Assignment 2

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Assignment 2

1. What are the different data types supported by R?

R's data types are vectors, arrays, data frames, lists, factors, matrices, numeric, character and logical and integer.

Create a vector consisting of the first thousand numbers.

```
v = 1L:1000L
tail(v, 10)
## [1] 991 992 993 994 995 996 997 998 999 1000
```

2. Using the control structures, write a program to

a. find the odd numbers from the above created vector

I did this two ways.

```
# With control structures
find.odds <- function(values) {</pre>
  1 = c(0)
  for(v in values) {
    if (values[[v]] %% 2 == 1) {
        1 = c(1, values[[v]])
  }
  return(1)
head(find.odds(v), 20)
## [1] 0 1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37
tail(find.odds(v), 20)
  [1] 961 963 965 967 969 971 973 975 977 979 981 983 985 987 989 991 993
## [18] 995 997 999
# Without control structures
find.odds <- function(values) {</pre>
  result <- values[c(T,F)]
  return(result)
head(find.odds(v), 20)
```

[1] 1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39

```
tail(find.odds(v), 20)
## [1] 961 963 965 967 969 971 973 975 977 979 981 983 985 987 989 991 993
## [18] 995 997 999
b. Find all the numbers divisible by 7.
I did this two ways.
# With control structures
divby.seven <- function(values) {</pre>
  1 = c(0)
  for(v in values) {
    if (values[[v]] %% 7 == 0) {
        1 = c(1, values[[v]])
    }
  }
  return(1)
}
head(divby.seven(v), 20)
              7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112
## [18] 119 126 133
tail(divby.seven(v), 20)
## [1] 861 868 875 882 889 896 903 910 917 924 931 938 945 952 959 966 973
## [18] 980 987 994
# Without control structures
divby.seven <- function(values) {</pre>
  indexes = values %% 7
  return(values[!indexes])
head(divby.seven(v), 20)
## [1]
         7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112 119
## [18] 126 133 140
tail(divby.seven(v), 20)
## [1] 861 868 875 882 889 896 903 910 917 924 931 938 945 952 959 966 973
## [18] 980 987 994
```

3. Write a function in R which

a. Takes an input of three sides and tells whether it is an equilateral triangle, isosceles or scalene triangle.

```
triangle.type <- function(s1, s2, s3) {
  data = c(s1, s2, s3)
  fdata = factor(data)
  levs = nlevels(fdata)
  if ( levs == 2) {</pre>
```

```
return("isoceles")
  } else if (levs == 1) {
    return("equilateral")
  } else {
    return("scalene")
}
print(triangle.type(1,2,3))
## [1] "scalene"
print(triangle.type(2,2,3))
## [1] "isoceles"
print(triangle.type(2,2,2))
## [1] "equilateral"
print(triangle.type(4,1,2))
## [1] "scalene"
print(triangle.type(4,4,4))
## [1] "equilateral"
b. Takes two points (x,y) and finds the Cartesian distance between the 2D plane.
cartesian.distance <- function(p1, p2) {</pre>
 dist = NULL
 t = (p2 - p1)^2
  s = sum(t)
 d = sqrt(s)
  return(d)
print(cartesian.distance(c(1,1), c(2,2)))
## [1] 1.414214
print(cartesian.distance(c(1,1), c(4,7)))
```

[1] 6.708204