Assignment

<-: Basic Assignment =: Basic Assignment <<-: Global Assignment

Mathematical Operations

+ : Addition- : Subtraction* : Multiplication/ : Division

** : Exponentiation sqrt() : Square Root

%%: Modulo

round(): Rounds an object (to a specified decimal)

Logical Operations

== : Is equal to ! = : Not equal to

! : Not

< : Less than

 \leq : Less than or equal to

> : Greater than

 \geq : Greater than or equal to

& : AND | : OR

Object Manipulation

c(): Create vector

: : Create sequence vector

[]: Subsetting/slicing rep(): Repeat object

names(): Return object names

dimnames(): Returns object dimensions' names

list() : Create List
\$: List extraction
[[]] : List extraction

Object Class

class() : Return object class
is.character() : Is a character
is.numeric() : Is a number
is.integer() : Is an integer
is.logical() : Is a logical
is.na() : Is an NA
is.null() : Is a NULL

Object Coercion

as.character(): Coerce to character as.numeric(): Coerce to numeric as.integer(): Coerce to integer as.logical(): Coerce to logical unlist(): Unlist a list object as.vector(): Coerce to vector

Programmers' Workhorses

if(): Conditional statement

for() : For loop
while() : While loop
break : Break out of loop

next: Skip to next iteration of loop

function(): Create function return(): Return function output

Other Useful "Primitives"

sum(): Returns the sum of an object

max(): Returns the highest number of an object min(): Returns the lowest number of an object

ceiling(): Rounds up an object floor(): Rounds down an object

abs(): Returns absolute values of an object length(): Returns the length of an object dim(): Returns the dimensions of an object

all(): Checks if all (logical) inputs are TRUE seq(): Returns a specified sequence of numbers

 $\exp()$: Exponential of Euler's e

 $\log()$: Logarithm (default base is Euler's e)

Other Allowed Functions

%in%: Is left subset of right

which(): Returns index positions of TRUE

sort(): Returns sorted vector

order(): Returns index positions of sorted vector

print(): Prints input on console

paste(): Concatenates inputs into character string

matrix(): Create matrix object

data.frame(): Create data.frame object

as.data.frame(): Coerce object to data.frame

nrow(): Returns number of rows of data.frame

ncol(): Returns number of columns of data.frame rownames(): Returns row names of data.frame

colnames(): Returns row names of data.frame

str(): Returns structure of object

summary(): Returns summary of object unique(): Returns unique elements of object