

Section 1

Tutorial: Creating and manipulating FLQuant objects

Revisions: *Iago Mosqueira, 25 April 2005; Finlay Scott and Jan Jaap Poos, March 2008; Ernesto Jardim, 19/07/2010.*

Versions: *R 2.11.1; FLR 2.3 dev*

Introduction

The first practical covers the most basic class in the FLCore library: FLQuant. FLQuants are the building blocks of nearly all of the objects used in FLR and consequently understanding them is important. The FLQuant class is essentially a six-dimensional array used to store data of one particular type (e.g. catch data). To help us understand the structure of the FLQuant class we will look at an example object.

To start, open an R session and load the FLCore library by issuing the command:

```
library(FLCore)
```