# Week 03 Worksheet - part 1

## A first gentle introduction

## INSERT YOUR NAME HERE

## Welcome to RStudio!

This worksheet will introduce you to the RStudio interface and the concept of literate programming using R.

## The RStudio Interface (Lab Tutor Tour)

When you open RStudio, you'll see four main panes:

- 1. Source Editor (top-left): This is where you write and edit your code and text.
- 2. **Console** (bottom-left): This is where R commands are executed and where you see the output.
- 3. **Environment/History** (top-right): This shows the objects in your workspace and your command history.
- 4. Files/Plots/Packages/Help (bottom-right): This multi-purpose pane shows your files, plots, installed packages, and help documentation.

#### This is a .qmd file

It is markdown - a text only language that can be edited anywhere, even on your phone, because it uses commonly occurring symbols to do all the formatting. If you happen to know html, it's pretty similar. It's simple (once you get the idea), very small in terms of file-size, easily accessed, and versatile.

## **Understanding Literate Programming**

Literate programming is a paradigm that combines explanatory text with executable code in a single document. This approach, pioneered by Donald Knuth in 1984, aims to make programming more accessible, understandable, and maintainable. When you learn about Open Science practices next week with Stacey, she will probably talk about sharing of data, replicability and other big issues. One way in which we can make Science more accessible and open is by using techniques like this.

## **Key Concepts**

- 1. **Integration of Code and Documentation**: In literate programming, the code is interspersed with narrative text that explains the purpose and functionality of the code.
- 2. **Human-Oriented**: The primary focus is on making the program understandable to humans, rather than just computers.
- 3. **Executable Documents**: The resulting document can be both read as a coherent explanation and executed as a functional program.

#### Benefits in Data Science and Research

Literate programming is particularly valuable in data science and research for several reasons:

- 1. **Reproducibility**: By combining code, results, and explanations, others can easily reproduce and verify your work.
- 2. Clear Communication: It allows you to explain your thought process, methodology, and interpretation of results alongside the code that generates them.
- 3. Error Checking: The close proximity of code and explanation makes it easier to spot inconsistencies or errors.
- 4. **version Control**: Changes in both code and narrative can be tracked together, providing a comprehensive history of the project's evolution.

#### Example in R

Here's a simple example of literate programming in R using a Quarto document:

In this analysis, we'll explore the relationship between a car's horsepower and its fuel efficiency using the mtcars dataset (this is a commonly used dataset that comes installed in R).

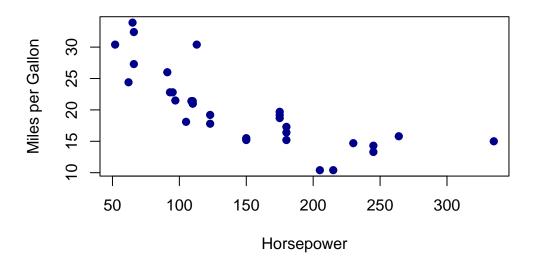
## "The Results of My Amazing Experiment"

Dear Reader, be amazed at my wonderfulness! Below, I am going to walk you through the analysis. If you are reading this as a .qmd file, you will see all the code. But after I render it to html or pdf, you'll only see what I want you to see, such as just the pretty pictures, without the code! Or I can fold up the code here too!

Another aspect of literate programming, other than narrating the larger document, you can also add comments in the code, to draw an interested reader to specialist aspects of what's happening there, or just to signal what the code is doing. When you try to work with someone else's code, comments like the ones below (but better) are really helpful!

If you are reading along in the .qmd file, press the green arrow to the right of the code cell to execute it. And bingo! R does it's work and performs the calculations.

## Horsepower vs. Fuel Efficiency



## The Visual Editor

RStudio's visual editor provides a user-friendly interface for creating Quarto documents. It allows you to write text and code in a "What You See Is What You Get" (WYSIWYG) environment.

To switch to the visual editor, click the "Visual" button at the top-left of the Source Editor.

## Writing Narrative Text

In the visual editor, you can simply type your text as you would in any word processor. You can use the formatting toolbar at the top to:

- Apply **bold** or *italic* formatting
- Create bullet or numbered lists
- Add headings
- Insert links or images

Try writing a short paragraph about why you're studying Psychology below:

[Your text here]

## **Adding Code Cells**

To add a code cell:

- 1. Click the "+C" button in the toolbar or use the keyboard shortcut Cmd+Option+I (Mac) or Ctrl+Alt+I (Windows/Linux)
- 2. You'll see a new code cell appear
- 3. Type your R code inside this cell

Let's try a simple calculation. Add a code cell and type the following:

```
2 + 2
```

[1] 4

## **Running Code**

To run the code in a cell:

