

title: "LABS_50"

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output: html_document

LABORATORIO MANIPULAR LEYENDAS #####

LABORATORIO - Gráficos en R con ggplot2 para Ciencia de Datos BOXPLOT EN R (Diagrama de cajas y vigotes)

instalando paquete con los datos `install.packages("gapminder")` `install.packages("ggplot2")`

cargar libreria ggplot2 y gapminder

```
library(ggplot2)
library(gapminder)
```

cargando datos a entorno

```
data("gapminder")
```

filtrando por año 2007

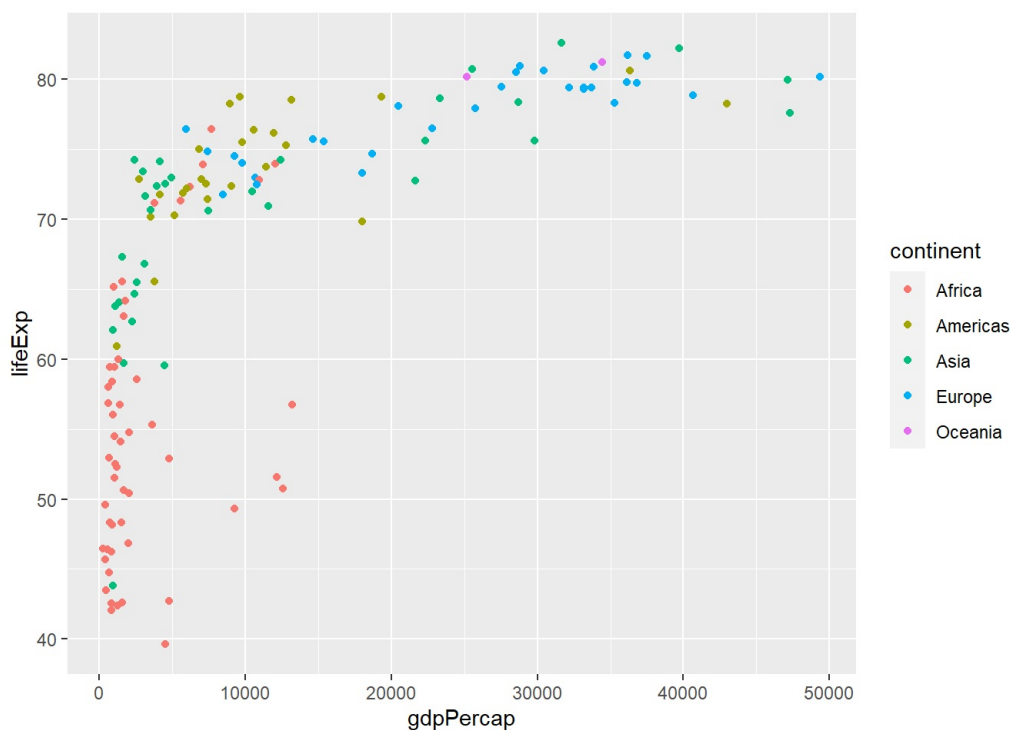
```
gapminder2007 <- gapminder[gapminder$year == '2007', ]
```

colocando texto base

```
p <- ggplot(data = gapminder2007,
            mapping = aes(x= gdpPercap,
                          y=lifeExp,
                          color= continent))+
  geom_point()
```

