A-1.R

acer

2020-05-07

#Creating integer vector  
vecInt<-c(12L,25L,38L,44L)  
vecInt

## [1] 12 25 38 44

typeof(vecInt)

## [1] "integer"

#Creating double vector  
vecDou<-c(3,4.6,5.5,2.3,4,6.8)  
vecDou

## [1] 3.0 4.6 5.5 2.3 4.0 6.8

typeof(vecDou)

## [1] "double"

#Creating complex vector  
vecCom<-c(2+3i,4-5i,2i)  
vecCom

## [1] 2+3i 4-5i 0+2i

typeof(vecCom)

## [1] "complex"

#inserting element  
vecInt<-c(vecInt,32L)  
vecInt

## [1] 12 25 38 44 32

#length  
length(vecDou)

## [1] 6

#Creating numeric vector  
vecNum<-seq(15,1,-3)  
vecNum

## [1] 15 12 9 6 3

#Coerce  
as.integer(vecDou)

## [1] 3 4 5 2 4 6

vecDou

## [1] 3.0 4.6 5.5 2.3 4.0 6.8

typeof(vecDou)

## [1] "double"

#Accesing elements  
vecDou[c(-3,-5)]

## [1] 3.0 4.6 2.3 6.8

#Create  
x<-c(1.7,"Good")  
x

## [1] "1.7" "Good"

y<-c(2,TRUE)  
y

## [1] 2 1

typeof(x)

## [1] "character"

typeof(y)

## [1] "double"