

# Day 1 - Back to base-ics: Installing and getting familiar with base R

# Navigating the filesystem

<code>getwd()</code>	prints working directory
<code>setwd()</code>	changes working directory
<code>source()</code>	runs _____.R file
<code>choose.dir()</code>	GUI for selecting folder
<code>choose.file()</code>	GUI for selecting file
<code>../</code>	go to parent directory

# Math operators

+	addition
-	subtraction
*	multiplication
/	division
^	exponent
%%	modulo
%/%	integer division

# Basic math functions

`abs()`

absolute value

`round()`

round to integer

`sqrt()`

square root

`factorial()`

factorial

`choose(n, m)`

n choose m

`log()`

natural logarithm

`log(____, base = ____)`

logarithm of a given base

`log10()`

base-10 logarithm

# Variables

```
x = 10
```

```
y <- 9
```

```
print(x)
```

```
x
```

```
(z <- 8)
```

```
x <- 7
```

```
y <- x + z
```

```
z <- 6
```

initialize x to 10

...also initializes variable

prints value of x

...also prints value of x

initializes z to 8 and prints value

changes value of x to 7

changes value of y to sum of x & z

changing z doesn't change y

# Classes

NULL

null value, a.k.a. empty

20 or 20.1

numeric, a.k.a. float

as.numeric(1) or 1L

integer

TRUE or FALSE

logical, a.k.a. boolean

“a” or “apple”

character, a.k.a. string

class()

returns the class of an object

as.\_\_\_\_()

coerces an object to different class

# Functions

```
function_name <- function(argument) {  
  x <- argument * 2  
  return(x)  
}
```

```
function_name(3)  
> 6
```

# Multiple arguments

```
multiply <- function(a, b) {  
  return(a * b)  
}
```

```
multiply(3, 4)  
> 12
```



# Lexical Scoping

```
z <- 4  
my_other_function <- function(f) {  
  z <- f ^ 3  
  return(z)  
}
```

```
my_other_other_function(2)  
> 8
```

```
z  
> 4
```