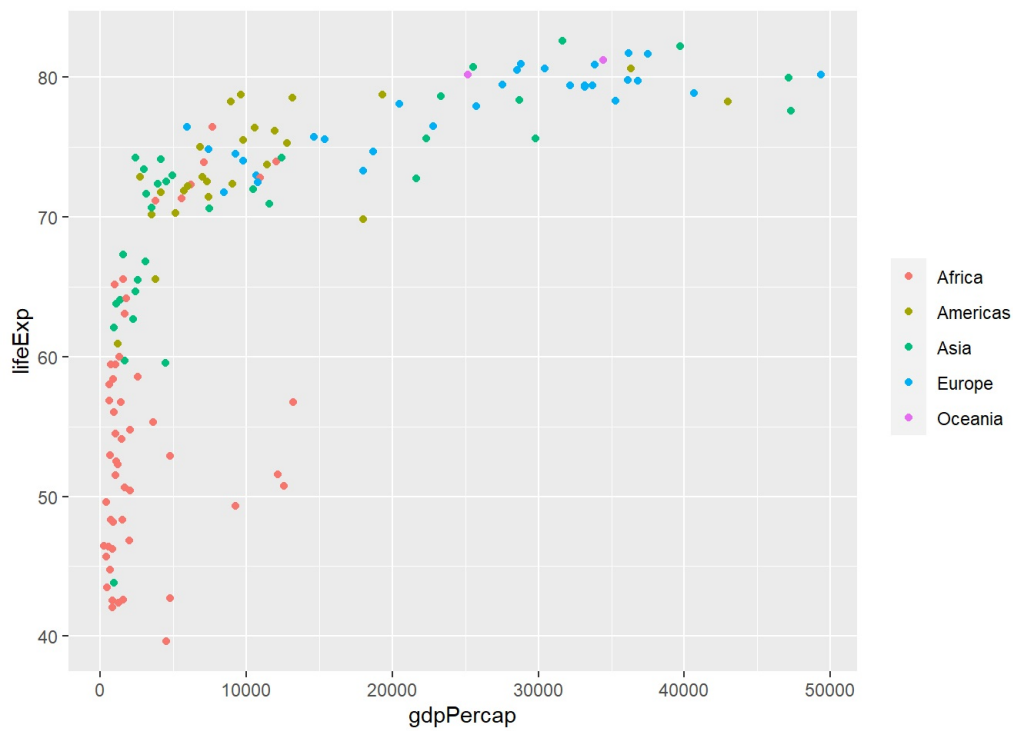
mostrar la grafica

p



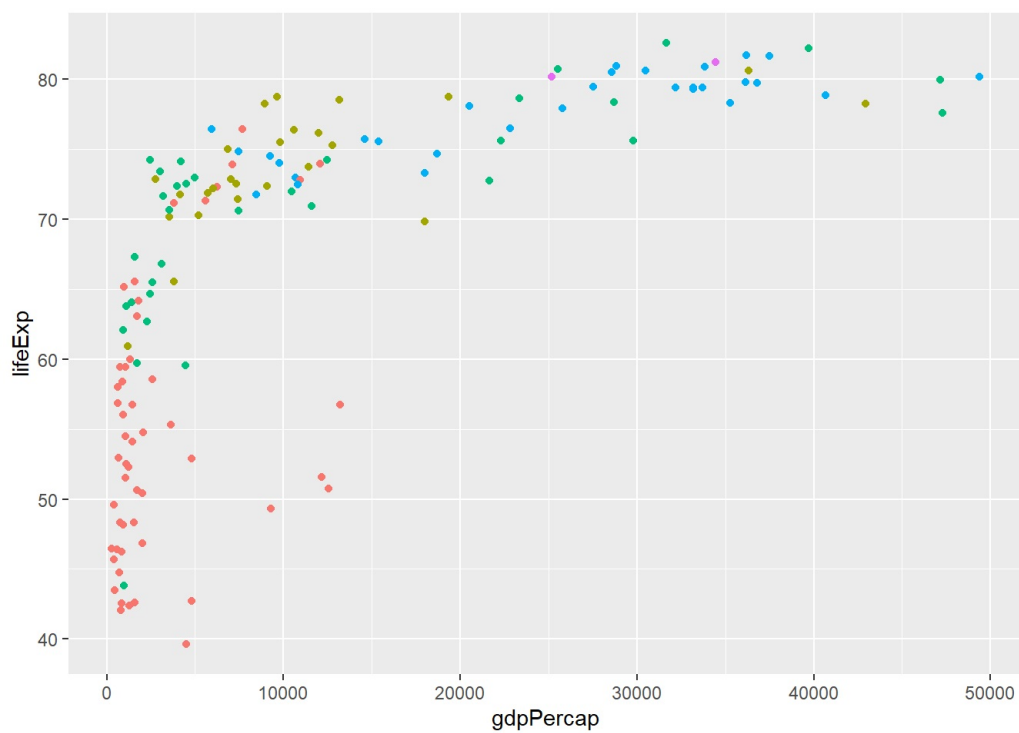
quitar titulo de la leyenda

```
p + theme(legend.title = element_blank())
```



