Dasar - dasar pemrograman

Aritmatika

```
1 + 2
3
2
 5.25 + 3.95
9.2
 3 * 2
 15 / 2
7.5
 2 ^ 3
 # operator modulus
 15/2
```

7.5

```
# urutan operasi
15 * 20 + 50 / 2
```

```
15 * 20 + (50 / 2)
```

325

```
15 * (20 + 50) / 2
```

525

Variabel

```
# komentar
v <- 10</pre>
```

```
print(v)
```

```
[1] 10
```

```
V
```

10

```
uang <- 100000
uang
```

1e+05

```
tiket.bioskop <- 2e5 # paling sering digunakan di komunitas R
tiket.bioskop
```

2e+05

```
tiketBioskop <- 2.05e5
tiketBioskop
```

```
tiket_bioskop <-2.1e5
tiket_bioskop</pre>
```

210000

```
popcorn <- 5e4
popcorn
```

50000

```
tiket.bioskop <- tiket.bioskop + popcorn + 2e4
print(tiket.bioskop)</pre>
```

[1] 270000

Tipe - tipe data

Numerik

```
b <- 2
b
```

2

```
d <- 3.5
d
```

3.5

```
class(d)
```

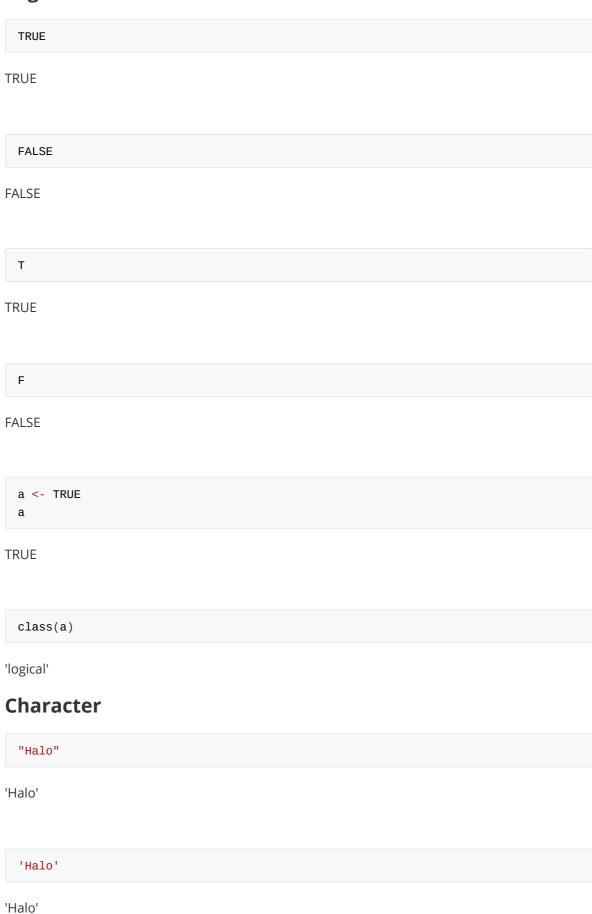
'numeric'

```
class(b)
```

'numeric'

Integer dan float di R dianggap sebagai tipe data numerik

Logical



```
txt <- "Hello world!"
print(txt)</pre>
```

[1] "Hello world!"

```
class(txt)
```

'character'

