

## hw2

2024-10-21

```
#read data
videodata <- read.table("videodata.txt",header =TRUE)
videodata
```

##	time	like	where	freq	busy	educ	sex	age	home	math	work	own	cdrom	email	grade
## 1	2.0	3	3	2	0	1	0	19	1	0	10	1	0	1	4
## 2	0.0	3	3	3	0	0	0	18	1	1	0	1	1	1	2
## 3	0.0	3	1	3	0	0	1	19	1	0	0	1	0	1	3
## 4	0.5	3	3	3	0	1	0	19	1	0	0	1	0	1	3
## 5	0.0	3	3	4	0	1	0	19	1	1	0	0	0	1	3
## 6	0.0	3	2	4	0	0	1	19	0	0	12	0	0	0	3
## 7	0.0	4	3	4	0	0	1	20	1	1	10	1	0	1	3
## 8	0.0	3	3	4	0	0	0	19	1	0	13	0	0	1	3
## 9	2.0	3	2	1	1	1	1	19	0	0	0	0	0	0	4
## 10	0.0	3	3	4	0	1	1	19	1	1	0	1	0	1	4
## 11	0.0	3	1	4	0	0	0	20	1	0	0	1	0	0	3
## 12	0.0	3	2	4	0	0	0	19	1	0	0	1	0	1	4
## 13	0.0	2	4	1	0	1	0	19	1	1	0	0	0	1	4
## 14	3.0	3	3	2	1	0	0	18	0	0	0	0	0	1	3
## 15	1.0	3	5	2	0	1	0	18	1	1	14	1	0	1	3
## 16	0.0	5	99	99	99	99	1	19	1	0	0	1	0	1	3
## 17	0.0	3	3	4	0	1	1	21	1	0	2	1	0	1	4
## 18	0.0	3	2	3	0	0	1	20	1	0	0	1	0	1	3
## 19	2.0	2	2	2	1	0	1	18	1	0	0	1	0	1	4
## 20	0.0	3	99	99	99	99	0	19	0	0	9	0	99	1	3
## 21	2.0	3	2	2	0	1	1	20	1	0	15	1	0	0	4
## 22	0.0	3	2	3	0	1	1	24	1	0	10	0	0	0	4
## 23	2.0	3	3	1	1	1	1	19	0	0	0	1	0	1	4
## 24	0.0	5	99	99	99	99	0	19	0	0	0	0	99	0	2
## 25	0.0	5	99	99	99	99	1	21	1	0	0	1	0	0	3
## 26	0.0	3	3	4	0	99	0	20	1	1	0	1	0	1	3
## 27	0.0	2	3	4	0	0	1	22	1	1	0	1	1	1	4
## 28	0.0	3	2	3	0	0	1	18	0	0	10	0	0	0	3
## 29	0.0	4	3	4	0	0	1	19	1	1	0	1	0	1	3
## 30	0.0	4	3	4	0	1	0	20	1	0	0	1	0	1	3
## 31	0.0	4	3	4	0	0	0	19	1	1	0	0	0	1	4
## 32	1.0	3	5	2	0	1	1	19	1	0	99	1	1	1	3
## 33	0.0	4	2	3	0	0	1	19	1	1	0	1	1	1	3
## 34	0.0	2	1	3	0	0	1	19	1	0	10	0	0	1	3
## 35	0.0	3	3	1	0	1	0	19	1	0	12	1	0	1	3
## 36	0.1	2	6	2	0	1	1	18	0	0	5	1	1	1	4
## 37	0.5	4	3	3	0	0	0	19	1	0	0	1	0	0	3
## 38	1.0	3	4	4	99	1	0	20	1	0	0	1	0	1	3
## 39	0.0	3	1	4	0	0	0	19	0	0	0	0	0	1	3
## 40	0.0	3	3	2	1	1	0	20	1	0	20	1	0	0	3

```

