



Create and Name Vectors





Vector

- Sequence of data elements
- Same basic type
- character, numeric, logical





Create a vector c()

```
> c("hearts", "spades", "diamonds", "diamonds", "spades")
[1] "hearts" "spades" "diamonds" "diamonds" "spades"
> drawn_suits <- c("hearts", "spades", "diamonds",</pre>
                   "diamonds", "spades")
> drawn_suits
[1] "hearts" "spades" "diamonds" "diamonds" "spades"
> is.vector(drawn_suits)
[1] TRUE
```





Create a vector c()

```
> remain <- c(11, 12, 11, 13)
> remain
[1] 11 12 11 13
```





Name a vector names ()

```
> remain <-c(11, 12, 11, 13)
> remain
[1] 11 12 11 13
> suits <- c("spades", "hearts", "diamonds", "clubs")
> names(remain) <- suits</pre>
> remain
 spades hearts diamonds clubs
     11 12 11 13
> remain <- c(spades = 11, hearts = 12,
             diamonds = 11, clubs = 13)
> remain <- c("spades" = 11, "hearts" = 12,
             "diamonds" = 11, "clubs" = 13)
```





Name a vector names ()

```
option 1
> remain <-c(11, 12, 11, 13)
> suits <- c("spades", "hearts", "diamonds", "clubs")</pre>
> names(remain) <- suits</pre>
                                                       option 2
> remain <- c(spades = 11, hearts = 12,
              diamonds = 11, clubs = 13)
                                                       option 3
> remain <- c("spades" = 11, "hearts" = 12,
               "diamonds" = 11, "clubs" = 13)
> str(remain)
 Named num [1:4] 11 12 11 13
 - attr(*, "names")= chr [1:4] "spades" "hearts"
                                      "diamonds" "clubs"
```





Single value = vector

```
> my_apples <- 5</pre>
> my_oranges <- "six"</pre>
> is.vector(my_apples)
[1] TRUE
> is.vector(my_oranges)
[1] TRUE
> length(my_apples)
\lceil 1 \rceil 1
> length(my_oranges)
\lceil 1 \rceil 1
> length(drawn_suits)
[1] 5
```





Vectors are homogeneous

- Only elements of the same type
- Atomic vectors <> lists
- Automatic coercion if necessary





Coercion for vectors

```
> drawn_ranks <- c(7, 4, "A", 10, "K", 3, 2, "Q")
> drawn_ranks
[1] "7" "4" "A" "10" "K" "3" "2" "Q"
> class(drawn_ranks)
[1] "character"
```





Let's practice!