

# **R Programming Notes**

## **Introduction to R**

### **What is R?**

- **R is an open-source programming language designed for statistical analysis, data visualization, and data manipulation.**
- **It is both a language and an environment.**
- **Originally developed by Ross Ihaka and Robert Gentleman in the 1990s.**
- **It's widely used in statistics, data science, and machine learning.**

### **Why Learn R?**

- **Specialized for data analysis & visualization**
- **Comes with powerful libraries/packages (like ggplot2, dplyr, tidyverse)**
- **Strong community support**
- **Used in academia, research, and industry**

## **R Environment**

**When you open RStudio, you'll see 4 main panes:**

- 1. Source Editor: for writing and saving R scripts (.R files)**
- 2. Console: for running code line by line**
- 3. Environment/History Pane: stores variables created**
- 4. Plots/Files/Packages/Help Pane: for visual output, files, and documentation**

## **Getting Help**

`?mean`    `# Help for mean function`

`help(plot)` `# Another way to get help`

`example(sum)` `# Shows examples of sum()`

### ◆ Arithmetic Operators

| Operator                          | Description      | Example              | Output         |
|-----------------------------------|------------------|----------------------|----------------|
| <code>+</code>                    | Addition         | <code>5 + 3</code>   | <code>8</code> |
| <code>-</code>                    | Subtraction      | <code>10 - 4</code>  | <code>6</code> |
| <code>*</code>                    | Multiplication   | <code>2 * 3</code>   | <code>6</code> |
| <code>/</code>                    | Division         | <code>10 / 5</code>  | <code>2</code> |
| <code>^</code> or <code>**</code> | Power            | <code>2^3</code>     | <code>8</code> |
| <code>%%</code>                   | Modulus          | <code>10 %% 3</code> | <code>1</code> |
| <code>/%</code>                   | Integer Division | <code>10 %/ 3</code> | <code>3</code> |

### Relational Operators

`5 > 3` # TRUE

`5 == 5` # TRUE

`5 != 2` # TRUE

`4 <= 3` # FALSE

### Logical Operators

`TRUE & FALSE` # AND

`TRUE | FALSE` # OR

`!TRUE` # NOT

## Assignment Operator

```
x <- 10 # Preferred
```

```
y = 20
```

```
10 -> z
```

### ◆ Common Data Types

| Type      | Example                              | Description     |
|-----------|--------------------------------------|-----------------|
| Numeric   | <code>x &lt;- 10.5</code>            | Decimal values  |
| Integer   | <code>x &lt;- 5L</code>              | Whole numbers   |
| Character | <code>x &lt;- "R Programming"</code> | Text data       |
| Logical   | <code>x &lt;- TRUE</code>            | Boolean         |
| Complex   | <code>x &lt;- 3 + 2i</code>          | Complex numbers |
| Raw       | <code>x &lt;- charToRaw("A")</code>  | Binary data     |

## Type Conversion

```
as.numeric("12") # 12
```

```
as.character(25.5) # "25.5"
```

```
as.logical(1) # TRUE
```

## Creating Vectors

```
v1 <- c(1, 2, 3, 4, 5) # Numeric
```

```
v2 <- c("A", "B", "C") # Character
```

```
v3 <- c(TRUE, FALSE, TRUE) # Logical
```

```
v4 <- seq(1, 10, by = 2) # Sequence
```

```
v5 <- rep(3, times = 5) # Repeat
```

## #indexing

```
v1[1]    # First element
v1[2:4]  # 2nd to 4th elements
v1[-3]   # All except 3rd
v1[c(1,5)] # 1st and 5th
```

## Understanding rm() in R

### ◆ Purpose:

rm() stands for **remove**.

It's used to **delete objects (variables, functions, data frames, etc.)** from the current **R environment (workspace)**.

When you run R (or RStudio), all objects you create are stored in memory — the workspace. Sometimes, we want to clean it up — delete old variables, or clear everything to start fresh.

```
x <- 10
```

```
y <- 20
```

```
rm(x) #remove the single object
```

```
rm(x, y, z) #remove the multiple object
```

```
#Remove all objects starting with "temp"
```

```
rm(list = ls(pattern = "^temp"))
```

Remove all variables containing “data”

```
rm(list = ls(pattern = "data"))
```

### What does cat() do?

cat() stands for **concatenate and print**.

It **displays output** directly on the console (not as a return value).  
It joins multiple items together and prints them as text.

```
cat("Hello", "World")
```

### What is \014?

\014 is a **special character** — an ASCII **form feed** character.

