start_2_R_basics

In R, an object is anything that can be assigned to a variable. This includes constants, data structures, functions, and even graphs. Objects have a mode (which describes how the object is stored) and a class (which tells generic functions like print how to handle it).

Vectors are one-dimensional arrays that can hold numeric data, character data, or logical data. The combine function c() is used to form the vector.

```
x <- c(1,2,4) #The "c" stands for "concatenate."
x

## [1] 1 2 4

q <- c(x,x,8)
q

## [1] 1 2 4 1 2 4 8

#
a <- c(1, 2, 5, 3, 6, -2, 4)
b <- c("one", "two", "three")
c <- c(TRUE, TRUE, TRUE, FALSE, TRUE, FALSE)</pre>
```

Seen Above -- a is numeric vector, b is a character vector, and c is a logical vector. Note that the data in a vector must only be one type or mode (numeric, character, or logical). You can't mix modes in the same vector.

```
Indexing vectors -
#
a_idx_1_3 <- a[c(1:3)]</pre>
```

```
a_idx_1_3 <- a[c(1:3)]
a_idx_1_3</pre>
```

```
## [1] 1 2 5
print(a_idx_1_3)

## [1] 1 2 5
# x <- c(1,3,4) #The "c" stands for "concatenate."
# x
# q <- c(x,x,8)
# q

x <- c(1,3,4) #The "c" stands for "concatenate."
x

## [1] 1 3 4
q <- c(x,x,8)
q

## [1] 1 3 4 1 3 4 8

x <- c(1,7,4) #The "c" stands for "concatenate."
x

## [1] 1 7 4
q <- c(x,x,8)
q</pre>
```

[1] 1 7 4 1 7 4 8

Add a new chunk by clicking the *Insert Chunk* button on the toolbar or by pressing *Ctrl+Alt+I*.

When you save the notebook, an HTML file containing the code and output will be saved alongside it (click the Preview button or press Ctrl+Shift+K to preview the HTML file).

The preview shows you a rendered HTML copy of the contents of the editor. Consequently, unlike *Knit*, *Preview* does not run any R code chunks. Instead, the output of the chunk when it was last run in the editor is displayed.