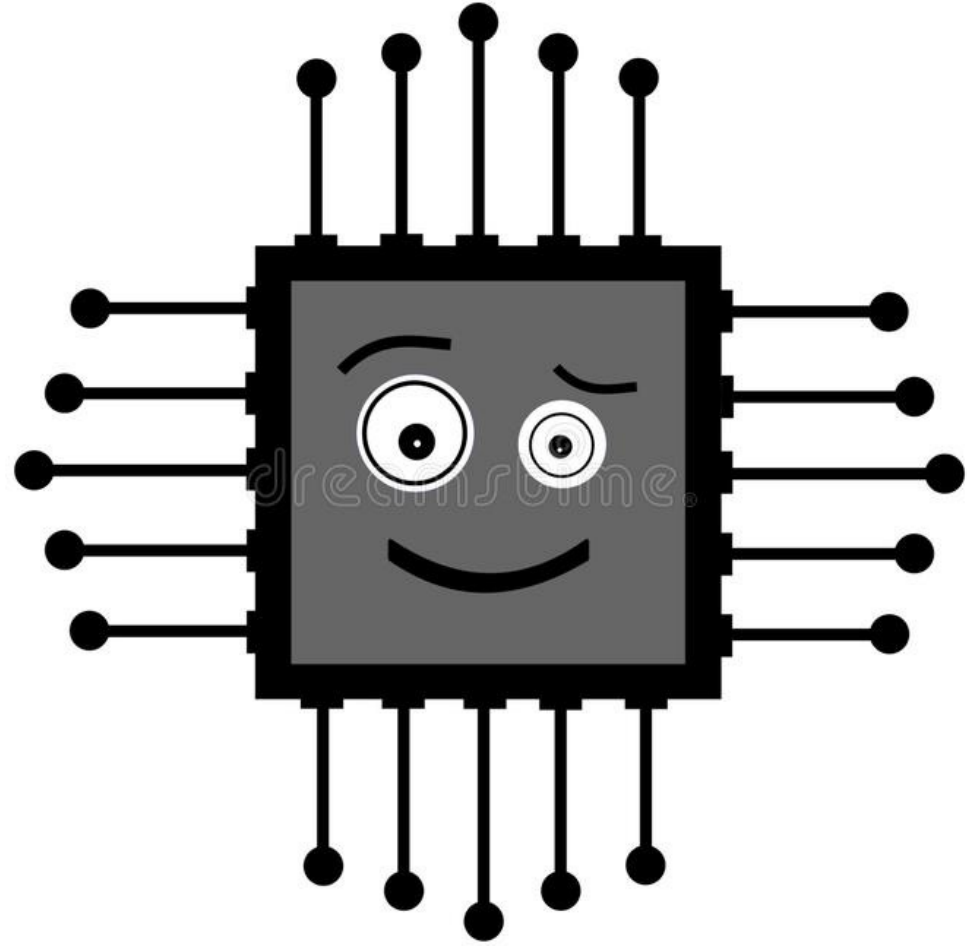


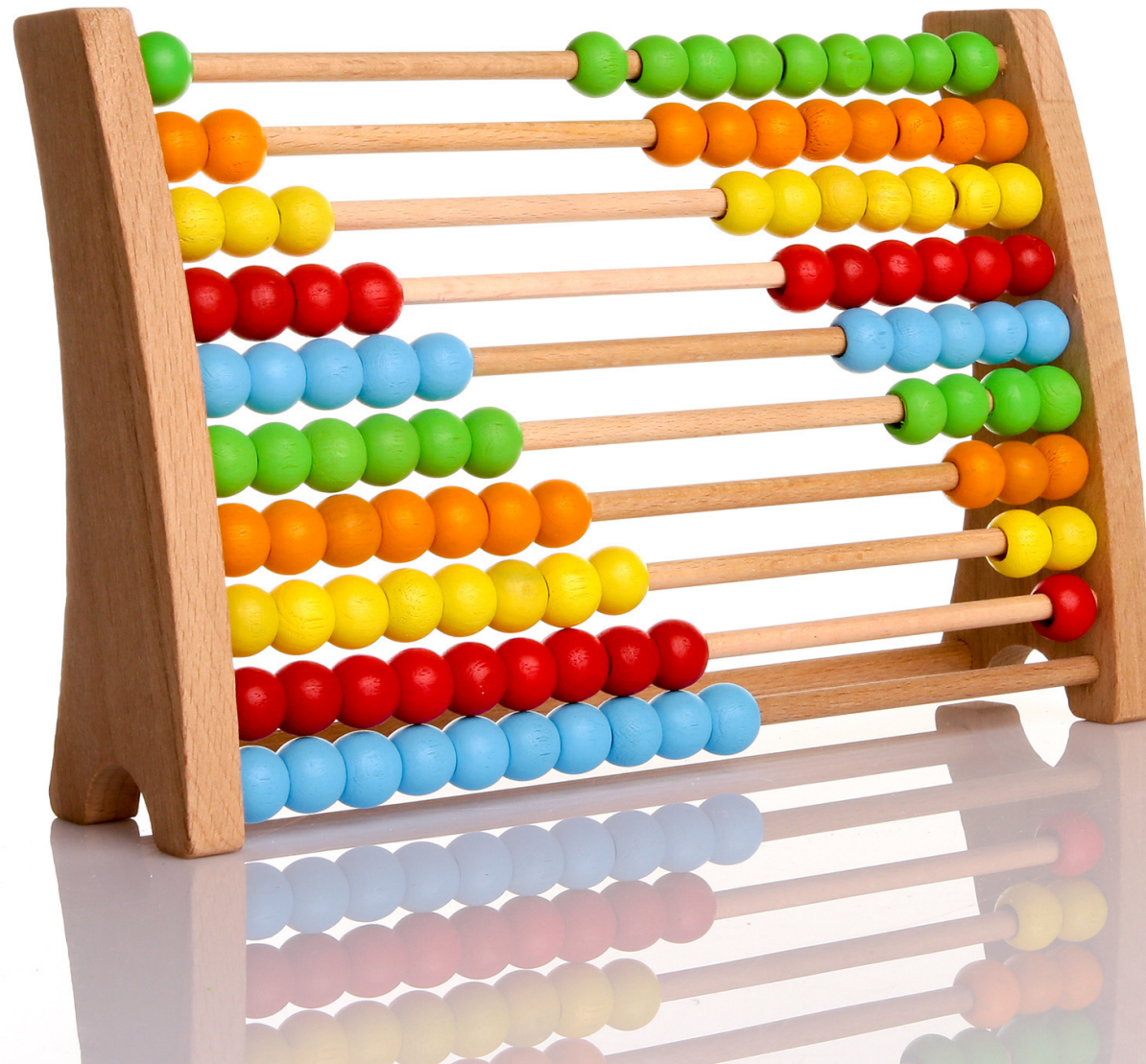
Introduction to Programming and R

Konuralp İlim