In older systems, this was used to tell the printer to move to a new page.  
In RStudio and R console, it tells the system:

"Clear the console screen."

```
cat("\014")
```

In R:

<- is the **preferred assignment operator** (for assigning values to objects).  
= can also assign values, but it's mainly used for **specifying arguments in functions**.

| Operator Main Use |                                 | Creates object in workspace? Common in functions? |             |
|-------------------|---------------------------------|---|-------------|
| <-                | Assignment                      | ✓ Yes   | Rarely used |
| =                 | Function argument specification | ✗ No  | ✓ Yes       |

| Expression     | Meaning                        | Creates object x? |
|----------------|--------------------------------|-------------------|
| x <- 10        | Assign 10 to x                 | ✓                 |
| x = 10         | Assign 10 to x                 | ✓                 |
| print(x = 10)  | Pass 10 as argument to print() | ✗                 |
| print(x <- 10) | Assign 10 to x, then print it  | ✓                 |

| Operator | Description                      | Used for        | Creates variable? |
|----------|----------------------------------|-----------------|-------------------|
| <-       | Assignment operator (preferred)  | Assign values   | ✓                 |
| ->       | Rightward assignment             | Assign values   | ✓                 |
| =        | Argument assignment in functions | Pass parameters | ✗                 |
| ==       | Comparison operator              | Check equality  | ✗                 |

# Built in vector functions

| Function  | Description        | Example                  |
|-----------|--------------------|--------------------------|
| length(x) | Number of elements | length(x)                |
| sum(x)    | Sum of elements    | sum(x)                   |
| mean(x)   | Mean of elements   | mean(x)                  |
| max(x)    | Maximum value      | max(x)                   |
| min(x)    | Minimum value      | min(x)                   |
| sort(x)   | Sort elements      | sort(x, decreasing=TRUE) |
| rev(x)    | Reverse elements   | rev(x)                   |
| unique(x) | Remove duplicates  | unique(x)                |

## Rules & Restrictions for Naming Objects in R

### Basic Rule of Object Naming

An **object name**:

- Must **start with a letter** (A–Z or a–z) or a **dot (.)** followed by a letter.
- Can contain **letters, digits (0–9), dots (.),** and **underscores (\_)**.
- **Cannot start with a number.**
- **Cannot contain spaces or special symbols** like @, \$, %, #, !, -, etc.
- **Cannot be a reserved keyword** in R (e.g., if, else, TRUE, FALSE, for, etc.).

### Example Valid / Invalid Explanation

|         |           |  |
|---------|-----------|--|
| x       | ✓ Valid   | Simple name                                |
| x1      | ✓ Valid   | Letter followed by number                  |
| .x      | ✓ Valid   | Starts with dot + letter                   |
| x_value | ✓ Valid   | Underscore allowed                         |
| x.value | ✓ Valid   | Dot allowed                                |
| 1x      | ✗ Invalid | Cannot start with number                   |
| _x      | ✗ Invalid | Cannot start with underscore               |
| .1x     | ✗ Invalid | Dot cannot be followed by number           |
| x-value | ✗ Invalid | - is not allowed (it's the minus operator) |
| my name | ✗ Invalid | Spaces not allowed                         |
| TRUE    | ✗ Invalid | Reserved constant                          |
| if      | ✗ Invalid | Reserved keyword                           |

| Style                | Example       | Recommendation                                    |
|----------------------|---------------|---|
| <b>snake_case</b>    | student_marks | ✅ Recommended for readability                     |
| <b>camelCase</b>     | studentMarks  | ✅ Common in programming                           |
| <b>dot.separated</b> | student.marks | ✅ Used in base R packages                         |
| <b>single letter</b> | x, y, z       | ⚠️ Fine for small examples, avoid in big projects |
| <b>UPPERCASE</b>     | TOTAL_SUM     | ⚠️ Often used for constants                       |

#### Escape Sequence Meaning Used For

|                 |                  |   |
|-----------------|------------------|---|
| <code>\n</code> | <b>New Line</b>  | Moves the cursor to a new line                    |
| <code>\t</code> | <b>Tab Space</b> | Adds a horizontal tab (like pressing the TAB key) |

| Escape Sequence | Meaning      | Example                               | Output           |
|-----------------|--------------|---------------------------------------|------------------|
| <code>\n</code> | New line     | <code>cat("Hi\nBye")</code>           | Hi Bye           |
| <code>\t</code> | Tab          | <code>cat("A\tB\tC")</code>           | A B C            |
| <code>\\</code> | Backslash    | <code>cat("C:\\Program Files")</code> | C:\Program Files |
| <code>\"</code> | Double quote | <code>cat("He said \"Hi\"")</code>    | He said "Hi"     |
| <code>\'</code> | Single quote | <code>cat('It\'s R language')</code>  | It's R language  |