

# Q5.R

mirrien

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```
library(tidyverse)

## -- Attaching packages ----- tidyverse 1.3.1 --

## v ggplot2 3.3.5      v purrr   0.3.4
## v tibble  3.1.4      v dplyr   1.0.7
## v tidyr   1.1.3      v stringr 1.4.0
## v readr   2.0.1      v forcats 0.5.1

## -- Conflicts ----- tidyverse_conflicts() --
## x dplyr::filter() masks stats::filter()
## x dplyr::lag()    masks stats::lag()

poke = read.csv(file = "pokemon_2019.csv")
poke$Type_1=as.factor(poke$Type_1)

pokenew = poke[1,]
# pokenew = poke[1,]*NA

# names(pokenew)
pokenew$Number <- 722
pokenew$Name <- "Mirrien"
pokenew$Type_1 <- "Student"
pokenew$Type_2 <- "Poison"
pokenew$HP <- 500
pokenew$Attack <- 500
pokenew$Defense <- 500
pokenew$Sp_Atk <- 500
pokenew$Sp_Def <- 500
pokenew$Speed <- 500
pokenew$Total <- sum(pokenew[6:11])
pokenew$Generation <- 6
pokenew$isLegendary <- "True"
pokenew$Color <- "White"
pokenew$hasGender <- "True"
pokenew$Height_m <- 1.75
pokenew$Weight_kg <- 50
pokenew$hasMegaEvolution <- "True"
pokenew$Catch_Rate <- 0
pokenew$Body_Style <- "Dark_meat"
```

```

pokemonextra = rbind(pokenew, poke)

# plot(pokemonextra[, "Type_1"], las=2) # Error here but will work with some modifications

# is.data.frame(poke)
# is.data.frame(pokemonextra)
# is.numeric(poke[, "Type_1"])
# is.numeric(pokemonextra[, "Type_1"])
# is.factor(poke[, "Type_1"])
# is.factor(pokemonextra[, "Type_1"])
poke[1:5, "Type_1"]

```

```

## [1] Grass Grass Grass Fire Fire
## 19 Levels: Bug Dark Dragon Electric Fairy Fighting Fire Flying Ghost ... Water

```

```

pokemonextra[1:5, "Type_1"]

```

```

## [1] "Student" "Grass" "Grass" "Grass" "Fire"

```

```

unique(poke[, "Type_1"])

```

```

## [1] Grass Fire Water Bug Normal Poison Electric Ground
## [9] Fairy Fighting Psychic Rock Ghost Ice Dragon
## [17] Dark Steel Flying
## 19 Levels: Bug Dark Dragon Electric Fairy Fighting Fire Flying Ghost ... Water

```

```

pokemonextra[, "Type_1"] = factor(pokemonextra[, "Type_1"])
pokemonextra[1:5, "Type_1"]

```

```

## [1] Student Grass Grass Grass Fire
## 20 Levels: Bug Dark Dragon Electric Fairy Fighting Fire Flying Ghost ... Water

```

```

# as.numeric(poke[, "Type_1"])
# factor(poke[, "Attack"])
# you don't need to give the input argument 'levels' to factor
# but if you do it will give the levels nicer names.

```

```

levels(pokemonextra[, "Type_1"])

```

```

## [1] "" "Bug" "Dark" "Dragon" "Electric" "Fairy"
## [7] "Fighting" "Fire" "Flying" "Ghost" "Grass" "Ground"
## [13] "Ice" "Normal" "Poison" "Psychic" "Rock" "Steel"
## [19] "Student" "Water"

```

```

levels(poke[, "Type_1"])