Click the "Run" button (green play icon) at the top-right of the cell, or Use the keyboard shortcut: Cmd+Enter (Mac) or Ctrl+Enter (Windows/Linux)

The output will appear directly below the code cell. Rendering Your Document To create the final document:

Click the "Render" button at the top of the editor Choose your desired output format (HTML or PDF) RStudio will process your document and display the result

#### **Exercise**

 $Load\ the\ data\ Gordon\ has\ been\ using\ today.\ https://github.com/DrDeception/Week0203/blob/3276cb8fa56a466a3e25761523cea475ed4ee4bd/materials/data/Y1W3\_data.csv$ 

```
# Welcome to R! This is a comment. R doesn't run anything on a line after a '#'.

# Before we can read our data, we need a special tool called 'readr'.

# Think of this like buying a book from a bookstore.

# We only need to do this once, just like you only need to buy a book once.
install.packages("readr")
```

```
The following package(s) will be installed:
- readr [2.1.5]
These packages will be installed into "~/Week0203/renv/library/macos/R-4.4/x86_64-apple-darw
# Installing packages ------
- Installing readr ...
                                              OK [linked from cache]
Successfully installed 1 package in 6.5 milliseconds.
# Now that we've bought the book (installed the package), we need to take it off our shelf to
# In R, we do this by 'loading' the library. We'll need to do this each time we start a new l
# It's like taking the book off your shelf each time you want to read it.
library(readr) # This is like opening the book 'readr' to use its contents
# Now let's specify where our data is located. This is like writing down the address of a li
url <- "https://raw.githubusercontent.com/DrDeception/Week0203/3276cb8fa56a466a3e25761523cea
# We use the read csv() function from our 'readr' book to load the data.
# This is like using the skills we learned from the book to read a document in the library.
data <- read_csv(url)
Rows: 109 Columns: 27
-- Column specification ------
Delimiter: ","
chr (13): PokeName, PokeImage, Q_Scale, Q_choice, Q_option, A-Level, Coin, ...
    (13): PokeNumber, LoginCount, EyeContact, Psy4me, DrWho, Maths, E_TIPI,...
time (1): CompTime
i Use `spec()` to retrieve the full column specification for this data.
i Specify the column types or set `show_col_types = FALSE` to quiet this message.
# Let's take a quick look at the first few rows of our data.
# This is like skimming the first page of the document.
print(head(data))
# A tibble: 6 x 27
  PokeNumber PokeName
                      PokeImage LoginCount Q_Scale Q_choice Q_option CompTime
      <dbl> <chr>
                       <chr>
                                      <dbl> <chr>
                                                   <chr>>
                                                            <chr>
                                                                     <time>
1
          1 bulbasaur https://r~
                                         NA <NA>
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                                                                        NA
          2 ivysaur
                      https://r~
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NA <NA>

NA <NA>

<NA>

<NA>

<NA>

<NA>

NA

NA

https://r~

4 charmander https://r~

3 venusaur

3

```
5 charmeleon https://r~ 61 Do you~ How oft~ Why did~ 10'00"
6 charizard https://r~ 58 How of~ What ty~ Describ~ 18'00"
# i 19 more variables: `A-Level` <chr>, Coin <chr>, EyeContact <dbl>,
# Psy4me <dbl>, DrWho <dbl>, Maths <dbl>, InsectApocalypse <chr>,
# DogCatBoth <chr>, LarkorOwl <chr>, E_TIPI <dbl>, A_TIPI <dbl>,
# C_TIPI <dbl>, ES_TIPI <dbl>, O_TIPI <dbl>, MBTI <chr>, Image <chr>,
# Commentary <chr>, Row <dbl>, Column <dbl>
```

# Now, let's get a summary of our data.
# This is like reading the table of contents and index to get an overview.
print(summary(data))

PokeNumber	PokeName	PokeImage	LoginCount
Min. : 1	Length: 109	Length: 109	Min. : 1.00
1st Qu.: 28	Class :character	Class :character	1st Qu.:10.00
Median : 55	Mode :character	Mode :character	Median :15.00
Mean : 55			Mean :19.43
3rd Qu.: 82			3rd Qu.:25.00
Max. :109			Max. :61.00
			NA's :12
Q_Scale	${\tt Q\_choice}$	${\tt Q\_option}$	CompTime
Length:109	Length:109	Length:109	Length: 109
Class :charac	ter Class :chara	cter Class:chara	acter Class1:hms
Mode :charac	ter Mode :chara	cter Mode :chara	acter Class2:difftime
			Mode :numeric

A-Level	Coin	Coin		EyeContact			Psy4me	
Length:109	Length: 109		Min.	: 1.00	O Mi	n.	:1.000	
Class :character	Class :charac	ter	1st Qu	.: 5.00	0 1s	st Qu	.:4.000	
Mode :character	Mode :charac	ter	Median	: 7.00	0 Me	dian	:4.000	
			Mean	: 6.31	4 Me	an	:4.114	
			3rd Qu	.: 8.00	0 3r	d Qu	.:5.000	
			Max.	:10.00	0 Ma	ıx.	:5.000	
			NA's	:39	NA	l's	:39	
DrWho	Maths Insec		ctApocalypse D		DogO	ogCatBoth		
Min. : 0.000	Min. :1.000	Lengt	h:109		Lengt	h:10	9	
1st Qu.: 1.000	1st Qu.:2.250	Class	:chara	acter	Class	:ch	aracter	
Median : 1.500	Median :3.000	Mode	:chara	acter	Mode	:ch	aracter	
Mean : 3.471	Mean :2.986							
3rd Qu.: 5.000	3rd Qu.:4.000							

