

Creating Vectors

The `c()` function can be used to create vectors of objects.

```
> x <- c(0.5, 0.6)      ## numeric
> x <- c(TRUE, FALSE)   ## logical
> x <- c(T, F)          ## logical
> x <- c("a", "b", "c") ## character
> x <- 9:29              ## integer
> x <- c(1+0i, 2+4i)     ## complex
```

Using the `vector()` function

```
> x <- vector("numeric", length = 10)
> x
[1] 0 0 0 0 0 0 0 0 0 0
```

Mixing Objects

What about the following?

```
> y <- c(1.7, "a")    ## character  
> y <- c(TRUE, 2)     ## numeric  
> y <- c("a", TRUE)   ## character
```

When different objects are mixed in a vector, *coercion* occurs so that every element in the vector is of the same class.

Explicit Coercion

Objects can be explicitly coerced from one class to another using the `as.*` functions, if available.

```
> x <- 0:6
> class(x)
[1] "integer"
> as.numeric(x)
[1] 0 1 2 3 4 5 6
> as.logical(x)
[1] FALSE TRUE TRUE TRUE TRUE TRUE TRUE
> as.character(x)
[1] "0" "1" "2" "3" "4" "5" "6"
```

Explicit Coercion

Nonsensical coercion results in `NA`s.

```
> x <- c("a", "b", "c")
> as.numeric(x)
[1] NA NA NA
Warning message:
NAs introduced by coercion
> as.logical(x)
[1] NA NA NA
> as.complex(x)
[1] 0+0i 1+0i 2+0i 3+0i 4+0i 5+0i 6+0i
```