Vektor

```
num <- c(1,2,3,4,5)
```

```
class(num)
```

'numeric'

```
txt <- c('a', 'b', 'c')
txt
```

- 1. 'a'
- 2. 'b'
- 3. 'c'

```
class(txt)
```

'character'

```
1 <- c(T,F)
1
```

- 1. TRUE
- 2. FALSE

```
class(1)
```

'logical'

```
v1 <- c(TRUE, 10, 20)
 v1
  1. 1
  2.10
  3. 20
 class(v1) # logical dikonversi menjadi numeric
'numeric'
 v2 <- c('a', 'b', 20)
 v2
  1. 'a'
  2. 'b'
  3. '20'
 class(v2) # numeric dikonversi menjadi character
'character'
 v3 <- c(TRUE, 128, 'Meteorologi')
 v3
  1. 'TRUE'
  2. '128'
  3. 'Meteorologi'
 class(v3) # logical & numeric dikonversi menjadi character
'character'
 # names : metode penamaaan vektor (metode 1)
 hari <- c(1,2,3,4,5,6,7)
 hari
```

```
3. 3
  4. 4
  5. 5
  6.6
  7. 7
  names(hari) <- c('sen', 'sel', 'rab', 'kam', 'jum', 'sab', 'min')</pre>
 hari
sen
      1
sel
      2
rab
      3
kam
jum
      5
sab
min
      7
 # names : metode penamaaan vektor (metode 2)
 b <- c('sen', 'sel', 'rab', 'kam', 'jum', 'sab', 'min')</pre>
 names(hari) <- b
 hari
sen
      1
sel
rab
      3
kam
jum
sab
      6
```

1. 1
 2. 2

min

```
hari['sen']
```

sen: 1

```
hari[1]
```

sen: 1

Operasi - operasi vektor

```
v1 <- c(1,2,3,4,5)
v2 <- c(6,7,8,9,10)
```

```
v1 + v2 # element-by-element
```

- 1.7
- 2. 9
- 3. 11
- 4. 13
- 5. 15

```
v1 - v2
```

- 1. -5
- 2. -5
- 3. -5
- 4. -5
- 5. -5

```
v1 * v2
```

- 1.6
- 2. 14
- 3. 24
- 4. 36
- 5.50

```
v2 / v2
  1. 1
  2. 1
  3. 1
  4. 1
  5. 1
 sum(v1) # jumlah seluruh v1
15
 mean(v1) # rata2 v1
3
 sd(v1) # std v1
1.58113883008419
 max(v2)
10
 min(v2)
6
 prod(v1) # mengalikan seluruh elemen di vektor
120
 prod(v2)
```

```
b <- sum(v1)
print(b)</pre>
```

Operator - operator perbandingan

4 > 5

FALSE

[1] 15

7 > 4

TRUE

10 >= 5

TRUE

7 <= 5

FALSE

8 == 8

TRUE

7 != 15

TRUE

7 != 7

FALSE

```
# Operator perbandingan pada vektor
v <- c(1,2,3,4,5)
v < 2</pre>
```

- 1. TRUE
- 2. FALSE
- 3. FALSE
- 4. FALSE
- 5. FALSE

v == 3

- 1. FALSE
- 2. FALSE
- 3. TRUE
- 4. FALSE
- 5. FALSE

```
v2 <- c(10,20,30,40,50)
v2
```

- 1.10
- 2. 20
- 3.30
- 4. 40
- 5.50

v < v2

- 1. TRUE
- 2. TRUE
- 3. TRUE
- 4. TRUE
- 5. TRUE

Pengindeksan dan pemotongan vektor

```
v1 <- c(10,20,30,40,50)
v2 <- c('a', 'b', 'c', 'd', 'e')
```

```
v1[2] # pengindeksan dimulai dari 1
```

```
v1[5]

50

v2[c(3,4,5)]

1. 'c'
2. 'd'
3. 'e'

v3 <- c(1,2,3,4,5,6,7,8,9,10)
v3[7:10]

1. 7
2. 8
3. 9
4. 10
```

```
v3[3:5]
```

```
    3
    4
    5
```

```
b <- c(1,2,3,4,5,6)
names(b) <- c('I', 'G', 'D', 'O', 'R', 'E')
b

1
    1
G    2
D    3
O    4
R</pre>
```

```
b[2]
G: 2
 b['G']
G: 2
 b[c(2,3)]
G
     2
D
     3
 b[c('G', 'D')]
G
     2
D
     3
 # Operator perbandingan
 b
I
     1
G
     2
D
     3
0
R
     5
Ε
```

Ε

6

b[b > 3]

0

4

R

5

Ε

6

e <- b > 3

b[e]

0

4

R

5

Ε

6