

6_file_IO

Code

input

1. readline

1.syntax

```
---
readline(prompt = "")
---
return the string from the console
```

1. **!!! return is a string, needs to** as.integer()

2. eg

```
# input and check for positive integer
repeat{
  n <- as.numeric(readline(prompt="Enter the number of toys: "))
  if (is.na(n)) cat("Please enter a positive integer!")
  # check characters
  else if (n<=0) cat("Please enter a positive integer!")
  # check non-positive number
  else if (n-floor(n)>0) cat("Please enter a positive integer!")
  # check floats
  else break
}
```

output

1. print

Just give a var and print.

2. sprintf

1. syntax: like the C printf, and the return is a string (in console, just print the return string on the console)

2. detailed formats

1. float

```
> sprintf("Pi is %f", pi)
# output real number with default option = 6 decimal places
[1] "Pi is 3.141593"
> sprintf("%.3f", pi) # with 3 decimal places
[1] "3.142"
> sprintf("%5.1f", pi) # fixed width=5 with 1 decimal places
[1] " 3.1"
> sprintf("%-10f", pi) # left justified with fixed width=10
[1] "3.141593 "
> sprintf("%e", pi) # scientific notation
[1] "3.141593e+00 "
```

2. int: use %d

3. cat

1. idea: just input multiple string, concatenate them together with auto coercion. No automatic space. Can also be used to print

2. eg

```
> cat("iteration = ", 7, "\n")
iteration = 7

# clear console
cat('\f')
```

File I/O

1. misc configurations

1. working dir

```
getwd() # get
setwd("C:/Folder") # set
```

alternatively, use IDE config ...

1a. built-in data editor

R has a built-in data editor to help us to enter the data like using Excel.

If do `x<-edit(d1)`, the data editor window appears and we can edit the dataset `d1`, Close the window when finish and we will have our data stored in `x`.

2. input objects

1. read.table

1. Idea: Read from file in dat format, or tsv ... Need to be separated by tab (?) Return a dataframe.

2. syntax

```
read.table(file, header = FALSE, sep = "", quote = "\"",
  dec = ".", numerals = c("allow.loss", "warn.loss", "no.loss"),
  row.names, col.names, as.is = !stringsAsFactors, tryLogical = TRUE,
  na.strings = "NA", colClasses = NA, nrows = -1,
  skip = 0, check.names = TRUE, fill = !blank.lines.skip,
  strip.white = FALSE, blank.lines.skip = TRUE,
  comment.char = "#",
  allowEscapes = FALSE, flush = FALSE,
  stringsAsFactors = FALSE,
  fileEncoding = "", encoding = "unknown", text, skipNul = FALSE)
```

1. header: if the files contains the header

3. egs

```
# read a typical csv
data <- read.table("ex2_q3.dat", sep=";", header=T, stringsAsFactorfs=T)
```

2. read.csv

```
read.csv(file, header = TRUE, sep = ",", quote = "\"",
  dec = ".", fill = TRUE, comment.char = "#", ...)
```

3. Store objects

1. store images: see section 4

2. store data objects

1. write.table

1. idea: write to an ASCII file

2. syntax

```
write.table(x, file = "", append = FALSE, quote = TRUE, sep = " ",
  eol = "\n", na = "NA", dec = ".", row.names = TRUE,
  col.names = TRUE, qmethod = c("escape", "double"),
  fileEncoding = "")
```

1. row.names / col.names: logical value: row / col names of x are to be written along with x, or a character vector of row / col names to be written.

3. eg

```
table(x,file="popden1.dat",row.names=F)
# row.names=F is important. otherwise add in the row number in x.
```

2. write.csv