

Base R, Part I

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1 Goal

This is R Studio. The goal of this lecture is to see some basics about R so that we can dive into more exciting things tomorrow.

2 Overview of R Studio

Layout of RStudio:

- Script
 - Where you will be writing your own programs
- Environment/./Git
 - Mostly just environment and Git
 - Show which data objects you have loaded in memory
 - Eventually where you'll do version control with GitHub (last day)
- Files/Plots/Packages/Help/Viewer
 - Helps you load packages and other files to load
 - Default window when you're trying to get with a function from a package (we will get to this)
- Console/Terminal
 - where the code actually run
 - Scripts executes in console
 - Code disappear in the console, whereas a script saves your code
 - To run something in the console, type it in and hit "enter"
 - Important to know there is a "terminal" in R studio. Again, just know it's there.

3 Console

- We can type code straight into the console and run it.
- The console in R Studio knows your running R code.

```
# Type the following in the console, then press enter
2+3
```

```
## [1] 5
```

```
# variable assignment happens with an arrow (on a mac can do option -)
a <- 2
b <- 3

a + b
```

```
## [1] 5
```

4 How to write and execute a script

Writing Scripts and Running Code

- New Script: File > New File > R Script (or R Markdown, which is what I'm using now), or just the New Document script in the upper left hand corner of the screen > R Script (or R Markdown)
- Keyboard shortcut to run a section of code: highlight or put your cursor on that line and hit Ctrl + Enter (Windows) or Command + Enter (Mac)
- Executing code: the run button at the top right corner of the script
- For R Markdowns, we also have the Knit button at the top of the script.
 - That will run all code and “knit” it together into a pdf or HTML or doc
 - File type is specified at the top of the R Markdown file

R Markdown

- I wrote this pdf using an R Markdown (**show them quickly**).
- I love these because I'm able to write lots of notes to myself while I'm coding
 - it produces a nice shareable file
 - can share my notes, code and results with others.

Problem Sets

- If you have no experience with R, start with a script.
- If you want to do a R Markdown and are used to them, that's fine.

You can “clean up” the Environment after you've executed code by clicking the broom icon. **This will delete everything in your environment.**

5 Basic Data Types and COMMENTS

```
# This is a comment, you can use '#' to write notes to yourself in your code
# - Comments are what make or break good coders, and coders who can collaborate with others.
# - If you ever thing you writing "too" many comments, you almost always are not.
# - The things you think are obvious in your code won't be to others
# - (nor yourself in a year when you get back to a project)

# Numeric -- integer: no decimal points
myInt <- 1
```

```

# Numeric -- double: decimal points
myNum <- 2.4

# logical (Boolean/Indicator variable): a true/false statement. Use () to evaluate if something is true
myBool_1 <- (3 < 4)
myBool_2 <- (3 > 4)

# character (string)
myChar_a <- "a"
myChar_b <- 'b'

```

6 Ways to store datatypes

```

# vector: can only be a vector of one data type (numeric, logical, string)
myVec_n <- c(1, 2, 3, 4, 5)
myVec_s <- c(myChar_a, "b", "c")
myVec_string <- c(1, "b", "c")
myVec_string # notice the 1 has been make char bc of the "

```

```
## [1] "1" "b" "c"
```

```

# matrix: should only be a matrix of one data type
myMat_n <- matrix(c(myVec_n,
                    6, 7, 8, 9, 10),
                 nrow = 2,
                 ncol = 5)

```

```

# Lists: Very powerful, but somewhat confusing. For now, just know they exist
myList <- list(2, "c", myMat_n)
myList[[1]] # returns numeric

```

```
## [1] 2
```

```
myList[[2]] # returns string
```

```
## [1] "c"
```

```
myList [[3]] # returns matrix
```

```
##      [,1] [,2] [,3] [,4] [,5]
## [1,]    1    3    5    7    9
## [2,]    2    4    6    8   10
```

6.1 Data Frames

- Like matrices

- Can have different data types in each column
- Reference specific columns using the “\$” operator, followed by the name of the column
- For the most part, you’ll be loading new data by reading a csv
- You might have to create one at some point.
- By looking at how they’re created we can get a better sense of what goes into them

```
# data frame: can have multiple data types
myDF <- as.data.frame(myMat_n)
colnames(myDF) # these don't mean anything to me
```

```
## [1] "V1" "V2" "V3" "V4" "V5"
```

```
colnames(myDF) <- c("age_yr", "weight_lb", "income_$", "height_ft", "height_in")
```

```
# investigate one column
myDF$age_yr
```

```
## [1] 1 2
```

```
#create a new column
myDF$nonsense <- myDF$age_yr + myDF$weight_lb
```

```
# Create the data frame
myPpl <- data.frame(
  gender = c("Male", "non-binary", "Female"),
  male = c(T, F, F),
  height = c(152, 171.5, 165),
  weight = c(81, 93, 78),
  age = c(42, 38, 26)
)
```

```
# Try referencing one column
myPpl$male # version 1
```

```
## [1] TRUE FALSE FALSE
```

```
myPpl[,2] #version 2
```

```
## [1] TRUE FALSE FALSE
```

```
# Try referencing one row
myPpl[1]
```

```
##      gender
## 1      Male
## 2 non-binary
## 3      Female
```

```
# Try referencing one cell  
myPpl$height[1] # version 1
```

```
## [1] 152
```

```
myPpl[1,3] # version 2
```

```
## [1] 152
```

7 A word of caution

- Make sure you don't over write your variables by accident.

```
# assigning new value to same variable (something to do carefully)  
a <- 5  
a <- a + 1 # If you run this line more than once, you will NOT get six  
a
```

```
## [1] 6
```

```
# assigning new value to new variable  
a <- 5  
a_new <- a + 1 # If you run this line more than one, you WILL get six  
a_new
```

```
## [1] 6
```