

Workflow in RMarkdown

Workflow Info



- Chapters Discussing Workflow
 - Chapter 2: Basics
 - Chapter 4: Rscripts
 - Chapter 6: Projects
- Our Focus is on Workflow Within

Rmarkdown

- Today's Lecture on RMarkdown
 - Running R Code
 - Objects
 - Functions

Essential Reads

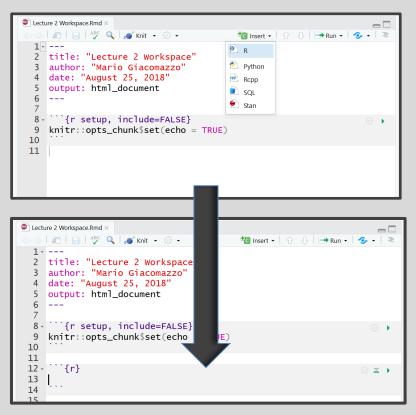


- Highly Advised Reading
 - Chapter 21: RMarkdown
 - Basics
 - Text Formatting
 - Code Chunks
 - Chapter 22: More ggplot Info
 - Labeling
 - Annotating
 - Scaling
 - Zooming
 - Themes
 - Saving Graphics

Placing Code in RMarkdown



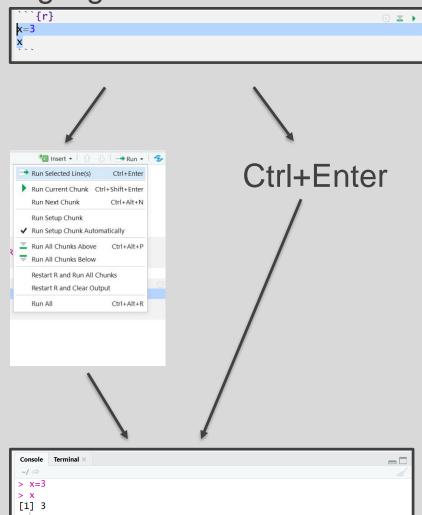
- Code Chunks (Mini Rscripts)
 - R, Python, SQL, Rcpp (C++)
 - Inserting R Chunks
 - Method 1:



Method 2: Ctrl+Alt+I

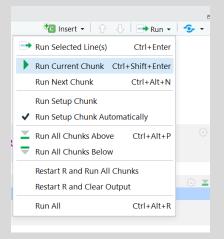


- Various Ways
 - Highlighted Code





- Various Ways (Cont.)
 - Chunking It (Recommended)





Ctrl+Shift+Enter





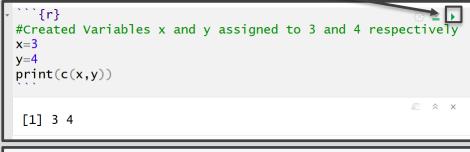
Order Matters

```
#Created Variables x and y assigned to 3 and 4 respectively x=3 y=4 print(c(x,y))

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```

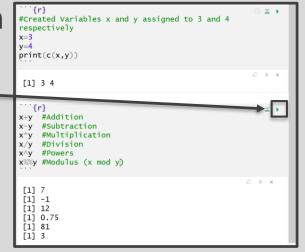


- Order Matters (Cont.)
 - Run First Chunk –





Then, Run
 Second
 Chunk —





Order Matters (Cont.)

Super Chunky

```
#Created Variables x and y assigned to 3 and 4 respectively
x=3
v=4
print(c(x,y))
 [1] 3 4
   `{r}
x+y #Addition
x-y #Subtraction
    #Multiplication
    #Division
x∧y #Powers
x<sup>\(\infty\)</sup>y #Modulus (x mod y)
                                                      [1] 7
 [1] -1
 [1] 12
[1] 0.75
                          Runs All Previous Chunks
 [1] 81
 [1] 3
```{r}
 #Logarithm of x
log(x)
abs(x-y) #Absolute value of x-y
exp(x)
 #e^x
```