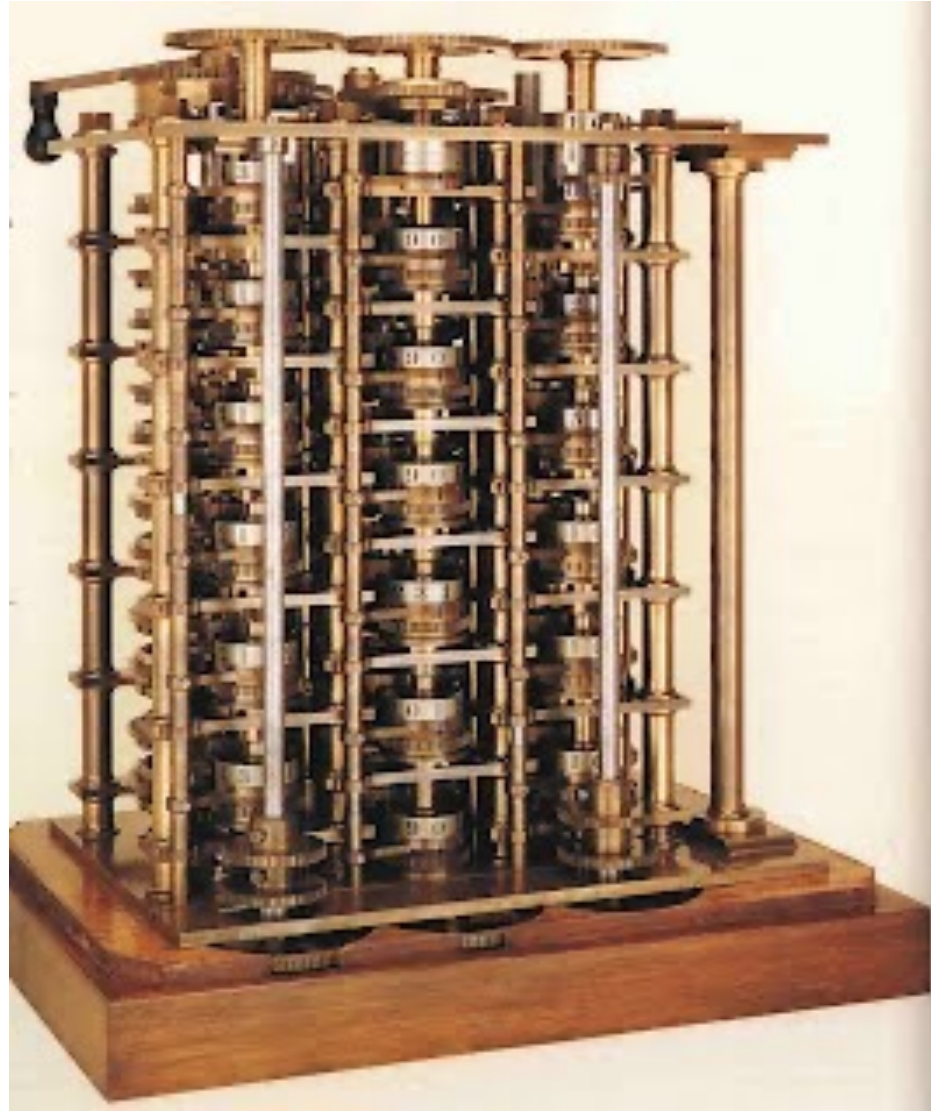
CPU



Electrical Fully Automatic Abacus



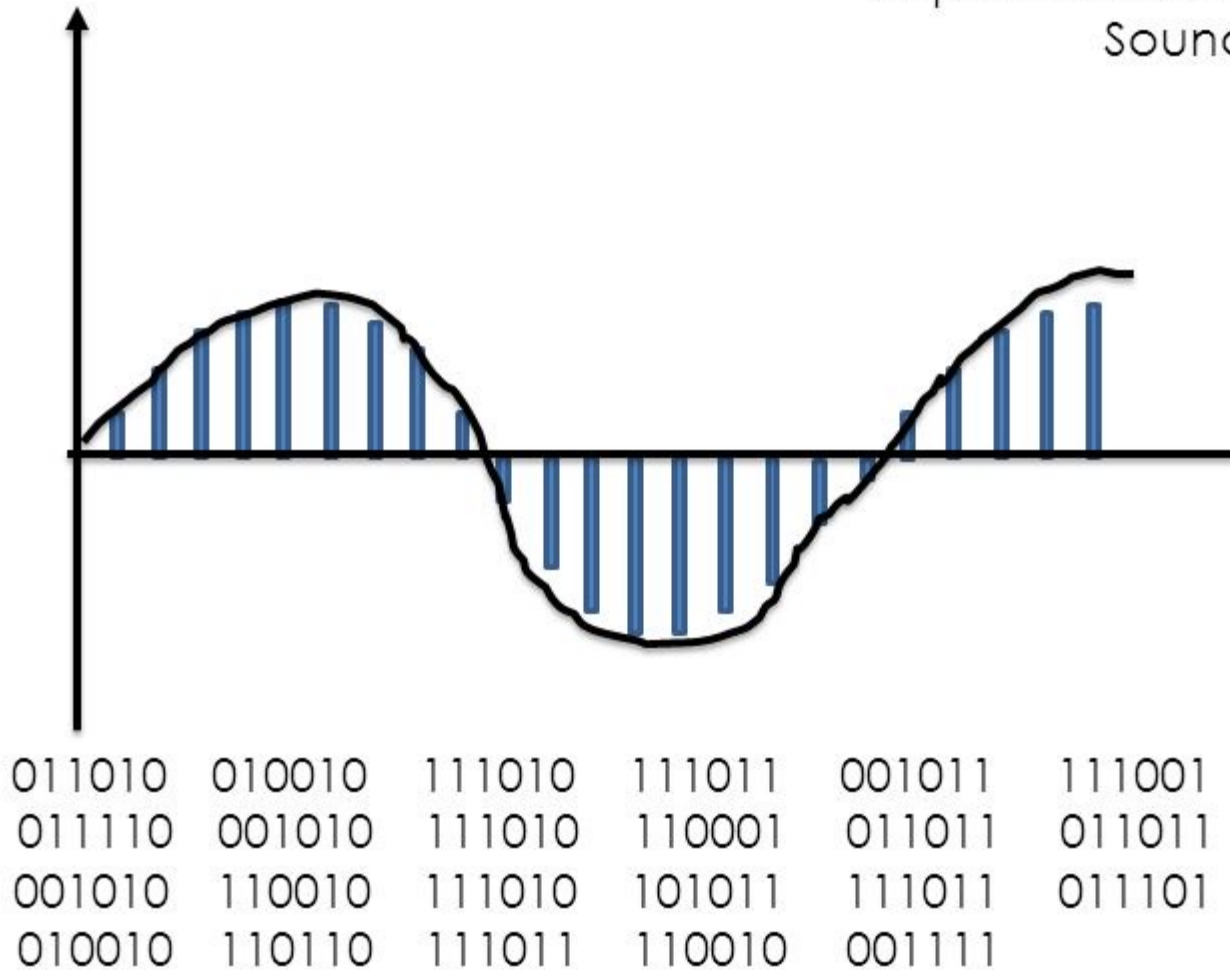