## 41 0.0 4 99 99 0 0 0 19 1 0 5 1 0 1 4
## 42 2.0 2 4 2 0 0 1 19 1 0 0 1 0 1 3
## 43 2.0 3 4 2 0 1 1 19 0 0 10 1 1 1 3
## 44 0.5 3 4 2 1 0 1 19 1 1 99 0 0 1 4
## 45 0.0 3 4 99 0 0 1 19 1 99 99 1 0 1 3
## 46 2.0 3 5 2 1 1 1 19 1 0 15 0 0 1 4
## 47 0.0 3 4 2 0 0 1 19 1 1 0 1 1 0 3
## 48 0.0 3 4 3 1 1 0 19 1 1 0 1 0 1 3
## 49 0.0 99 99 99 99 99 1 20 1 1 15 1 1 1 3
## 50 2.0 3 2 2 0 0 1 19 1 0 0 1 0 1 4
## 51 0.0 4 99 4 0 99 0 18 1 1 0 1 0 1 3
## 52 0.0 5 99 99 99 99 0 20 1 1 0 1 0 1 3
## 53 0.5 3 2 2 0 0 1 19 1 0 16 1 0 1 3
## 54 3.0 2 3 1 0 1 1 18 1 0 7 1 0 1 3
## 55 0.0 3 1 3 0 0 1 19 0 0 15 0 0 1 3
## 56 0.0 4 3 3 0 1 0 21 1 0 5 1 0 1 4
## 57 0.0 4 3 4 0 0 0 18 1 0 0 1 0 1 4
## 58 4.0 2 99 1 1 1 1 20 1 0 6 1 0 0 4
## 59 30.0 2 99 2 1 0 1 19 0 1 0 0 0 1 3
## 60 14.0 2 99 1 1 0 0 19 1 0 0 1 0 1 2
## 61 0.0 3 1 3 0 1 1 19 0 0 0 0 0 0 3
## 62 0.0 2 99 3 0 1 0 21 0 0 18 1 0 0 2
## 63 0.0 4 99 99 0 0 0 20 1 0 0 1 1 1 4
## 64 0.5 2 3 2 1 1 1 19 1 0 20 1 1 1 4
## 65 14.0 2 4 1 1 1 1 18 1 0 35 1 1 1 3
## 66 1.0 2 4 2 0 1 1 19 1 0 19 1 0 1 4
## 67 0.0 4 2 4 0 0 1 18 1 0 0 1 0 1 4
## 68 0.0 2 5 2 1 1 1 20 1 1 20 0 0 1 4
## 69 1.5 3 3 2 0 1 0 19 1 1 8 1 0 0 3
## 70 0.0 4 2 4 0 0 1 19 1 1 0 1 0 0 3
## 71 0.0 3 4 3 0 0 1 19 1 1 0 1 0 1 3
## 72 2.0 2 99 2 1 99 1 20 1 0 10 1 1 1 3
## 73 0.0 5 99 99 99 99 1 19 0 1 16 1 0 1 3
## 74 0.0 3 3 2 0 0 1 23 0 0 0 1 0 1 4
## 75 0.0 5 99 99 99 99 0 19 1 0 40 0 0 1 3
## 76 0.0 2 3 3 0 1 0 20 0 0 0 1 1 1 2
## 77 0.0 5 99 99 99 99 0 19 1 1 15 1 0 1 3
## 78 0.0 3 3 4 0 0 1 19 1 0 16 0 0 1 3
## 79 0.0 2 3 3 0 1 1 25 0 0 55 1 0 1 3
## 80 2.0 2 1 2 0 1 1 19 1 0 10 1 0 1 3
## 81 1.0 2 3 1 0 0 1 20 1 1 0 1 0 1 4
## 82 0.0 1 99 99 99 99 1 19 1 1 10 1 0 0 4
## 83 0.0 3 2 4 0 0 0 19 0 1 15 0 99 1 2
## 84 2.0 2 3 2 0 1 1 21 0 0 15 0 0 1 4
## 85 0.0 3 2 4 0 0 0 18 1 1 15 0 99 0 3
## 86 2.0 2 4 2 1 0 1 19 0 0 0 1 0 1 3
## 87 2.0 3 4 2 1 0 1 19 1 0 0 1 99 1 4
## 88 5.0 3 3 2 0 1 0 20 1 0 14 1 1 1 4
## 89 0.0 2 5 4 0 1 0 33 1 0 40 1 0 0 2
## 90 3.0 3 3 2 0 0 1 19 1 0 5 1 1 1 3
## 91 0.0 3 4 3 0 1 0 19 0 1 5 1 0 1 2