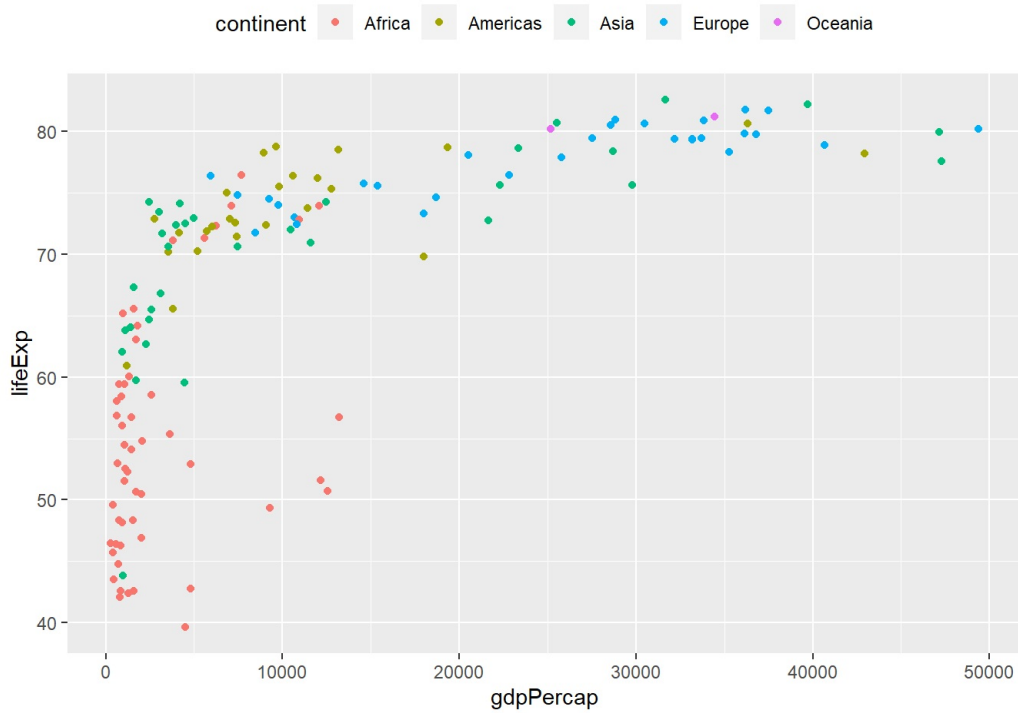
quitar toda la leyenda

```
p + theme(legend.position = "none")
```