Early Mechanical Computers



- For the interested: https://www.youtube.com/watch?v=O5nskjZ_Gol

Sampling

Representation of a Digital Sound



Numeric Sound Representation

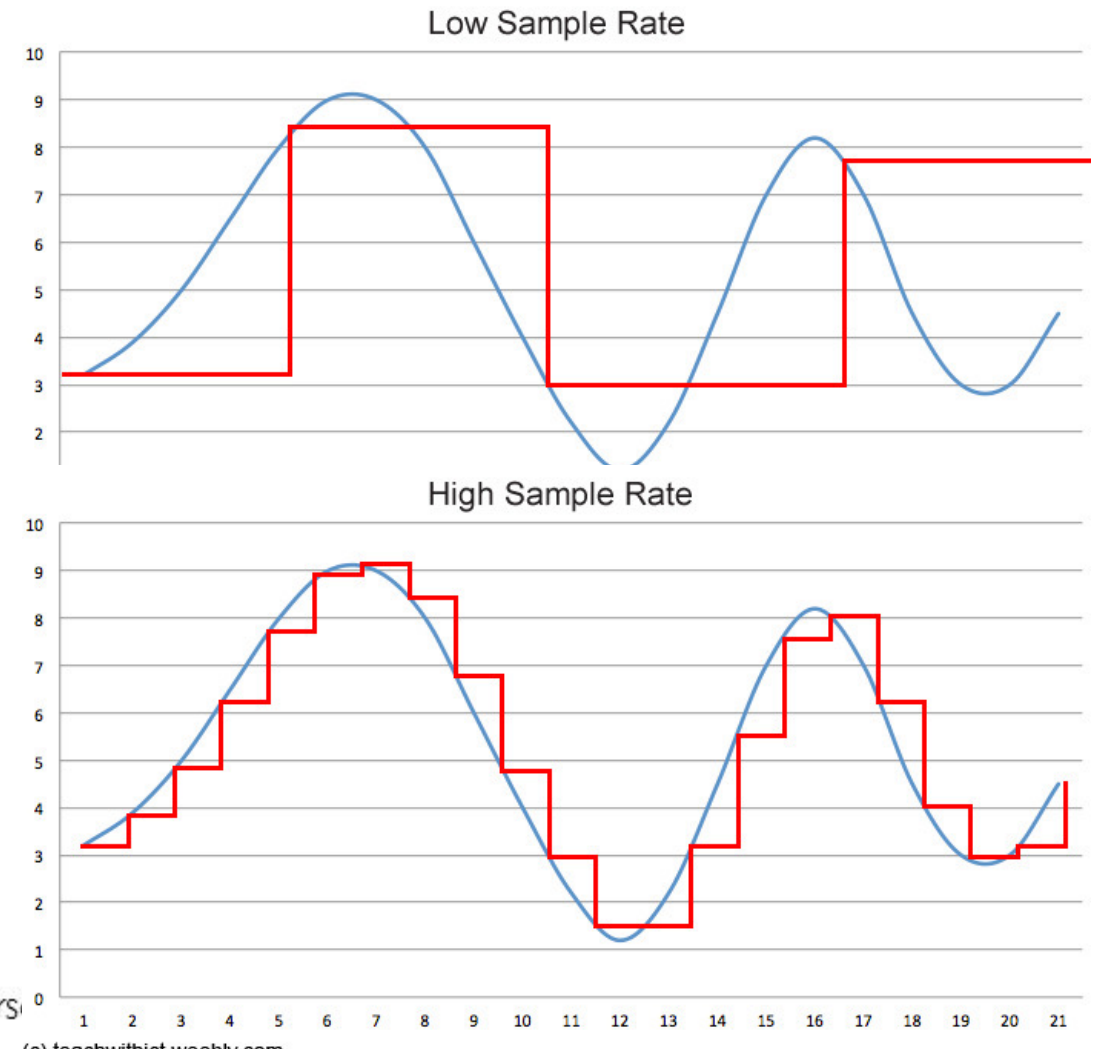
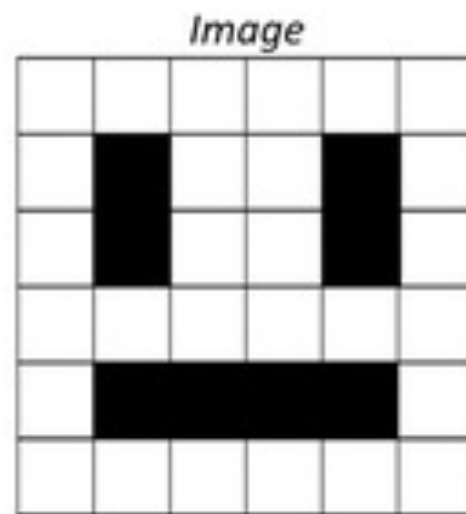


