3 columns
```

Notice how the numbers in `vec.v` are used to fill up the cells of `mat.v`.

We can see that R did it “by column”. That is, R first filled up the first column of `mat.v` with the first two elements of `vec.v`, then moved

on to the second and third columns.

You can use the `byrow` argument to change this. This argument takes

one of two values, `TRUE` or `FALSE` (or `T` or `F`). That is, we write `matrix(data = v1, nrow = 2, byrow = TRUE)`

Now, create an object called `mat.w` using the command above.

```
mat.w <- matrix (data = v1, nrow = 2, byrow = TRUE)
```

Compare `mat.v` and `mat.w`. Do you see that R filled up the cells “by row” to create the `mat.w` matrix ?

Many functions in R have arguments that take `TRUE` or `FALSE` like

the `byrow` argument we just used. In most cases, functions have a default value. In the case of the `matrix` function, the default value for the `byrow` argument is `FALSE`, meaning that, if you don’t specify anything, R will automatically sets `byrow = FALSE`.

Find the number in the second row, second column of `mat.w`

```
mat.w [2, 2]
```

Find the number in the second row, second column of `mat.v`

```
mat.v [2, 2]
```

Finally, execute the entire contents of this R file by pressing

Ctrl + A and then pressing Ctrl + Enter.

Make sure that you don't get any error message. If you get an error message, it's probably because you forgot to comment out something.

End of file