

# 1st Class: R 4 Beginners

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2024-10-17

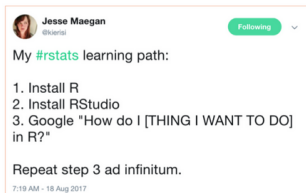
# Class Github

- ▶ Link to Class Github:  
[https://github.com/MajoRB15/StanfordCourse\\_R4beginners](https://github.com/MajoRB15/StanfordCourse_R4beginners)



# R Installation

- ▶ Install in: <https://cran.r-project.org/>
- ▶ If you need more help you can also see:  
<https://rstudio-education.github.io/hopr/starting.html>



How does R looks like

```
# This is a comment
```

- ▶ Ctr + Shift + # ; Comment several lines
- ▶ “=” is used for assigning values as well as “<-”
- ▶ Ctrl + Enter; running code

# Types of Variables- Use

Type	Example	Use
numeric	2.5	For storing any type of number values
integer	2	For integer numbers
double	2.5	For decimal numbers
character	"Hello"	Words
factor	Comedy	Categorical Values
logical	1; TRUE	Logical Values

## Types of variables - Managment

Type	Creation	Conversion
numeric	<code>numeric()</code>	<code>as.numeric()</code>
integer	<code>integer()</code>	<code>as.integer()</code>
double	<code>double()</code>	<code>as.double()</code>
character	<code>character("")</code>	<code>as.character()</code>
factor	<code>factor()</code>	<code>as.character()</code>
logical	<code>logical()</code>	<code>as.logical()</code>

## Types of variables - Rules

Type	Rules
numeric	FALSE = 0; TRUE = 1; "A" = NA
integer	FALSE = 0; TRUE = 1; "A" = NA
double	
character	"1" = "1"; FALSE = "FALSE"
factor	
logical	0 = FALSE; 1 = TRUE; "A" = NA; "8" = NA



# Useful commands

*getwd() #Get Working Directory*

*#Set Working Directory*

*setwd("/home/majo/Desktop/Stanford/R\_MiniCourse")*

*#Visualize file in the working directory*

*dir()*

*#To know the type of variable*

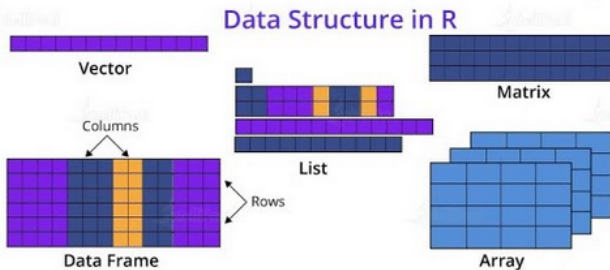
*str(variable)*

*class(variable)*

## Upload commands

```
data.frame("/home/directory/Data_Example1.csv")  
table("/home/majo/directory/Stanford/Data_Example1.csv")  
read.csv("/home/directory/Stanford/Data_Example1.csv")
```

# Types of Data



# Vectors

## ► One dimension

```
#---Vector Creation---  
c(1,2,3)  
#Saving it in a variable  
vector=c(1,2,3)  
#Vector of characters  
names= c("Andy", "Mia", "Greg")
```

# Matrix

## ► Two dimensions

```
#---Matrix Creation---  
matrix(nrow = 3, ncol=4) #Empty matrix 3x4  
  
matrix(seq_len(12), nrow = 3, ncol=4)
```

# Useful Commands

```
#seq_len()
seq_len(4) #number from 1-4 in order

#Bind data:
#paste0()
paste0("Gene", seq(5)) #It will create a vector of Genes
#numbered from 1-5. Gene1,...,Gene5

#For repetition
rep("Dominant", 7) #It will repeat Dominant 7 times
```

*seq() command will work the same way as seq\_len()*

# Access to the data

## Vector

```
#Vector of characters
names= c("Andy", "Mia", "Greg")
#Printing our vector
names #or
print(names)
#Getting Mia
names[2]
#Eliminating Greg
names[-3]
```

# Access to the data

## Matrix

```
#Save our matrix
matrix1=matrix(seq_len(12), nrow = 3, ncol=4)
#Print matrix
matrix1
matrix1[,drop=FALSE]

#Access number 5
matrix1[2,2]
#Print first row
matrix1[,1, drop=FALSE]
```



# Exercises

## Vector

- ▶ Create a Vector called names and add your 4 favorite movie characters names
- ▶ Print the first and the third character name at the same time and save it in a variable call “buddys”
- ▶ Eliminate the 1st character in the vector and afterwards replace it with someone elses name

# Exercises

## Matrix

- ▶ Create a matrix like this:

```
##           [,1]      [,2]  
## [1,] "Gene1" "Gene1"  
## [2,] "Gene2" "Gene2"
```

- ▶ Replace the element [1,2] with a "1".
- ▶ Is number 1 a character or a number? If it isn't a number, turn it to a number. Can you?
- ▶ Eliminate column 1 of your matrix

## Vector

```
#Names vector
names= c("Stich", "Saitama", "Luffy", "Enola")
#Printing first and third names
names[c(1,3)]
#Eliminating the 1st character
names[-1]
```

# Answers

## Matrix

*#Creation of the matrix*

```
matrix= matrix(paste0("Gene",seq(2)), 2,2)
```

```
matrix= matrix(c("Gene1", "Gene2", "Gene1", "Gene2"), 2,2)
```

```
matrix= matrix(rep(c("Gene1", "Gene2"),2), 2,2)
```

# Answers

## Matrix

*#Replacing the element [1,2] with a "1".*

```
matrix[1,2]=1
```

*#Obtaining the type of variable of [1,2] element*

```
str(matrix[1,2])
```

*#Turning [1,2] element into a number*

```
matrix[1,2]= as.numeric(matrix[1,2])
```

```
matrix[1,2]= as.integer(matrix[1,2])
```

```
matrix[1,2]= as.double(matrix[1,2])
```

*#You cant have different types of variables in matrixes*

*#nor in vectors*

## Matrix

```
#Eliminating column 1 of the matrix  
matrix= matrix[:,-1]
```