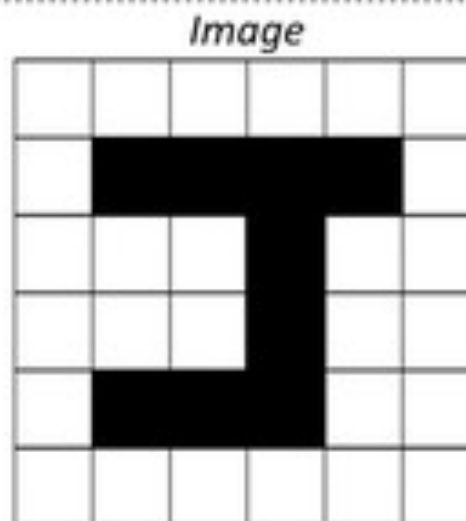
Image Representation

0	0	0	0	0	0
0	1	0	0	1	0
0	1	0	0	1	0
0	0	0	0	0	0
0	1	1	1	1	0
0	0	0	0	0	0



Binary

```
000000
010010
010010
000000
011110
000000
```



Binary

```
000000
011110
000100
000100
011100
000000
```

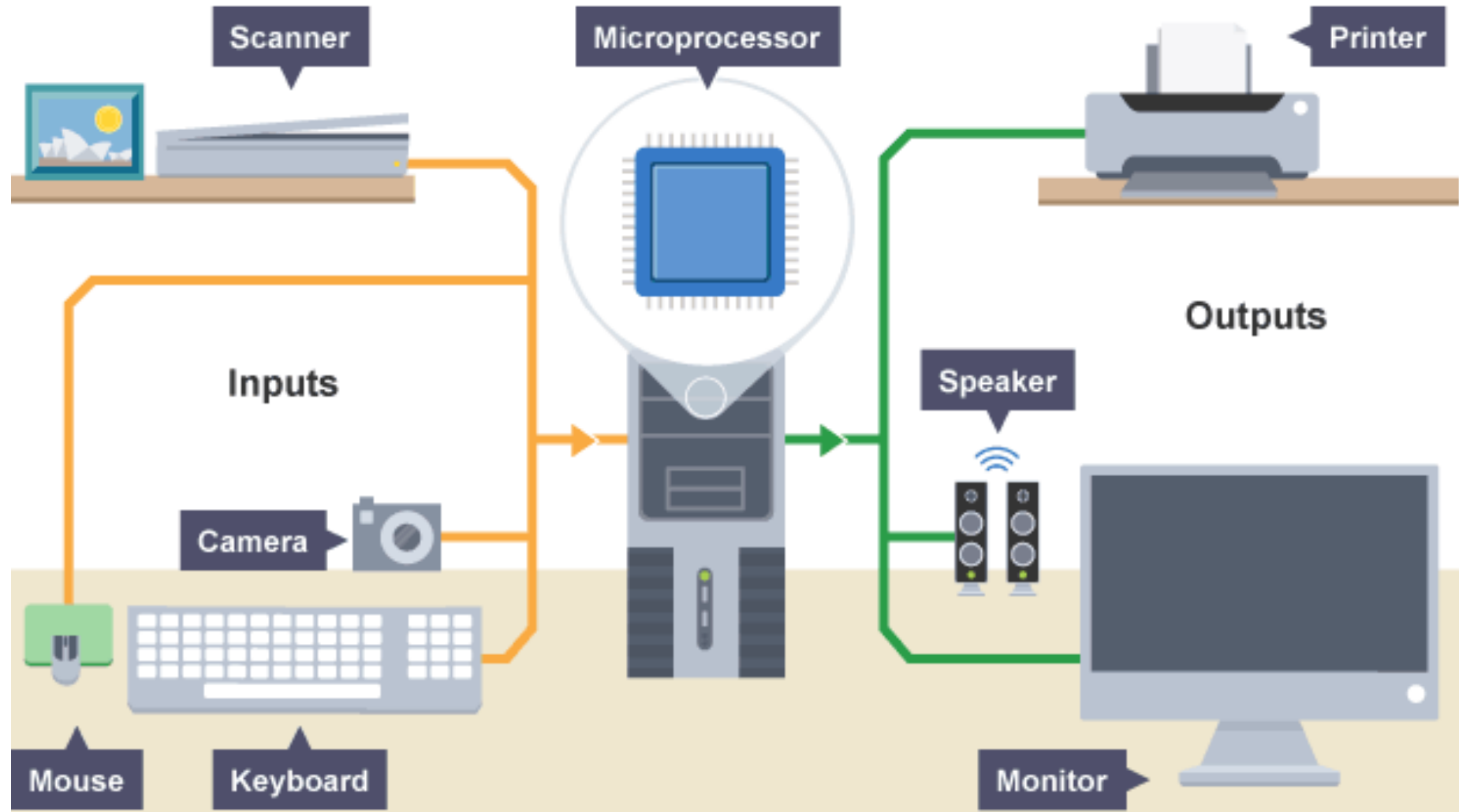

10	10	10	10	10	10
10	00	10	10	00	10
10	11	10	10	11	10
10	10	10	10	10	10
10	01	01	01	01	10
10	10	10	10	10	10

Computer Memory

What is RAM?