```
:10.000
                        :5.000
Max.
                 Max.
NA's
       :39
                 NA's
                        :39
                       E_TIPI
                                       A_TIPI
                                                       C_TIPI
LarkorOwl
                                   Min. :2.000
                                                          :2.000
Length: 109
                   Min.
                          :2.000
                                                   Min.
Class :character
                   1st Qu.:3.000
                                   1st Qu.:3.500
                                                   1st Qu.:3.000
                   Median :3.000
                                   Median :4.000
Mode :character
                                                   Median :3.500
                   Mean
                          :3.179
                                   Mean
                                         :3.814
                                                   Mean
                                                          :3.221
                   3rd Qu.:3.500
                                   3rd Qu.:4.500
                                                   3rd Qu.:3.500
                   Max.
                          :4.500
                                   {\tt Max.}
                                          :5.500
                                                   Max.
                                                          :5.000
                   NA's
                          :39
                                   NA's
                                          :39
                                                   NA's
                                                           :39
   ES_TIPI
                    O_TIPI
                                    MBTI
                                                      Image
      :2.000
Min.
                Min.
                       :2.000
                                Length: 109
                                                   Length: 109
1st Qu.:2.500
                1st Qu.:4.000
                                Class :character
                                                   Class : character
Median :3.000
                Median :4.500
                                Mode :character
                                                   Mode :character
Mean
       :2.993
                Mean
                       :4.243
                3rd Qu.:5.000
3rd Qu.:3.500
Max.
       :5.000
                Max.
                       :5.500
NA's
       :39
                NA's
                       :39
                                        Column
Commentary
                        Row
                                    Min.
Length: 109
                   Min. : 1.000
                                           : 1.000
                   1st Qu.: 4.000
Class :character
                                    1st Qu.: 3.000
Mode :character
                   Median : 5.500
                                    Median : 5.000
                   Mean : 5.357
                                    Mean : 5.386
                   3rd Qu.: 7.000
                                    3rd Qu.: 7.000
                   Max.
                         :10.000
                                    Max. :10.000
                   NA's
                          :39
                                    NA's
                                           :39
```

```
# We can check how big our dataset is.
# This is like counting the pages and chapters in our document.
cat("Our dataset has", dim(data)[1], "rows (like pages) and", dim(data)[2], "columns (like city)
```

Our dataset has 109 rows (like pages) and 27 columns (like chapters)

```
# Finally, let's see what information (columns) we have in our dataset.
# This is like looking at the headings in our document.
cat("Our dataset contains information about:\n")
```

Our dataset contains information about:

#### print(colnames(data))

