R for Librarians Introduction Exercises

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0.0.1 Exploring RStudio

1 . Find the keyboard shortcuts menu:

Tools > Keyboard shortcuts help

2. Change the appearance to something different.

0.0.2 Installing packages and using functions

3 .Install cowsay and make a cat say “U openz ur research to me, I openz my hear to U”

```
install.packages("cowsay")
library(cowsay)

# Make a cat declare their love of open access publishing
say("U openz ur research to me, I openz my hear to U", by = "cat")
```

4. Roundhouse

```
install.packages("roundhouse")
library(roundhouse)
random_fact()
kick()
```

5. Open the help files for:

- function `animals()` from the `cowsay` package
- function `punch()` from the `roundhouse` pacakage

```
?cowsay::animals
?roundhouse::punch
```

0.0.3 Creating folders

Assuming we have created a project called `library-r`:

5. Create a folder called `R` and folder called `outputs` in your project folder

0.1 Palmer penguins

Load the Palmer Penguins library if it's not already loaded.

0.1.1 Palmer penguins dataset

1. Find out about the `penguins` dataset:

- what is it?
- and what data types does it contain?

0.1.2 Vectors and assignment

1. Create a character vector of your name and assign it to an object called my_name

```
my_name <- "Alistair"
```

2. Pass my_name to cowsay as an argument. Chose whatever animal you wish

```
say(my_name, by = "monkey")
```

3. Create a sequence of numbers from 1 to 10 and assign it to an object called my_seq

```
my_seq <- seq(1:10)
```

0.1.3 Data frames/tibble

1. Make a character vector of three names
2. Make a numeric vector of three numbers
3. Make a factor vector of three fruit
4. Combine into a data frame.