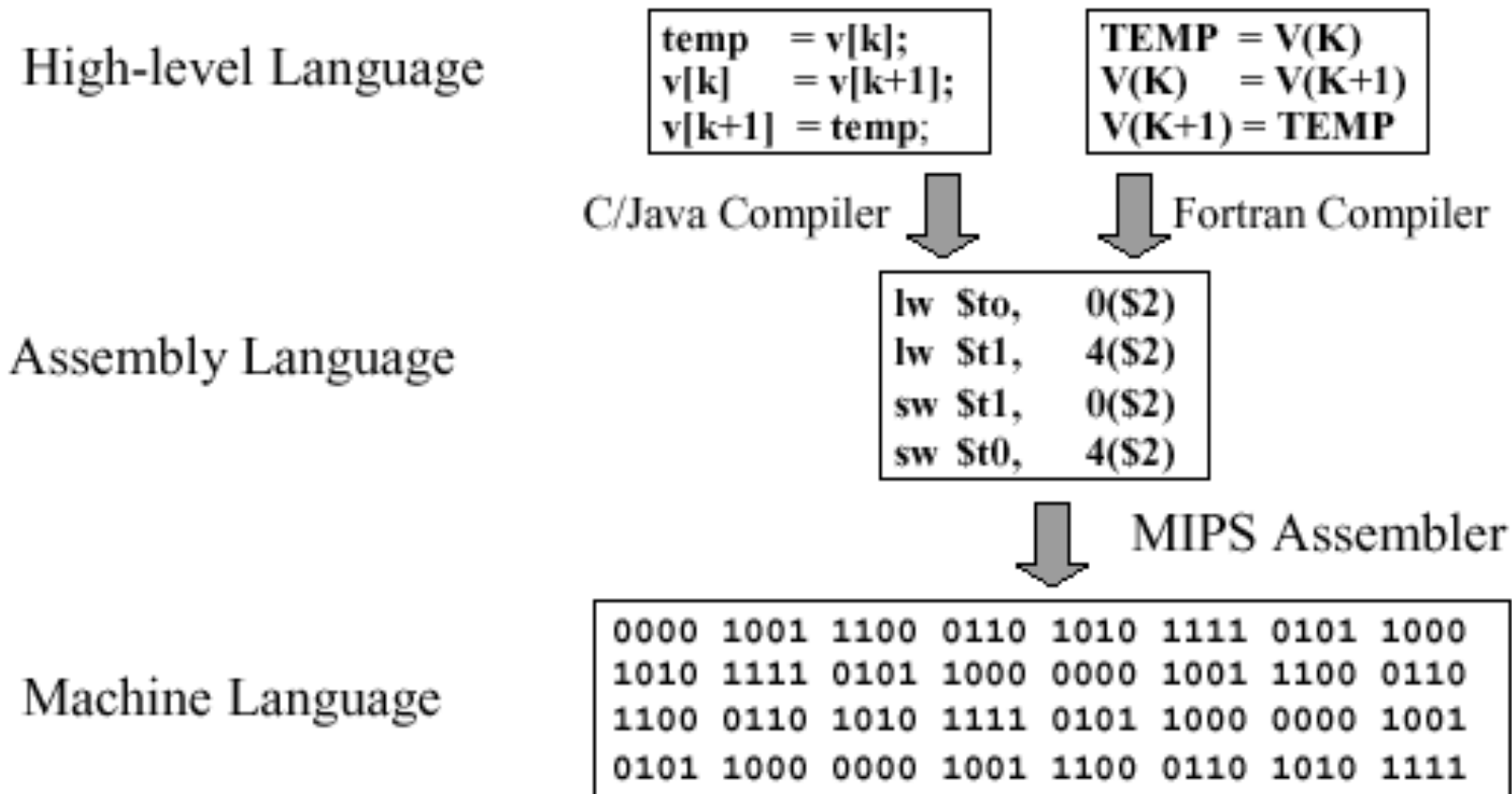
Input Output



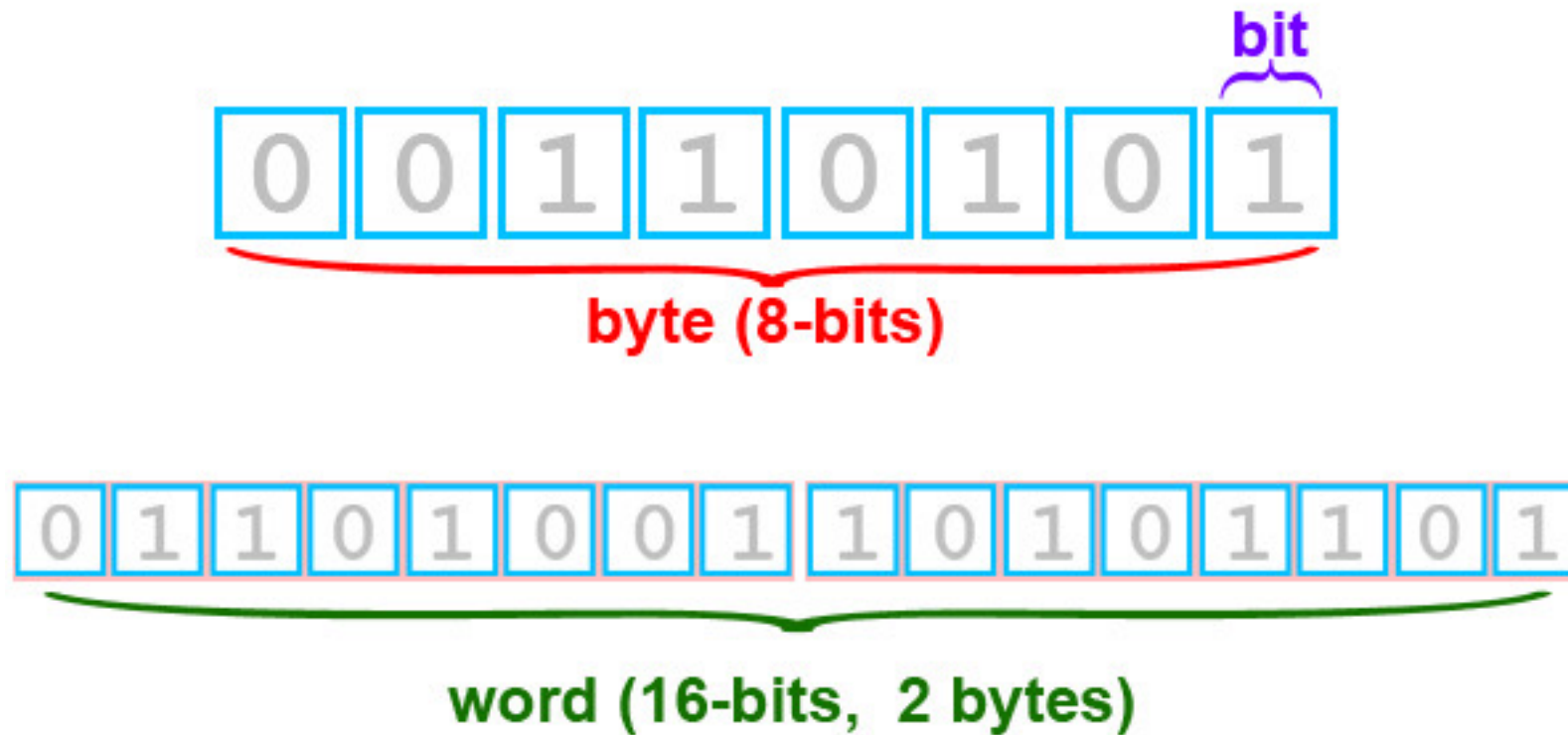
Instruction Set

- Input/Output (e.g. input from keyboard, output to monitor)
- Math Operations
(eg. sum +, subtraction -, multiplication x, division /, modulus %)
- Logical Operations (e.g. and, or, xor)
- Control Operation (if, else, jump)

CPU can only run numbers: machine code



Smallest Units Of Information On Computer



- Compiled

- C
- C++
- Haskell
- Java

- Interpreted

- Python
- R
- Javascript

R Programming Language

- “The R programming language is an [open source scripting language](#) for [predictive analytics](#) and data visualization.
- The initial version of R was released in 1995 to allow academic statisticians and others with sophisticated programming skills to perform complex data [statistical analysis](#) and display the results in any of a multitude of visual graphics. The "R" name is derived from the first letter of the names of its two developers, Ross Ihaka and Robert Gentleman, who were associated with the University of Auckland at the time.”

Syntax, semantics, pragmatics

- Syntax
 - How it looks, i.e. how we have to program to satisfy the compiler.
- Semantics
 - What it means / how it works
- Pragmatics
 - How to use it in the proper way.

- Reserved Words in R

if	else	repeat	While	Function	for	in
next	break	TRUE	FALSE	NULL	Inf	Nan
NA	NA_integer	NA_real	NA_complex	NA_character

<https://learnnetutorials.com/r-programming/identifiers-constants-reserved-words>

What are identifiers in R?

In R programming language an identifier is a composition of alphabets (**a-z, A-Z**), digits (**0,1,...**), dot(.) or underscore(_).

Examples of acceptable identifiers in R are

```
site_123, Site, site, SiteName, Sitename, .site_123, Language_1
```

Examples of identifiers that are not acceptable are

```
_language, Language$1, 1language, .123_site
```

Primitives for R

- Integer: 11, 10, 1024, 999999, 01
- Float (decimal numbers): 1.234, 14.24123, 99.123, 9999.0
- Boolean: TRUE, FALSE
- Char and String: 'H', 'This is Text.', "123", "999999", "9999.0"
- Missing Values: NA
- Factors (don't worry now)

