Dasar - dasar pemrograman

Aritmatika 1 + 2 3 5 - 3 2 5.25 + 3.95 9.2 3 * 2 6 15 / 2 7.5 2 ^ 3 8

operator modulus

15/2

```
15 %% 2
```

1

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

325

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

325

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

525

Variabel

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

```
print(v)
```

```
[1] 10
```

V

10

```
uang <- 100000
uang
```

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

2e+05

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

205000

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

210000

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

50000

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

```
[1] 270000
```

Tipe - tipe data

Numerik

```
b <- 2
b
```

```
d <- 3.5
     d
3.5
     class(d)
'numeric'
     class(b)
'numeric'
Integer dan float di R dianggap sebagai tipe data numerik
Logical
     TRUE
TRUE
     FALSE
FALSE
    Т
TRUE
```

FALSE

```
a <- TRUE
     а
TRUE
     class(a)
'logical'
Character
     "Halo"
'Halo'
      'Halo'
'Halo'
     txt <- "Hello world!"</pre>
     print(txt)
     [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)
     ٧1
       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
       1. 1
       2. 2
       3. 3
       4. 4
       5. 5
       6. 6
```

7. 7

```
'min')
     hari
sen
      1
sel
      2
rab
      3
kam
      4
jum
      5
sab
      6
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
      2
rab
      3
kam
      4
jum
      5
sab
      6
min
      7
```

names(hari) <- c('sen', 'sel', 'rab', 'kam', 'jum', 'sab',</pre>

hari['sen']

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

```
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)
```

1. 1
 2. 1
 3. 1
 4. 1

```
b <- sum(v1)
    print(b)
    [1] 15
Operator - operator perbandingan
    4 > 5
FALSE
    7 > 4
TRUE
    10 >= 5
TRUE
    7 <= 5
FALSE
    8 == 8
TRUE
   7 != 15
```

TRUE

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

- 1. 10
- 2. 20
- 3. 30
- 4. 40
- 5. 50

v < v2

- 1. TRUE
- 2. TRUE
- 3. TRUE

```
4. TRUE5. 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
```

20

v1[5]

50

v2[c(3,4,5)]

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

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

v3[3:5]

- 1. 3
- 2. 4

```
b <- c(1,2,3,4,5,6)

names(b) <- c('I', 'G', 'D', 'O', 'R', 'E')

b
```

b[2]

G: 2

b['G']

G: 2

b[c(2,3)]

G 2

3

D

b[c('G', 'D')]

2 D 3 # Operator perbandingan I 1 G 2 D 3 0 4 R 5 E 6 b[b > 3] 0 4 R 5 E 6 e <- b > 3 b[e] 0 4 R 5 E

G

6