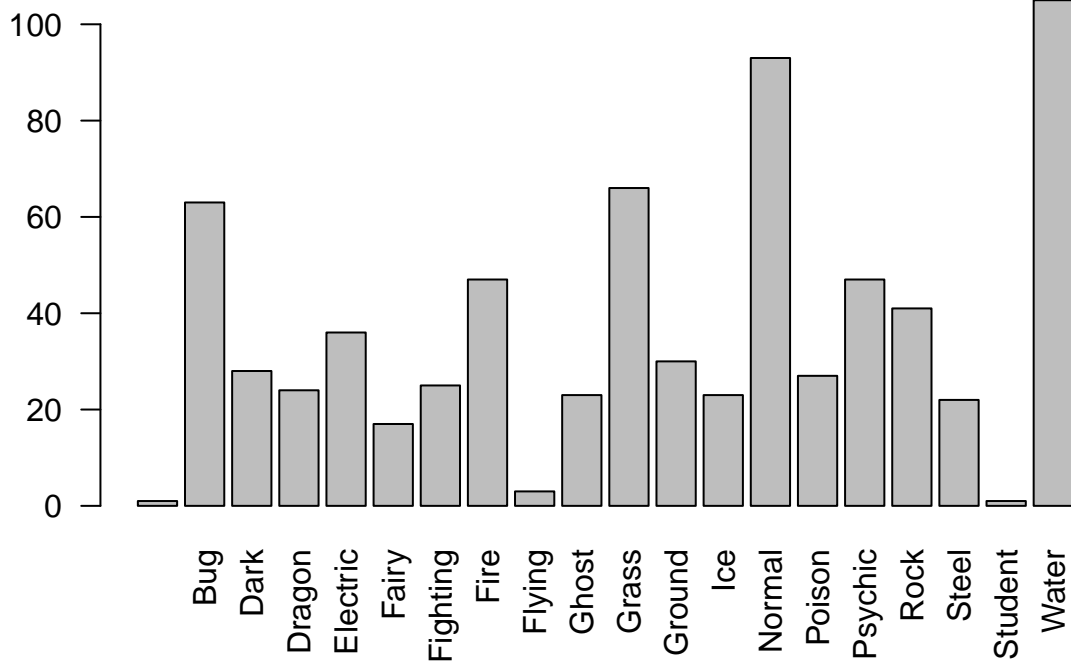
```

```

## [1] "" "Bug" "Dark" "Dragon" "Electric" "Fairy"
## [7] "Fighting" "Fire" "Flying" "Ghost" "Grass" "Ground"
## [13] "Ice" "Normal" "Poison" "Psychic" "Rock" "Steel"
## [19] "Water"

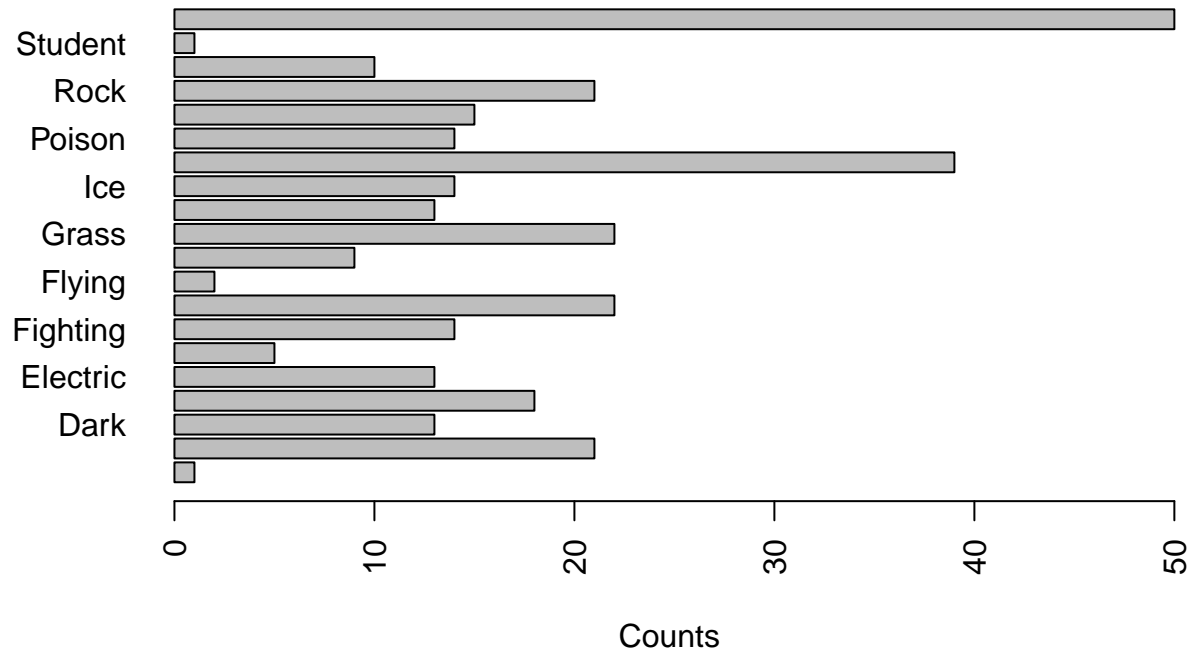
```

```
plot(pokemonextra[, "Type_1"], las=2) # Now it should work
```



```
#####
# Q5a:
plot((filter(pokemonextra, (Height_m > 1) & (Weight_kg > 1)))[, "Type_1"],
     horiz = TRUE, # in the question, it requires a horizontal plot
                  # but the original "horizontal" plot on pg.7 is not
                  # horizontal. If it requires to remake what was given
                  # on pg.7, then delete "horiz" argument.
     las=2,
     main = "Counts of Type_1 of Pokemon Taller\nthan 1 m and Heavier than 1 kg",
     xlab="Counts")
```

### Counts of Type\_1 of Pokemon Taller than 1 m and Heavier than 1 kg



#