In-class Assignment 2

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2.4.4 Q1

mix_1 will be "integer" because it is the sum of two "integer"s (int_1 and int_2 have "L" at the end) so using the coercion rule the storage type will be of the most complex type which is "integer".

mix_2 will be "double" because it is the sum of an "integer" and a "double" (num_1 doesn't have the "L"), so the most complex type is "double" and we invoke the coercion rule like before.

mix_3 will be "double" because it is the quotient of two "integer"s that isn't a whole number so it must be stored as a "double".

mix_4 will be "character" because it contains a "double" and a "character", and "character" is the more complex type and we can invoke the coercion rule.

mix_5 will be "double" because it contains a "double" and a "logical", and "double" is the more complex and we invoke the coercion rule.

mix_6 will be "character" because it contains a "double", "character", and "logical", and "character" is the most complex of the three and we invoke the coercion rule.

```
int_1 <- 5L
int_2 <- 6L
num_1 <- 2
char_1 <- "pig"
logi_1 <- TRUE
mix_1 <- int_1 + int_2
mix_2 <- int_1 + num_1
mix_3 <- int_1/int_2
mix_4 <- c(num_1, char_1)
mix_5 <- c(num_1, logi_1)
mix_6 <- c(num_1, char_1, logi_1)</pre>
```

```
typeof(mix_1)
```

```
## [1] "integer"
```

```
typeof(mix_2)
```

[1] "double"

```
typeof(mix_3)
```

```
## [1] "double"
```

```
typeof(mix_4)
## [1] "character"
typeof(mix_5)
## [1] "double"
typeof(mix_6)
## [1] "character"
2.4.4 Q2
3 * logi_2 + logi_3 will result in a vector of storage type "double" with values 4, 1, and 4.
logi_2 - logi_3 will result in a vector of storage type "double" with values 0, -1, and 0.
This is because the logical vectors will be treated as vectors of 0's and 1's in math operations.
2.5.3 Q1
v1 \leftarrow c(7, 2, 4, 9, 7)
v2 <- c(6, 2, 8, 7, 9)
v3 <- 1:50
c(1, 2, 3, 4, 5)[v1 < v2]
## [1] 3 5
2.5.3 Q2
v2[v1 > 5]
## [1] 6 7 9
2.5.3 Q3
v3[v3 \% 7 == 0]
## [1] 7 14 21 28 35 42 49
```

2.5.3 Q4

```
v3[v3 \| \| 8 \| == 0] <- 100
v3
## [1] 1 2 3 4 5 6 7 100 9 10 11 12 13 14 15 100 17 18 19
## [20] 20 21 22 23 100 25 26 27 28 29 30 31 100 33 34 35 36 37 38
```

[39] 39 100 41 42 43 44 45 46 47 100 49 50

2.7.4 Q1

```
exe <- c(2, 0, -3, 0, 5, 6)
sort(exe, decreasing = T)
```

```
## [1] 6 5 2 0 0 -3
```

2.7.4 Q2

```
rank(exe, ties.method = 'min')[exe %in% c(2, 0)]
```

[1] 4 2 2

2.7.4 Q3

```
order(exe)
```

[1] 3 2 4 1 5 6

2.13.6 Q1

```
v1 <- seq(from = 1, to = 100, by = 3)
v2 <- sqrt(v1)
v1s <- v1[v1 > 30 & v1 < 60]
v1s</pre>
```

[1] 31 34 37 40 43 46 49 52 55 58

2.13.6 Q2

```
v2[v1 < 20 | v1 > 50]
```

```
## [1] 1.000000 2.000000 2.645751 3.162278 3.605551 4.000000 4.358899 
## [8] 7.211103 7.416198 7.615773 7.810250 8.000000 8.185353 8.366600 
## [15] 8.544004 8.717798 8.888194 9.055385 9.219544 9.380832 9.539392 
## [22] 9.695360 9.848858 10.000000
```

2.13.6 Q3

```
a <- c(T, F, T, F)
b <- c(T, T, F, F)
xor(a, b) == (!a & b) | (a & !b)
## [1] TRUE TRUE TRUE TRUE
2.15.3 Q1
x \leftarrow rep(c(1, 2, NA), 3:5)
a.
summary(x)
##
    Min. 1st Qu. Median Mean 3rd Qu.
                                             Max.
                                                     NA's
## 1.000 1.000
                   2.000 1.571 2.000
                                            2.000
                                                        5
min(x, na.rm = T)
## [1] 1
quantile(x, 0.25, na.rm = T)
## 25%
median(x, na.rm = T)
## [1] 2
mean(x, na.rm = T)
## [1] 1.571429
quantile(x, 0.75, na.rm = T)
## 75%
## 2
```

```
max(x, na.rm = T)
## [1] 2
sum(is.na(x))
## [1] 5
b.
which(is.na(x))
## [1] 8 9 10 11 12
x_no_na <- na.omit(x)</pre>
x_no_na
## [1] 1 1 1 2 2 2 2
## attr(,"na.action")
## [1] 8 9 10 11 12
## attr(,"class")
## [1] "omit"
d.
x[is.na(x)] <- median(x, na.rm = T)
## [1] 1 1 1 2 2 2 2 2 2 2 2 2 2
2.15.3 Q2
y <- rep(c("N", 2, "A"), 5:3)
y[y %in% c('N', 'A')] <- NA
```

[1] NA NA NA NA NA "2" "2" "2" "2" NA NA NA

which(is.na(y))

[1] 1 2 3 4 5 10 11 12