

Code chunk options

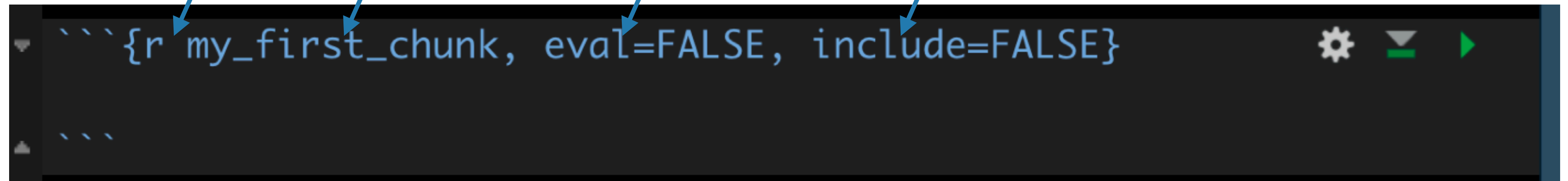
Chunk output can be customized with [knitr options](#), arguments set in the `{ }` of a chunk header.

chunk language

chunk name

chunk option1

chunk option2



```
```{r my_first_chunk, eval=FALSE, include=FALSE}
```

The diagram illustrates the structure of a code chunk header in R Markdown. It shows a code editor window with the header ````{r my_first_chunk, eval=FALSE, include=FALSE}`. Four blue arrows point from labels above to the corresponding parts of the header: 'chunk language' points to `{r`, 'chunk name' points to `my_first_chunk`, 'chunk option1' points to `eval=FALSE`, and 'chunk option2' points to `include=FALSE`. The code editor also shows a settings gear icon, a dropdown arrow, and a green run button on the right side.





# Code chunk options

## **eval = FALSE**

- ▶ The code will not be evaluated. This is a useful way to incorporate code that you want to run manually

## **include = FALSE**

- ▶ The FALSE value prevents code and results from appearing in the finished file. For things you want to run silently

## **echo = FALSE**

- ▶ The code will not appear in the finished file, but the results will. This is a useful way to embed figures without sharing the code that generated it



+ see the many options in the Rmarkdown reference document