

```

> monster <- c(TRUE, TRUE, TRUE, FALSE, TRUE, TRUE, TRUE, TRUE, TRUE, TRUE)
> print(monster)
[1] TRUE TRUE TRUE FALSE TRUE TRUE TRUE TRUE TRUE TRUE
> yugioh <- c("Dark Magician", "Blue Eyes", "Exodia", "Red Eyes")
> typeof(yugioh)
[1] "character"
> combined1 <- c(monster, yugioh)
> print(combined1)
[1] "TRUE"          "TRUE"          "TRUE"          "FALSE"         "TRUE"
[12] "Blue Eyes"     "Exodia"        "Red Eyes"
> typeof(combined1)
[1] "character"
> atk <- c(2500, 3000, 9999, 2400)
> coerce.check <- c(atk, monster)
> print(coerce.check)
[1] 2500 3000 9999 2400 1 1 1 0 1 1 1 1 1 1
> typeof(coerce.check)
[1] "double"
> as.character(monster)
[1] "TRUE" "TRUE" "TRUE" "FALSE" "TRUE" "TRUE" "TRUE" "TRUE" "TRUE" "TRUE" "TRUE"
> as.numeric(monster)
[1] 1 1 1 0 1 1 1 1 1 1 1
> as.logical(atk)
[1] TRUE TRUE TRUE TRUE
> as.integer(yugioh)
[1] NA NA NA NA
Warning message:
NAs introduced by coercion
> card_types <- c("Spell", "Trap", "Monster", "Spell", "Trap", "Monster")
> card_factor <- factor(card_types)
> print(card_factor)
[1] Spell Trap Monster Spell Trap Monster
Levels: Monster Spell Trap
> levels(card_factor)
[1] "Monster" "Spell" "Trap"
> as.numeric(card_factor)
[1] 2 3 1 2 3 1
> onehot <- model.matrix(~ card_factor - 1)
> print(onehot)
 card_factorMonster card_factorSpell card_factorTrap
1 0 1 0
2 0 0 1
3 1 0 0
4 0 1 0
5 0 0 1
6 1 0 0
attr(,"assign")
[1] 1 1 1
attr(,"contrasts")
attr(,"contrasts")$card_factor
[1] "contr.treatment"

"TRUE"          "TRUE"          "TRUE"          "TRUE"          "TRUE"          "Dark Magician"

```

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6s



```
from sklearn.preprocessing import LabelEncoder
```

```
colors = ["Red", "Green", "Blue", "Green", "Red"]  
label_encoder = LabelEncoder()  
labels = label_encoder.fit_transform(colors)  
print(labels)
```



```
[2 1 0 1 2]
```

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```
import pandas as pd
```

```
df = pd.DataFrame({'Color': ["Red", "Green", "Blue", "Green", "Red"]})  
onehot = pd.get_dummies(df, columns=['Color'])  
print(onehot)
```



	Color_Blue	Color_Green	Color_Red
0	False	False	True
1	False	True	False
2	True	False	False
3	False	True	False
4	False	False	True

```
> colors <- factor(c("Red", "Green", "Blue", "Green", "Red"))  
> print(colors)  
[1] Red   Green Blue   Green Red  
Levels: Blue Green Red  
> levels(colors)  
[1] "Blue" "Green" "Red"  
> as.numeric(colors)  
[1] 3 2 1 2 3
```