

R Lab 2: Working with Objects and Functions

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Today

- Using R as Calculator
- Object
 - ▶ Object class/type
- Functions

Using R as Calculator

```
5 + 3 # summation
```

```
## [1] 8
```

```
4 - 7 # substration
```

```
## [1] -3
```

```
5 * 6 # product
```

```
## [1] 30
```

```
7 / 3 # division
```

```
## [1] 2.333333
```

Using R as Calculator (cont.)

```
7 %% 3 # modular (residual)
```

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

```
2 ^ 6 # power
```

```
## [1] 64
```

```
(2 + 5) * 4 + 2 ^ 3 # note the order of calculation
```

```
## [1] 36
```

Object

- In R, we store information as an **object**. Once we create an object, we can refer it to its name.
- We assign values to an object using the assignment operator `<-`.
 - ▶ We can also use `=` for assignment (although not recommended)
- Object class/type
 - ▶ what kind of information is stored in the object and how it is stored
 - ▶ `typeof()` or `class()` command to see the object type

Object Class/Type

- Data types

- ▶ **Character:** character strings
- ▶ **Numeric:** numbers
- ▶ **Logical:** boolean data (TRUE/FALSE)
- ▶ *Factor*

- Data structures

- ▶ **Vector:** a single-dimension sequence of data of the same type
- ▶ **Matrix:** a two-dimension sequence of data of the same type
- ▶ **Data Frame:** a two-dimension structure of data of varying data types
- ▶ *List*

Object: Example

```
# Numeric vector
num <- c(4, 2, 6, 8, 5)
# Character vector
program.lang <- c("R", "Python", "C", "Java")
# Logical vector
comparison <- (num >= 5)
comparison
```

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

Object: Example (cont.)

```
# Object class/type  
class(num)
```

```
## [1] "numeric"
```

```
class(program.lang)
```

```
## [1] "character"
```

```
class(comparison)
```

```
## [1] "logical"
```


Logical Operators

Operator	Meaning
>	greater than
<	less than
>=	greater than or equal to
<=	less than or equal to
==	equal to
!=	not equal to
	or
&	and
is.na()	TRUE if missing
!is.na()	FALSE if missing

Logical Operators: Example

```
7 < 5
```

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

```
(6 > 4) | (8 < 5)
```

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

```
(7 > 3) & (9 <= 11)
```

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

Command/Function

- We use a command/function to perform some tasks on an object/objects
- Argument: the definitions, directions, or objects that are passed to a command/function
- If we specify multiple arguments,
 - ▶ separate the arguments by commas
 - ▶ it is desirable to specify them along with their names unless they are obvious
 - ★ The code looks like `funcname(arg1 = input1, arg2 = input2)`
- We can access to function help files either by `?funcname` or `help("funcname")`
 - ▶ However, it is often difficult to understand what the help files are saying..
 - ▶ Google search, ask others (including me!)...

Command/Function: Example

```
log(num)
```

```
## [1] 1.3862944 0.6931472 1.7917595 2.0794415 1.6094379
```

```
sqrt(num)
```

```
## [1] 2.000000 1.414214 2.449490 2.828427 2.236068
```

```
length(num)
```

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

```
sum(num)
```

```
## [1] 25
```

Command/Function: Example (cont.)

```
sort(num)
```

```
## [1] 2 4 5 6 8
```

```
sort(num, decreasing = FALSE)
```

```
## [1] 2 4 5 6 8
```

Command/Function: Example (cont.)

- Output of `help("sort")`

`sort {base}`

R Documentation

Sorting or Ordering Vectors

Description

Sort (or *order*) a vector or factor (partially) into ascending or descending order. For ordering along more than one variable, e.g., for sorting data frames, see [order](#).

Usage

```
sort(x, decreasing = FALSE, ...)
```

```
## Default S3 method:
```

```
sort(x, decreasing = FALSE, na.last = NA, ...)
```

```
sort.int(x, partial = NULL, na.last = NA, decreasing = FALSE,  
         method = c("auto", "shell", "quick", "radix"), index.return = FALSE)
```

Arguments

<code>x</code>	for <code>sort</code> an R object with a class or a numeric, complex, character or logical vector. For <code>sort.int</code> , a numeric, complex, character or logical vector, or a factor.
<code>decreasing</code>	logical. Should the sort be increasing or decreasing? For the "radix" method, this can be a vector of length equal to the number of arguments in For the other methods, it must be length one. Not available for partial sorting.
<code>...</code>	arguments to be passed to or from methods or (for the default methods and objects without a class) to <code>sort.int</code> .
<code>na.last</code>	for controlling the treatment of NAs. If <code>TRUE</code> , missing values in the data are put last; if <code>FALSE</code> , they are put first; if <code>NA</code> , they are removed.
<code>partial</code>	<code>NULL</code> or a vector of indices for partial sorting.

Tomorrow

- Working with vectors and matrices with R