

The basics: 03 ifelse

Ari Anisfeld

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Questions

ifelse

We'll start using `ifelse` which is commonly used in data analysis with `mutate()`.

`midwest` is a dataset built into `tidyverse`

1. create a new variable called `poverty_designation` that is "High Poverty" if `percbelowpoverty` is above 10 and is "Low Poverty" otherwise.

If you pipe your tibble into `count(poverty_designation)`, you should see

```
## # A tibble: 2 x 2
##   poverty_designation      n
##   <chr>                <int>
## 1 High Poverty          293
## 2 Low Poverty           144
```

2. Create a new variable that is "Ohio Counties" for observations from Ohio and "Other Midwestern Counties" for the rest of the observations.
3. Create a new variable that is TRUE for the observations from the counties "COOK", "WAYNE", "CUYAHOGA", "OAKLAND" or "FRANKLIN" and FALSE otherwise. Use the `%in%` operator.
4. In this problem, we'll simulate an election.

```
election_simulation <-
  tibble(probability_vote = runif(1000),
         probability_support = runif(1000))
```

- a. Using ``mutate`` and ``ifelse`` create a new column called ``voter`` that is 1 if the ``probability_vote`` is
- b. Create a second column called ``supporter`` that is 1 if ``probability_support`` is over .4 and 0 otherwise.
- c. Create a third column that equals ``TRUE`` if ``voter`` and ``supporter`` are both equal to 1, that equals

Using if

We use `if()` when working on "statistical programming" (ie. when not working with tibbles for data analysis). We'll develop a small dice game.

1. Fill in the ... so the code says "You win" if the dice add up to 7 and "You lose" otherwise.

```

dice <- sample(c(1:6), 2)

if (...) {
  print("You win")
} else {
  print("You lose")
}

```

2. Add an `else if()` block to the code above that says try again if the dice add up to 6 or 8.

Want to improve this tutorial? Report any suggestions/bugs/improvements on [here!](#) We're interested in learning from you how we can make this tutorial better.

Solution

1. `midwest %>%`
`mutate(poverty_designation = ifelse(percbelowpoverty > 10, "High Poverty", "Low Poverty")) %>%`
`count(poverty_designation)`
2. `midwest %>%`
`mutate(ohio = ifelse(state == "OH", "Ohio Counties", "Other Midwestern Counties"))`
3. `big_counties <- c("COOK", "WAYNE", "CUYAHOGA", "OAKLAND", "FRANKLIN")`

`midwest %>%`
`mutate(populous_counties = ifelse(county %in% big_counties, 1, 0))`
4. `simulation <-`
`tibble(probabilty_vote = runif(1000),`
`probability_support = runif(1000)) %>%`
`mutate(voter = ifelse(probabilty_vote > .5, 1, 0),`
`supporter = ifelse(probability_support > .4, 1, 0),`
`results = case_when(voter == 1 & supporter == 1 ~ TRUE,`
`voter == 1 & supporter == 0 ~ FALSE,`
`TRUE ~ NA))`

An alternative approach takes advantage of the structure of the data

`simulation <-`
`tibble(probabilty_vote = runif(1000),`
`probability_support = runif(1000)) %>%`
`mutate(voter = ifelse(probabilty_vote > .5, 1, 0),`
`supporter = ifelse(probability_support > .4, 1, 0),`
`results = ifelse(voter == 1, supporter * voter, NA))`

`if`

```

```r
dice <- sample(c(1:6), 2)

if (sum(dice) == 7) {

```

```

 print("You win")
} else if(sum(dice) %in% c(6,8)) {
 print ("Try again")
} else {
 print("You lose")
}
...

...
[1] "You lose"
...

```