#### Order Matters (Cont.)

Super Chunky (Cont.)

```
```{r}
#Created Variables x and y assigned to 3 and 4 respectively
x=3
y=4
print(c(x,y))
                                                   [1] 3 4
```{r}
 ∰ ▼ ▶
x+y #Addition
x-y #Subtraction
x*y #Multiplication
x/y #Division
x∧y #Powers
x%%y #Modulus (x mod y)
 [1] 7
[1] -1
[1] 12
[1] 0.75
[1] 81
[1] 3
```{r}
        #Logarithm of x
log(x)
abs(x-y) #Absolute value of x-y
exp(x)
        #e^x
                        Then, Run Current Chunk
[1] 1.098612
[1] 1
[1] 20.08554
```

Objects in R



Many Types of Objects

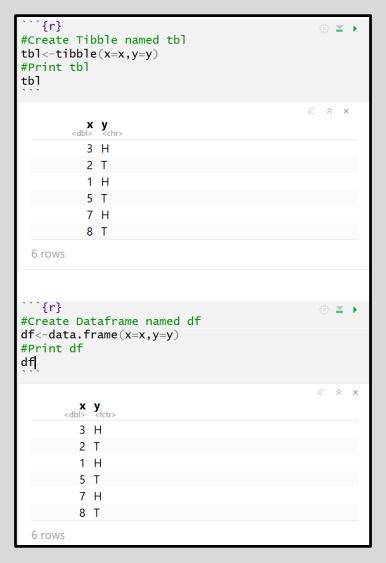
Vector and Matrix

```
``{r}
                             ∰ ¥ ▶
#Numeric Vector Named x
x=c(3,2,1,5,7,8)
#Prints x
#Third Element of x
x[3]
#Character Vector Named y
y=c("H","T","H","T","H","T")
#Fifth Element of y
y [5]
#3x2 Matrix Named z
z=matrix(c(3,2,1,5,7,8),
  nrow=2,ncol=3,byrow=T
#Prints z
#First Row of z
z[1,]
#1st and 3rd Column of z
z[,c(1,3)]
                            # × ×
 [1] 3 2 1 5 7 8
 [1] 1
 Γ1] "H"
     [,1] [,2] [,3]
 [1,]
 [2,]
 [1] 3 2 1
      [,1] [,2]
 [1,]
 [2,]
```

Objects in R



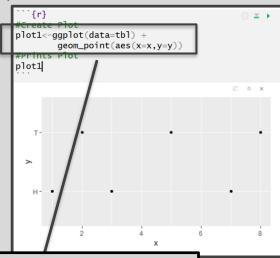
- Many Types of Objects (Cont.)
 - Tibble/Dataframe



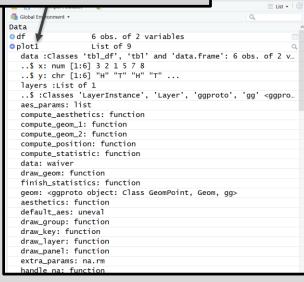
Objects in R



- Many Types of Objects (Cont.)
 - Lists (Combines Different Objects)



Creates Long List



Functions in R



- Many Types of Functions
 - You: Input Objects and Specify Arguments (Defaults Exist)
 - Function: Outputs Objects
 - Example > quantile()
 - Input: Vector and Specified Percentiles
 - Output: Desired Percentiles
 - For online help, > ?quantile

Functions in R



- Many Types of Functions (Cont.)
 - Example (Cont.)

```
Console Terminal >
> #Randomly Draw 1000 Samples from
> #Normal Distribution with Mean=5 and SD=10
> x=rnorm(1000,mean=5,sd=10)
> mean(x) #Prints Sample Mean
[1] 4.905269
> sd(x) #Prints Sample SD
[1] 10.01766
> quantile(x) #Default Quantiles (Min,Quartiles,Max)
                  25%
                             50%
                                         75%
                                                   100%
-28.232597 -1.480456
                        5.022031 11.433746 33.929228
> quantile(x,probs=c(0.05,0.95)) #Middle 90%
       5%
                95%
-11.98847 21.30757
```

Closing?



Disperse and Make Reasonable Decisions