```
[1] "PokeNumber"
                         "PokeName"
                                             "PokeImage"
                                                                  "LoginCount"
[5] "Q_Scale"
                                             "Q_option"
                                                                  "CompTime"
                         "Q_choice"
                                             "EyeContact"
                                                                  "Psy4me"
 [9] "A-Level"
                         "Coin"
[13] "DrWho"
                         "Maths"
                                             "InsectApocalypse"
                                                                  "DogCatBoth"
[17] "LarkorOwl"
                         "E_TIPI"
                                             "A_TIPI"
                                                                  "C_TIPI"
[21] "ES_TIPI"
                                             "MBTI"
                         "O_TIPI"
                                                                  "Image"
[25] "Commentary"
                         "Row"
                                             "Column"
```

# Congratulations! You've just used R to bring in data from the internet and take a first log # It's like you've gone to a digital library, found a document, and skimmed through its content.

## Normally...

time (1): CompTime

That code chunk would only be like this:

- i Use `spec()` to retrieve the full column specification for this data.
- i Specify the column types or set `show\_col\_types = FALSE` to quiet this message.

LoginCount

Min. : 1.00

PokeImage

Length: 109

PokeNumber

Min. : 1 Length:109

 ${\tt PokeName}$ 

	16011.100	_	011.100				.00
1st Qu.: 28 Cla	ass :character Clas		s :character		1st Qu.:10.00		
Median: 55 Mod	de :character	Mode	:char	acter	Media	n :15	.00
Mean : 55					Mean	:19	.43
3rd Qu.: 82					3rd Q		
Max. :109					Max.		.00
11dA: .100					NA's		
0 01-	Oabaiaa		0				
Q_Scale	Q_choice			tion			pTime
Length: 109	Length: 109		_	:109		_	
	Class :character Class :character		Class:character Class1:hm				
Mode :character	Mode :character		Mode :character		ter		
						Mode	:numeric
A-Level	Coin		•	ontact		Psy	
Length: 109	Length: 109			: 1.00			:1.000
Class :character	Class :charac	ter	1st Qu	.: 5.00	0 1s	t Qu.	:4.000
Mode :character	Mode :charac	ter	Median	: 7.00	0 Me	dian	:4.000
			Mean	: 6.31	4 Me	an	:4.114
			3rd Qu	.: 8.00	0 3r	d Qu.	:5.000
			Max.	:10.00	0 Ma	х.	:5.000
			NA's	:39	NA	's	:39
DrWho	Maths	Inse	ctApoca	lypse	DogC		
Min. : 0.000	Min. :1.000		-	- <b>J</b> P - 0	_		
1st Qu.: 1.000	1st Qu.:2.250	_		acter	_		racter
Median : 1.500	Median :3.000			acter			racter
Mean : 3.471	Mean :2.986	11040	· Onar	40001	11040	. 0114	140001
3rd Qu.: 5.000	3rd Qu.:4.000						
Max. :10.000	Max. :5.000						
NA's :39	NA's :39		4 man	<b>-</b>	a	m T D T	
LarkorOwl	E_TIPI		A_TIP		_	TIPI	
Length: 109	Min. :2.000				Min.		
Class :character	1st Qu.:3.000		t Qu.:3		1st Qu		
Mode :character	Median :3.000		dian :4		Median		
	Mean :3.179	Me	an :3	.814	Mean	:3.2	21
	3rd Qu.:3.500	3r	d Qu.:4	.500	3rd Qu	.:3.5	00
	Max. :4.500	Ma	x. :5	.500	Max.	:5.0	00
	NA's :39	NA	's :3	9	NA's	:39	

```
ES_TIPI
                     O_TIPI
                                      MBTI
                                                         Image
       :2.000
                        :2.000
                                                      Length:109
Min.
                 Min.
                                  Length: 109
1st Qu.:2.500
                 1st Qu.:4.000
                                  Class : character
                                                      Class : character
Median :3.000
                 Median :4.500
                                  Mode :character
                                                      Mode :character
       :2.993
Mean
                 Mean
                        :4.243
3rd Qu.:3.500
                 3rd Qu.:5.000
Max.
       :5.000
                 Max.
                        :5.500
NA's
       :39
                 NA's
                        :39
                                          Column
Commentary
                         Row
Length:109
                    Min.
                            : 1.000
                                      Min.
                                              : 1.000
Class :character
                    1st Qu.: 4.000
                                      1st Qu.: 3.000
Mode :character
                    Median : 5.500
                                      Median : 5.000
                    Mean
                            : 5.357
                                              : 5.386
                                      Mean
                    3rd Qu.: 7.000
                                      3rd Qu.: 7.000
                    Max.
                            :10.000
                                      Max.
                                              :10.000
                    NA's
                            :39
                                      NA's
                                              :39
```

## dim(data) # or this

#### [1] 109 27

#### colnames(data) # or this.

[1]	"PokeNumber"	"PokeName"	"PokeImage"	"LoginCount"
[5]	"Q_Scale"	"Q_choice"	"Q_option"	"CompTime"
[9]	"A-Level"	"Coin"	"EyeContact"	"Psy4me"
[13]	"DrWho"	"Maths"	"InsectApocalypse"	"DogCatBoth"
[17]	"LarkorOwl"	"E_TIPI"	"A_TIPI"	"C_TIPI"
[21]	"ES_TIPI"	"O_TIPI"	"MBTI"	"Image"
[25]	"Commentary"	"Row"	"Column"	

#### **Data Viewer**

If you look in the Environment panel to the right, you will see data and if you click on the little spreadsheet icon to the right, you can look at it like a spreadsheet!

## My First Plot

# COPY SOME CODE IN HERE from the slides from this morning - choose one of the early, simple.

## Run the code cell

Render your document to html (website) or pdf (document) and view the results!

## Conclusion

You've now learned the basics of:

## Note

- Navigating the RStudio interface Using the visual editor for Quarto documents
- Writing narrative text and adding formatted elements
- Inserting and running code cells to do sums and create graphs
- Rendering your document

Keep practicing these skills as you continue your journey with R and data analysis!