

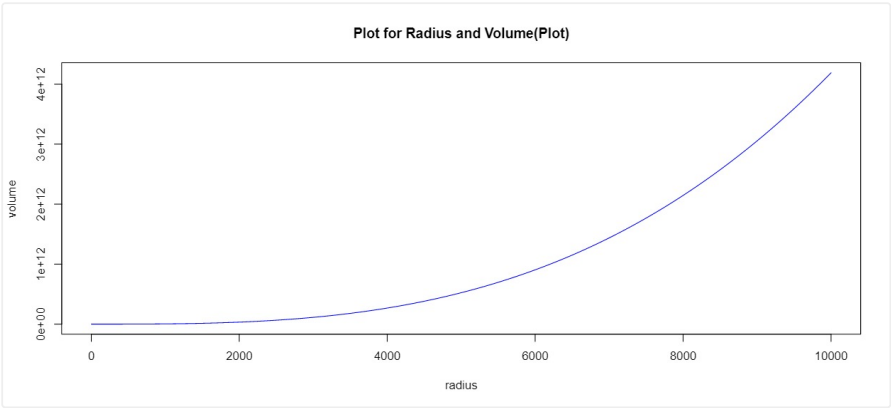
```
3 radius = c(1, 3, 5, 7)
4 volume = 4/3 * pi * radius^3
5 par(mfrow = c(2, 2))
6 plot(radius, volume, main = "col(blue),lwd(3),type(l)", xlab = "radius", ylab = "volume", ylim = c(0, 1500), xlim = c(-1, 9), col = "blue", type = "l", lwd = 3)
7 plot(radius, volume, main = "col(red),lwd(3),type(p)", xlab = "radius", ylab = "volume", ylim = c(0, 1500), xlim = c(-1, 9), col = "red", type = "p", lwd = 4)
8 plot(radius, volume, main = "col(green),lwd(3),type(n)", xlab = "radius", ylab = "volume", ylim = c(0, 1500), xlim = c(-1, 9), col = "green", type = "n", lwd = 5)
9 plot(radius, volume, main = "col(yellow),lwd(6),type(b)", xlab = "radius", ylab = "volume", ylim = c(0, 1500), xlim = c(-1, 9), col = "yellow", type = "b", lwd = 6)
10
11
```

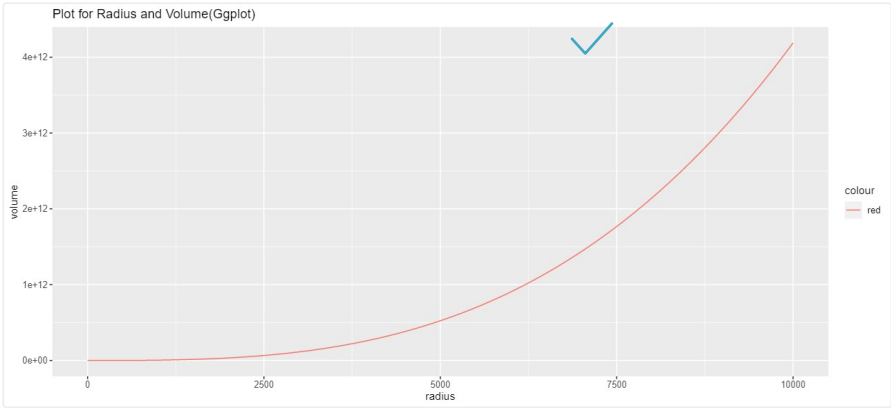
Should specify what each line type stands for in the main title. Use more informative main title.

```
1 # QUESTION2 #####
2 radius = seq(1:10000)
3 volume = 4/3 * pi * radius^3
4 plot(radius, volume, main = "Volume for Radius and Volume (ggplot)")
5
6
7
8 values = as.data.frame(radius)
9 values1 = as.data.frame(volume)
10 library(ggplot2)
11 ggplot(values, aes(x = radius, y = volume, col = "red")) + geom_line() + ggtitle("Volume for Radius and Volume (ggplot)")
12
13
```

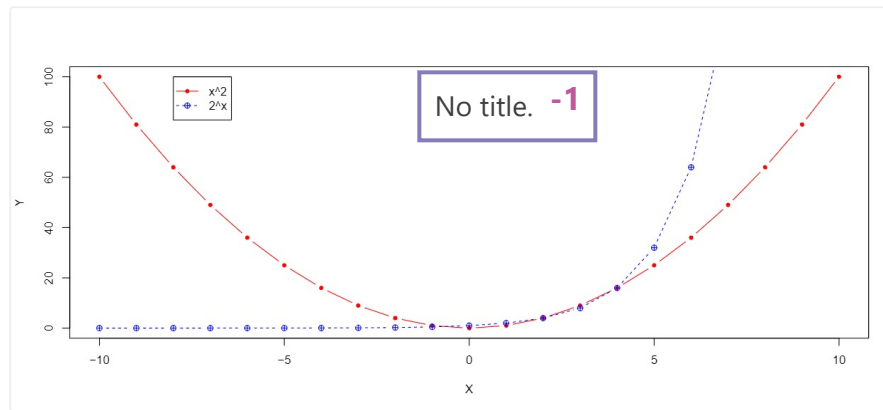
the length variable in seq() should be 10,000