```

```

#read data
videoMultiple <- read.table("videoMultiple.txt",header = TRUE)

```

# videoMultiple

##	action	adv	sim	sport	strategy	relax	coord	challenge	master	bored
## 1	0	0	0	0	1	1	0	1	1	0
## 2	0	1	0	0	1	0	0	0	0	1
## 3	1	0	0	1	1	1	0	0	0	0
## 4	0	0	0	0	1	0	0	1	0	0
## 5	0	0	0	0	1	1	0	1	1	0
## 6	1	0	0	1	1	1	0	0	1	1
## 7	1	0	0	1	0	1	0	0	0	0
## 8	0	0	0	1	1	1	0	0	0	1
## 9	1	0	0	1	0	0	0	0	0	0
## 10	1	1	1	0	1	1	0	0	0	0
## 11	0	0	0	0	1	1	0	0	0	0
## 12	0	0	0	0	1	1	0	0	0	0
## 13	1	0	0	0	1	1	0	0	1	0
## 14	0	0	0	0	1	1	0	0	1	1
## 15	1	0	0	0	1	1	0	0	0	0
## 16	0	0	0	0	0	0	0	0	0	0
## 17	0	0	0	1	1	1	0	1	1	0
## 18	1	1	1	0	1	1	0	0	0	1
## 19	1	1	1	1	1	0	0	0	1	0
## 20	0	0	0	0	0	0	0	0	0	0
## 21	1	1	0	1	1	1	0	1	1	0
## 22	1	0	0	1	1	1	0	0	0	0
## 23	0	0	0	0	1	1	0	1	0	1
## 24	0	0	0	0	0	0	0	0	0	0
## 25	0	0	0	0	0	0	0	0	0	0
## 26	0	0	0	0	1	0	0	0	0	0
## 27	1	1	0	0	0	1	0	0	0	0
## 28	1	0	1	0	0	0	0	0	1	0
## 29	1	0	1	0	0	1	0	0	0	1
## 30	0	0	0	0	1	1	0	0	0	0
## 31	0	1	0	0	1	0	0	0	0	1
## 32	1	1	1	1	1	1	0	1	0	1
## 33	0	0	0	1	0	1	0	0	0	0
## 34	1	1	0	1	0	1	0	0	1	0
## 35	0	0	0	0	1	1	0	0	1	0
## 36	1	1	1	1	1	1	0	1	1	0
## 37	0	0	0	0	1	0	0	0	0	0
## 38	1	0	0	0	1	1	0	0	1	0
## 39	1	0	0	1	0	1	0	0	0	0
## 40	0	0	0	0	1	1	0	1	0	1
## 41	0	0	0	0	1	1	0	0	0	1
## 42	1	0	0	0	1	1	0	0	0	0
## 43	1	1	0	0	1	1	0	1	0	0
## 44	1	0	1	1	0	1	0	0	0	0
## 45	1	1	1	0	1	1	0	1	0	1
## 46	1	0	0	1	1	0	0	1	1	0
## 47	1	1	0	1	1	1	0	0	0	1
## 48	0	1	1	1	1	0	0	1	1	1
## 49	0	0	0	0	0	0	0	0	0	0
## 50	0	1	0	0	1	1	0	1	0	0
## 51	0	0	0	0	1	0	0	0	0	1