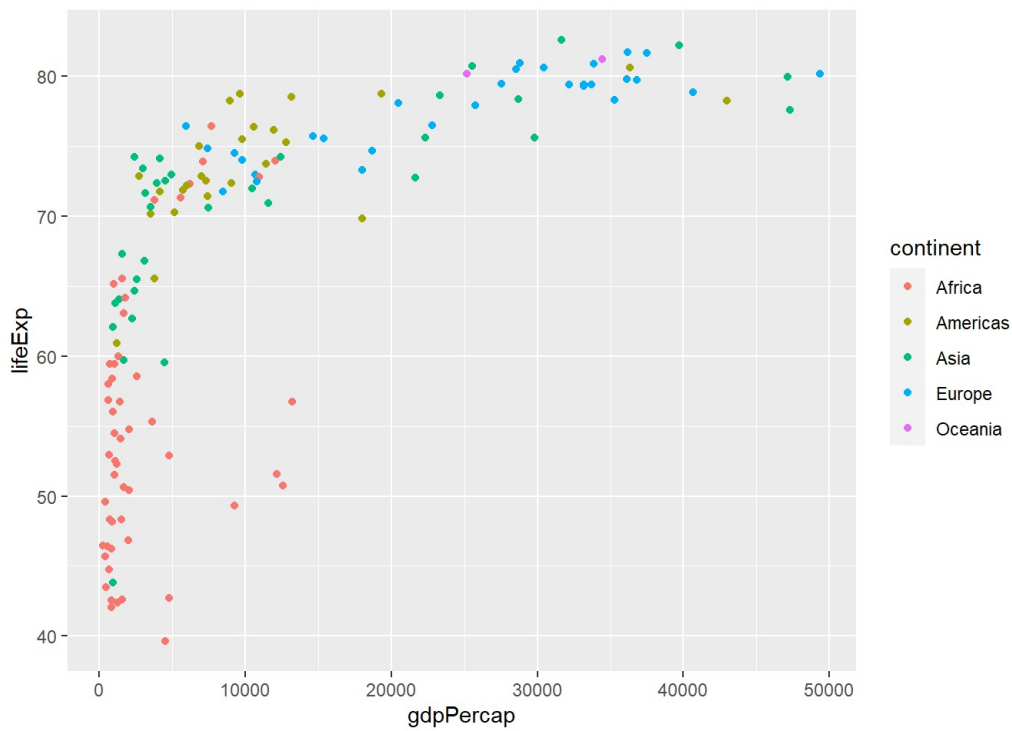


cambiar la leyenda de posición opciones: # rigth, left, bottom, top

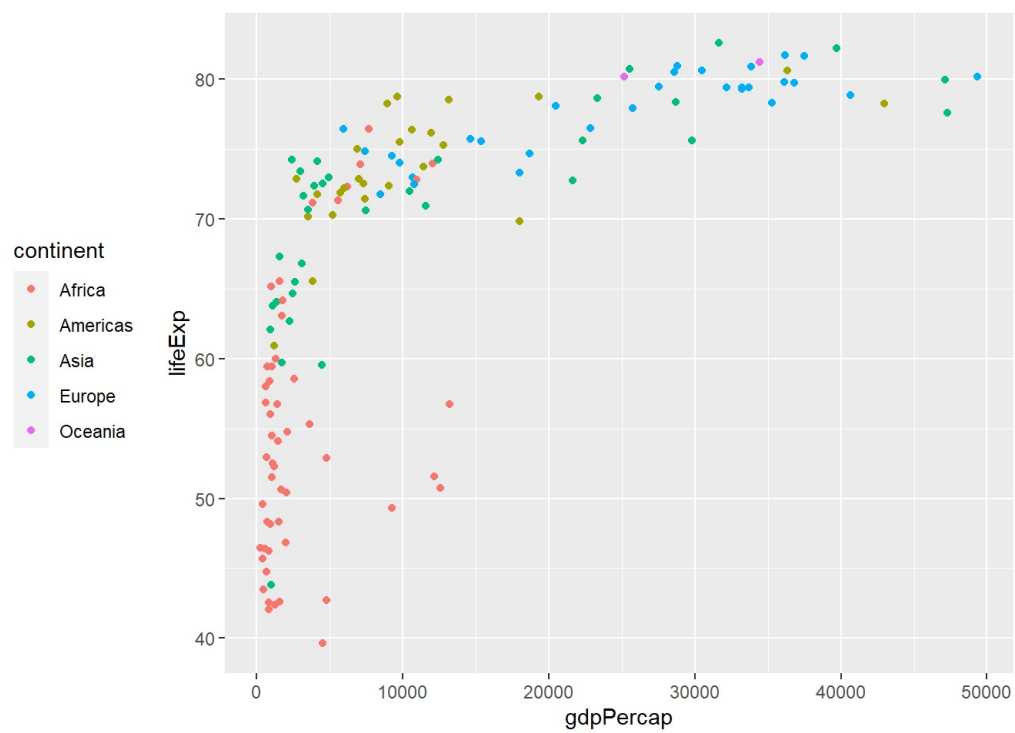
```
p + theme(legend.position = "top")
```