-0.5





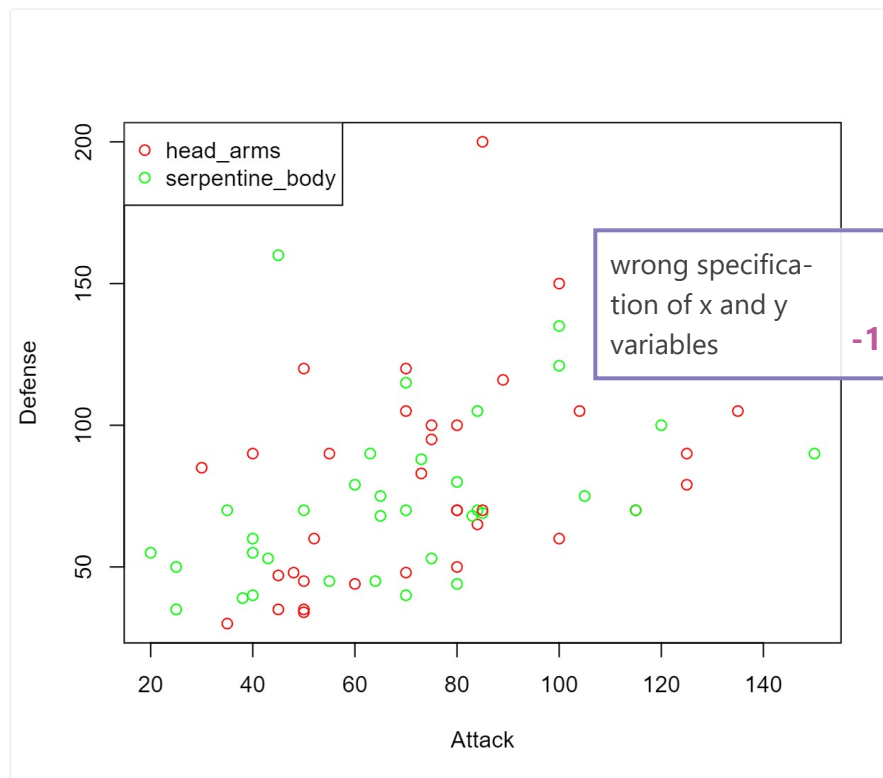
```
5
6 # QUESTION3 #####
7 x = seq(-10,10,by = 1);val1=x^2;val2=2^x
8 #plot
9 plot(x,val1,type="b",pch=20,col="red",xlab="x",ylab="y")
0 #lines
1 lines(x,val2,pch=10,col="blue",type="b",lty=2)
2 #legend
3 legend(-8,100,legend=c("x^2","2^x"),col=c("red","blue"),pch = c(20, 10),lty=1:2, cex = 1)
4
```



```
L3
L4 # QUESTION4 #####
L5
L6 getwd()
L7 setwd("C:/Users/chopr/OneDrive/desktop/STAT_240")
L8
L9 poke = read.csv(file = "pokemon_2019.csv", header = TRUE, sep = ",")
L10
L11 poke1 <- poke[poke[, "Height_m"] > 2 & poke[, "isLegendary"] == "True",]
L12
L13 poke1 <- as.data.frame(poke1$Name)
L14
L15
L16
L17
L18
L19
L20
L21
L22
L23 poke2 <- poke[poke[, "Body_Style"] == "head_arms" | poke[, "Body_Style"] == "serpentine_body",]
L24
L25 #plot
L26 plot(poke2[, "Attack"], poke2[, "Defense"], xlab = "Attack", ylab = "Defense", col = c("green", "red"), pch = 1)
L27 #legend
L28 legend(x = "topleft", c("head_arms", "serpentine_body"), col = c("red", "green"), pch = 1)
```


Lab1.R* x		poke3 x	
← →		📁 Filter	
📈		poke1\$Name ✓	
1	Moltres		
2	Mewtwo		
3	Entei		
4	Suicune		
5	Lugia		
6	Ho-Oh		
7	Latios		
8	Kyogre		
9	Groudon		
10	Rayquaza		
11	Dialga		
12	Palkia		

13	Regigigas
14	Giratina
15	Arceus
16	Cobalion
17	Virizion
18	Reshiram
19	Zekrom
20	Kyurem
21	Xerneas
22	Yveltal
23	Zygarde



```
Console C:/Users/chopr/OneDrive/Desktop/STAT 240/ ➤  
> #QUESTION5#####  
> f1 = 1  
> f2 = 1  
> sum = f1 + f2  
> fn = function(A)  
+ {  
+   for (i in 1:(A-2))  
+   {  
+     f3 = f1 + f2 ✓  
+     f1 = f2  
+     f2 = f3  
+     sum = sum + f3  
+   }  
+   print(sum)  
+ }  
> fn(20) # sum of first 20 fibonacci numbers ✓  
[1] 17710  
> |
```

