Intro to R: base-R

Basic Building Blocks

Time: 7 minutes

- $x \leftarrow$: variable storage
- c(): creating vectors
- ?: accessing R's built-in help files
- +, -, *, /, $\hat{}$: basic arithmetic functions
- sqrt(): square root

Workspace and Files

Time: 10 minutes

- getwd(): get working directory
- ls(): list objects in workspace
- list.files(), dir(): list files in working directory
- args(): see arguments a function takes in
- dir.create(): create directory within working directory
- setwd(): set working directory
- file.create(): creates R file
- file.exists(): checks if file exists in working directory
- file.info(): access information about file
- file.rename(): rename file
- file.copy(): generates a copy of file
- file.path(): provides relative path for file

Sequences of Numbers

Time: 5 minutes

- :: creates a sequence of numbers in increments of 1
- seq(): creates a sequence of numbers with more control than ":"
- length(): returns the length of a vector
- seq_along(): creates a sequence of numbers from 1 to N
- rep(): creates a sequence of specified repetitive numbers

Vectors

Time: 8 minutes

• <, <=, >, >=, !=: logical operators

- !: negates
- |: or
- &: and
- paste(): creates character strings and concatenates

Missing Values

Time: 6 minutes

- rnorm(): creates a vector of N draws from a standard normal distribution
- sample(): randomly selects N numbers from a set
- is.na(): returns T/F if an element is "NA"
- sum(): counts total

Subsetting Vectors

Time: 8 minutes

- names(): returns or creates name attribute to object
- identical(): tests two objects to identify if they are exactly equal

Matrices and Data Frames

 $Time:\ 9\ minutes$

- dim(): gets or sets the dimension attribute for an object
- attributes(): accesses an object's attributes
- class(): returns type of obejct
- matrix(): creates a matrix (can only contain one type of class)
- cbind(): combines columns
- data.frame(): creates a dataframe (can contain multiple types of classes)
- colnames(): sets column names to a matrix-like object

Looking at Data

Time: 11 minutes

- nrow(): returns number of rows
- ncol(): returns number of columns
- object.size(): returns how much space the object is occupying in memory
- head(): previews top entries of a dataset
- tail(): previews bottom entries of a dataset

- summary(): prints various result summaries (ex. mean, quartiles, min, max, etc. depending on object type)
- str(): concise function which returns summary features for objects

Base Graphics

Time: 9 minutes

- plot(): R tries to create a helpful graph given input data; defaults to scatterplot
- boxplot(): produces box-and-whisker plots
- hist(): produces histograms

Working with the Tidyverse

Manipulating Data with dplyr

Time: 18 minutes

- packageVersion(): returns package version
- tbl_df(): creates type object tbl__df
- rm(): removes object
- dplr::select(): keeps only the variables mentioned
- dplr::filter(): finds rows where conditions met are true
- dplr::arrange(): orders rows in a dataset, defaults to ascending
- desc(): descending order
- dplr::mutate(): adds new variables
- dplr::summarize(): reduces multiple values to a single value; typically used on group_by()

Grouping and Chaining with dplyr

Time: 23 minutes

- dplr::group_by(): groups tbls; methods applied to this output will be by group
- %>%: controller for chaining; line breaks
- dplr::n(): number of observations in the current group
- dplr::n_distinct(): number of unique observations in the current group
- quantile(): produces quantiles from an inputted dataset corresponding to the given probabilities
- View(): invokes spreadsheet-like dataviewer; allows to see all data points

Tidying Data with tidyr

Time: 25 minutes

• tidyr::gather(): gathers columns into key-value pairs

• tidyr::separate(): separates one column into multiple columns

• tidyr::spread(): spreads key-value pairs across multiple columns

readr::parse_number(): drops non-numeric characters from a stringdplyr::bind_rows(): binds multiple dataframes together, adds rows

• dplyr::contains(): select variable if it contains a literal string