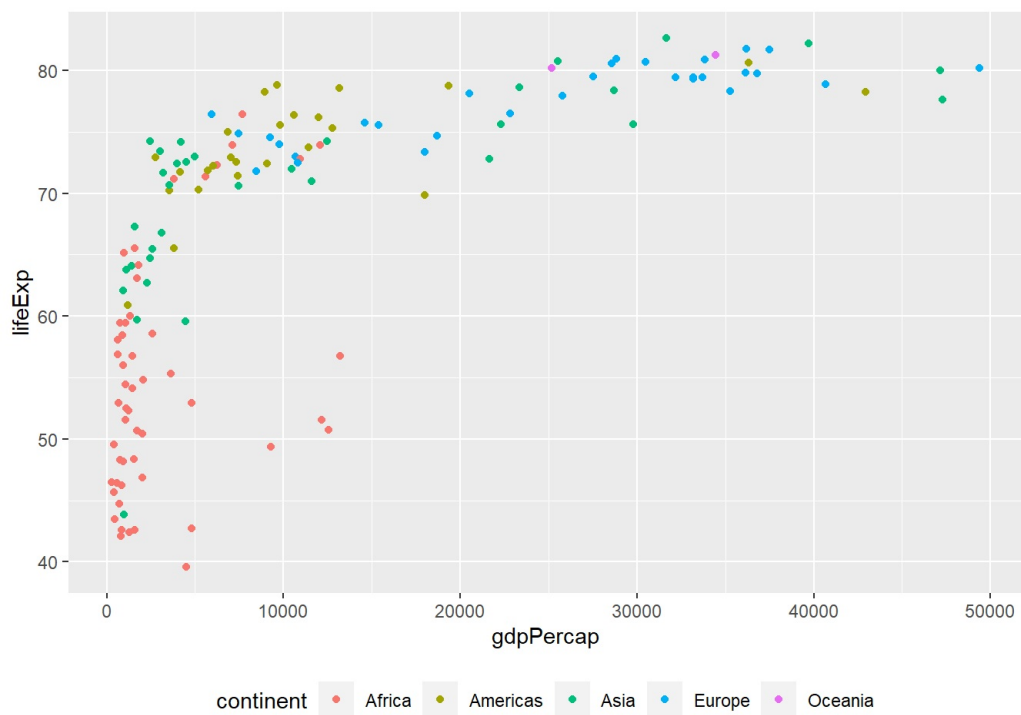
```
p + theme(legend.position = "right")
```



```
p + theme(legend.position = "left")
```

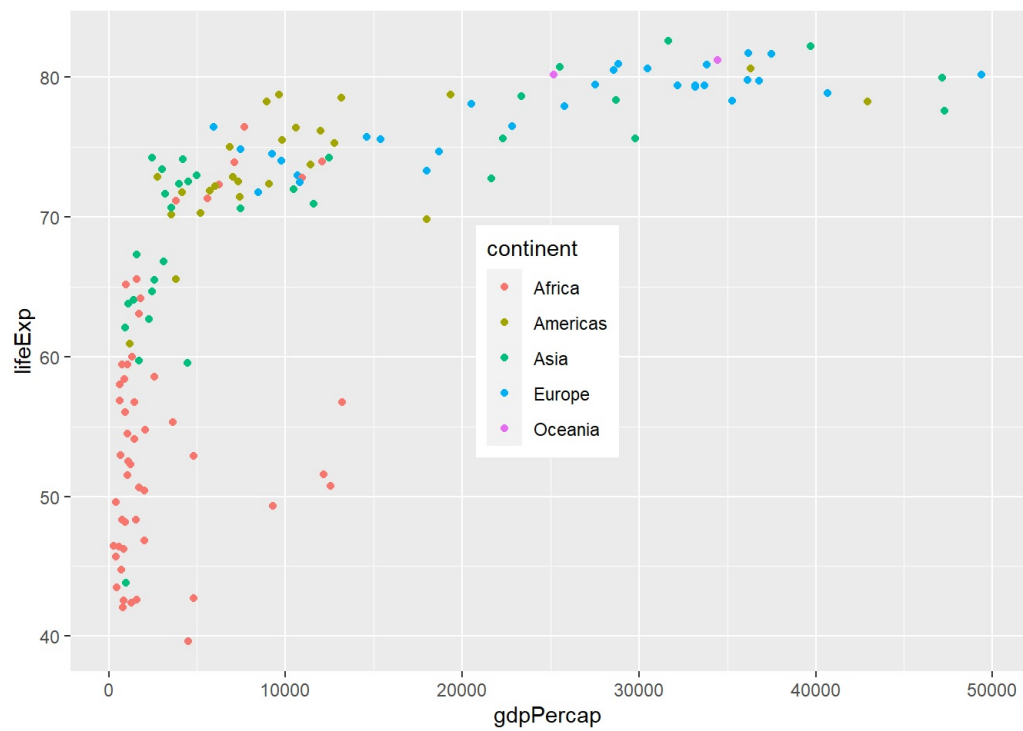


```
p + theme(legend.position = "bottom")
```



cambiar con coordenadas de 0 a 1

```
p + theme(legend.position = c(0.5,0.5))
```



```
p + theme(legend.position = c(0.8,0.3))
```