## 52	0	0	0	0	0	0	0	0	0	0		
## 53	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA		
## 54	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA		
## 55	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA		
## 56	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA		
## 57	0	1	0	0	1	1	0	0	0	0		
## 58	1	0	0	1	1	0	0	1	1	1		
## 59	1	0	0	1	0	1	0	0	0	0		
## 60	1	1	0	0	1	1	0	0	0	1		
## 61	1	0	0	1	0	1	0	0	1	1		
## 62	1	0	0	0	1	0	0	0	1	0		
## 63	0	0	0	0	0	0	0	0	0	0		
## 64	1	1	1	1	1	1	0	0	0	1		
## 65	0	0	0	1	0	1	1	0	0	0		
## 66	1	1	0	1	0	1	0	0	1	0		
## 67	0	0	0	0	0	0	0	0	0	0		
## 68	1	1	1	1	1	1	0	0	0	0		
## 69	0	0	0	0	1	1	0	1	0	0		
## 70	0	0	0	1	0	1	0	0	0	0		
## 71	0	0	1	1	1	1	0	0	0	0		
## 72	1	1	0	0	1	1	0	0	1	0		
## 73	0	0	0	0	0	0	0	0	0	0		
## 74	0	0	0	1	1	1	0	0	1	1		
## 75	0	0	0	0	0	0	0	0	0	0		
## 76	1	0	0	0	0	0	0	0	1	0		
## 77	0	0	0	0	0	0	0	0	0	0		
## 78	1	0	0	1	1	1	0	0	0	1		
## 79	1	0	0	0	1	0	0	0	0	1		
## 80	1	0	1	0	0	1	1	1	1	0		
## 81	1	0	0	1	1	1	0	1	1	0		
## 82	0	0	0	0	0	0	0	0	0	0		
## 83	0	1	0	1	1	1	0	0	0	0		
## 84	1	1	0	0	0	1	0	0	0	1		
## 85	1	0	0	0	1	1	1	0	0	0		
## 86	1	1	0	1	1	1	0	1	0	0		
## 87	0	0	0	1	0	0	0	0	0	0		
## 88	1	1	0	0	1	1	0	1	1	0		
## 89	1	0	1	0	0	1	1	0	0	0		
## 90	0	0	0	1	0	0	0	0	0	1		
## 91	1	0	0	0	1	1	0	1	0	0		
##	other graphic time frust lonely rules cost boring friends point											
## 1				0	1	0	0	0	1	0	0	1
## 2				0	1	1	0	0	0	0	0	0
## 3				0	0	0	0	0	1	0	0	0
## 4				0	1	0	0	0	0	0	0	0
## 5				0	0	0	0	1	1	0	0	0
## 6				0	1	1	0	0	1	0	0	0
## 7	Brainless			0	0	0	0	1	0	0	0	0
## 8				1	0	0	0	0	0	0	0	0
## 9	like sports			1	0	0	0	0	1	1	0	0
## 10				0	0	0	0	1	0	0	0	0
## 11				0	0	1	0	1	0	1	0	1
## 12				0	1	1	0	0	0	0	0	0
## 13				0	0	1	1	0	0	0	0	0

## 14		0	1	0	0	0	0	0	0
## 15		0	1	0	0	0	1	0	0
## 16		0	0	0	0	0	0	1	0
## 17		0	1	0	0	0	0	1	0
## 18	excitement	0	1	0	0	0	0	0	0
## 19		0	1	0	0	0	0	0	0
## 20		0	0	0	0	0	0	0	1
## 21		0	1	1	0	0	1	0	0
## 22		0	0	1	0	0	1	0	0
## 23		0	0	0	0	1	0	0	0
## 24		0	1	0	0	0	1	0	0
## 25		0	0	0	0	0	0	1	0
## 26	addictive	0	0	0	0	0	0	0	0
## 27		1	0	0	0	0	0	0	0
## 28		0	1	0	0	0	0	0	0
## 29		0	0	1	0	0	0	0	1
## 30		0	1	1	0	1	0	0	0
## 31		0	1	0	0	0	0	1	0
## 32		0	0	1	0	1	0	0	0
## 33		0	1	0	0	0	0	1	0
## 34		0	1	0	0	0	1	0	0
## 35		0	1	0	0	0	0	0	0
## 36		1	1	0	0	0	1	0	0
## 37		0	1	0	0	1	0	1	0
## 38		1	0	0	0	1	1	0	0
## 39		1	0	0	0	0	0	0	0
## 40		0	1	1	0	0	0	0	0
## 41		1	1	0	0	0	0	0	1
## 42		1	0	0	0	0	1	0	0
## 43		0	1	0	0	0	1	0	0
## 44		0	1	1	0	0	1	0	0
## 45		0	1	0	0	0	1	0	0
## 46		1	0	1	0	1	0	0	0
## 47		1	0	0	0	0	0	0	1
## 48		0	0	1	0	1	1	0	0
## 49		0	1	0	0	0	0	1	0
## 50		0	0	1	0	0	1	0	0
## 51		0	0	0	0	0	0	1	0
## 52		0	0	0	0	1	0	1	0
## 53		NA	NA	NA	NA	NA	NA	NA	NA
## 54		NA	NA	NA	NA	NA	NA	NA	NA
## 55		NA	NA	NA	NA	NA	NA	NA	NA
## 56		NA	NA	NA	NA	NA	NA	NA	NA
## 57		0	1	0	0	0	0	0	0
## 58		0	0	0	0	0	0	0	0
## 59	love it	1	0	0	0	0	1	0	0
## 60	lowers stress	0	1	0	0	0	0	0	1
## 61		0	0	1	1	0	1	0	0
## 62		0	1	0	0	0	1	0	0
## 63		0	1	0	0	0	0	0	0
## 64		1	0	0	0	0	1	0	0
## 65		1	1	0	0	0	1	0	0
## 66		1	0	0	0	0	1	0	0
## 67		0	0	0	0	0	0	0	1

