**Basics of R**

**Name**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. If you want to assign a value say 84 to x, you will type:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| x - > 84 | x < - 84 | x == 84 | x >> 84 |

1. For repeating word “Aha” 4 times, the command is:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| repeat | reap | rep | Aha |

1. For writing two strings say, **k** and **m**, you will write:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| c(‘k’, ‘m’) | c(‘’k’’, ‘‘m’’) | c(k, m) | c(‘k’ ‘m’) |

1. If you type **2:4**, the output will be:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| 0.5 | 0.50 | 2 3 4 | 0.500 |

1. If **julia** is having 3 words **aha, omg, oops**, you can recall **omg** by:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| julia[2] | julia(2) | julia>[2] | julia<[2] |

1. Say **x** is having numbers 2 & 4, **y** is having numbers 5 & 6; product of x and y will be:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| [1] 10 24 | 240 | 120 | None of the given |

1. **matrix(1,2,3)** will give you:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| One row by two columns having all values as 3 | Two rows by three columns having all values as 3 | Two rows by three columns having all values as 2 | Two rows by three columns having all values as 1 |

1. Sum of a vector, **a**, having values **3 NA 7** by command **sum(a)** will give you output:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| 10 | 0 | NA | na |

1. If you want to **multiply** vectors **a** and **b**, you will type:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| a×b | b×a | a multiply b | a\*b |

1. You want to **view** the imported file **zoom**. You will type:

|  |  |  |  |
| --- | --- | --- | --- |
| *a* | *b* | *c* | *d* |
| View(zoom) | view(zoom) | zoom | Zoom |