## 68		1	0	1	0	1	1	0	0	0
## 69		0	1	0	0	0	0	0	0	0
## 70		0	0	0	0	1	0	0	1	1
## 71	fun	0	1	0	0	0	0	0	0	0
## 72		1	0	0	0	0	1	0	1	0
## 73		0	1	1	0	1	0	0	0	0
## 74		1	0	0	0	0	1	0	0	0
## 75		0	0	0	0	0	0	1	0	1
## 76		0	1	0	0	0	0	0	0	0
## 77		0	0	0	0	0	0	1	0	1
## 78		0	0	0	0	0	1	0	0	1
## 79		0	1	1	0	0	1	0	0	0
## 80		1	0	0	1	0	0	0	0	0
## 81		0	1	0	0	0	1	0	0	0
## 82		0	0	1	0	0	1	0	0	0
## 83		1	1	0	0	0	1	0	0	1
## 84		1	0	0	0	0	1	0	0	0
## 85		0	0	1	0	0	0	1	0	1
## 86		1	1	0	0	0	1	0	0	0
## 87	competitiveness	0	0	0	0	1	0	0	0	1
## 88		0	1	0	1	0	0	0	0	1
## 89		1	0	0	0	1	0	0	0	0
## 90		0	1	1	0	0	1	0	0	0
## 91		1	1	1	0	0	0	0	0	0
##	other2									
## 1										
## 2										
## 3										
## 4										
## 5										
## 6										
## 7	too realistic									
## 8										
## 9	unproductive									
## 10										
## 11										
## 12										
## 13										
## 14										
## 15										
## 16	unproductive									
## 17										
## 18										
## 19										
## 20	do other things									
## 21										
## 22										
## 23										
## 24										
## 25										
## 26										
## 27										
## 28										
## 29										

## 30  
## 31  
## 32  
## 33  
## 34  
## 35  
## 36 gives me blisters  
## 37  
## 38  
## 39 hate losing  
## 40  
## 41  
## 42  
## 43  
## 44  
## 45  
## 46  
## 47  
## 48  
## 49  
## 50  
## 51  
## 52  
## 53  
## 54  
## 55  
## 56  
## 57  
## 58  
## 59  
## 60 unproductive  
## 61  
## 62  
## 63  
## 64  
## 65  
## 66  
## 67  
## 68  
## 69  
## 70  
## 71  
## 72 the computer cheats  
## 73  
## 74  
## 75 unproductive  
## 76  
## 77  
## 78  
## 79  
## 80  
## 81  
## 82  
## 83

```
## 84
## 85
## 86
## 87
## 88
## 89
## 90
## 91
```

1.

```
#find the point estimator
point_estimate_fraction <- sum(videodata$time > 0) / length(videodata$time)

confidence_level <- 0.95
z <- qnorm((confidence_level+1)/2)

#find proportion standard error
se <- sqrt(point_estimate_fraction * (1-point_estimate_fraction)) / sqrt(length(videodata))

#find lower and upper confidence interval
lower_interval_estimate_fraction <- point_estimate_fraction - 2 * se
lower_interval_estimate_fraction
```

```
## [1] 0.1238106
```

```
higher_interval_estimate_fraction <- point_estimate_fraction + 2*se
higher_interval_estimate_fraction
```

```
## [1] 0.6234421
```

37.4% of people play video game in the week prior to the survey.

3.

```
#find the point estimator
point_estimate_average <- mean(videodata$time)

confidence_level <- 0.95
z <- qnorm((1+confidence_level)/2)

#get the variance of data
variance <- 1/length(videodata$time) * sum((videodata$time - point_estimate_average)**2)

#find average standard error
se <- sqrt(variance) / sqrt(length(videodata$time))

#lower and upper 95% confidence interval
lower_interval_estimate_average <- point_estimate_average - 2*se
higher_interval_estimate_average <- point_estimate_average + 2*se

lower_interval_estimate_average
```

```
## [1] 0.4553374
```

```
higher_interval_estimate_average
```

```
## [1] 2.030377
```