Variables

- Following identifier naming rule like not containing weird characters in weird places, you can name a variable anything you want, whatever makes you work better, whatever helps you remember the structure and solve the problem better, clearly and faster
- But there are naming conventions that suggest but does not reinforce naming rules for different structures e.g. camelCase, underscore_naming_convention, snake_case, CapitalCase
- Variables are identifiers that are assigned data, and now holds data to be used on demand

myVariable

sarıÇizmeliMehmetAğa

asd

mehmetAğa2

sonucumunDoğruluğu

Assignment Operator

```
myVariable <- "text"
```

```
sarıÇizmeliMehmetAğa <- 123
```

```
asd = 123
```

```
mehmetAğa2 <- 321
```

```
sonucumunDoğruluğu = TRUE
```

```
sonucumunDoğruluğu <- TRUE
```

Operations

- Math
 - Sum: $3+5$
 - Subtract: $5-3$
 - Multiply: $3*5$
 - Divide: $5/3$
 - Modulus: $5\%3$

What is a Literal

```
myVariable <- 5
```

```
secondOne <- myVariable*myVariable
```

5 is a integer literal

myVariable and secondOne are integer variables

Operations

- Logic
 - AND: `TRUE&&FALSE`
 - OR: `TRUE||FALSE`
 - NOT: `!TRUE`
 - Greater than: `5>3`
 - Less than: `5<3`
 - Greater than or equal to: `5>=5`
 - Less than or equal to: `5<=4`
 - Equal to: `5==5`
 - Not Equal to: `3!=3`

Operator Precedence

Don't need to memorize precedence

Use parentheses, because others don't remember.

You can check the precedence rules here:

<https://stat.ethz.ch/R-manual/R-devel/library/base/html/Syntax.html>

```
a <- 5
```

```
b <- 3
```

```
c <- a*b
```

```
c?
```


$(5 > 3) \ || \ (3 \neq 3)$

$(5 < 3) \ \&\& \ (3 == 3)$

??

How To Make Comment and Leave Notes

While writing code in most languages, there are ways to leave text that won't be tried to be turned into machine code and affect what program does. In R, we do this with “#” character.

```
myVariable <- 5
```

```
#Now I'm gonna take square of this variable
```

```
myVariable <- myVariable*myVariable
```

```
#MyVariable is square of what it was before, in this case: 25
```

```
print(myVariable)
```

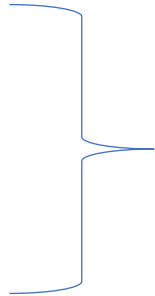
```
#Now it prints 25
```

Block

3+5

10/2

2*3



3 expressions

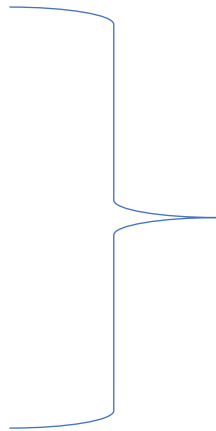
{

3+5

10/2

2*3

}



1 expression

Function, Subroutine, Method

functionThatINamed(inputThatIWantedToGive)

function(input)

which Returns a result, or just returns an empty, w/o a result

Example:

```
myFunc <- function(x) {return(x*x)}
```

```
myVar <- myFunc(5)
```

```
print(myVar)
```

```
#it will print 25
```

Control

- If Else

If(BOOLEAN) –EXPRESSION-

If(TRUE) 3+5

```
If(TRUE) {
```

```
3+5
```

```
2*3
```

```
10/2
```

```
} else {
```

```
print("I was wrong")
```

```
}
```

#While(BOOLEAN) –EXPRESSION-

```
myNumber <- 5
```

```
isMyNumberBigEnough <- myNumber == 100
```

```
while(!isMyNumberBigEnough){
```

```
    myNumber <- myNumber+1
```

```
    isMyNumberBigEnough <- myNumber == 100
```

```
}
```

```
Print("my number is now 100")
```


Data Structures

Arrays, tuples, constant size group of same type of data.

In R, we see arrays as vectors

```
myVector <- c(2,5,10)
```

```
#test the following
```

```
print(myVector+2)
```

```
print(myVector*myVector)
```

```
#To access Nth element use square brackets
```

```
print(myVector[2])
```

Data Structures

There are many types of list, a simple linked list contains elements that contain links(references) to other elements, thus doesn't have to be constant size, and can be freely expanded.

An arraylist contains references to each element on an array, can create a new array when there is a need to expand.

In R, we can make a list in multiple ways.

```
myList <- list()
```

#Or

```
myList <- vector(mode = "list")
```

#Then add or access elements via index using double brackets

```
myList[[1]] <- 5
```

```
myList[[2]] <- 10
```

```
print(myList[[1]])
```

Data Structures

#To turn list into a vector, use built in unlist() method

```
myList <- list()
```

```
myList[[1]] <- 5
```

```
myList[[2]] <- 10
```

```
myVector <- unlist(myList)
```

```
print(myVector)
```

A hashmap or a dictionary match keys and values, allowing faster access when searching for key, usually keys are strings, but don't have to be

In R, we use dictionary by calling list

Example:

```
studentNumbers<- list()
```

```
studentNumbers[["Mehmet Yilmaz"]] <- 2200039
```

```
studentNumbers[["Ayşe Kaya"]] <- 2133385
```

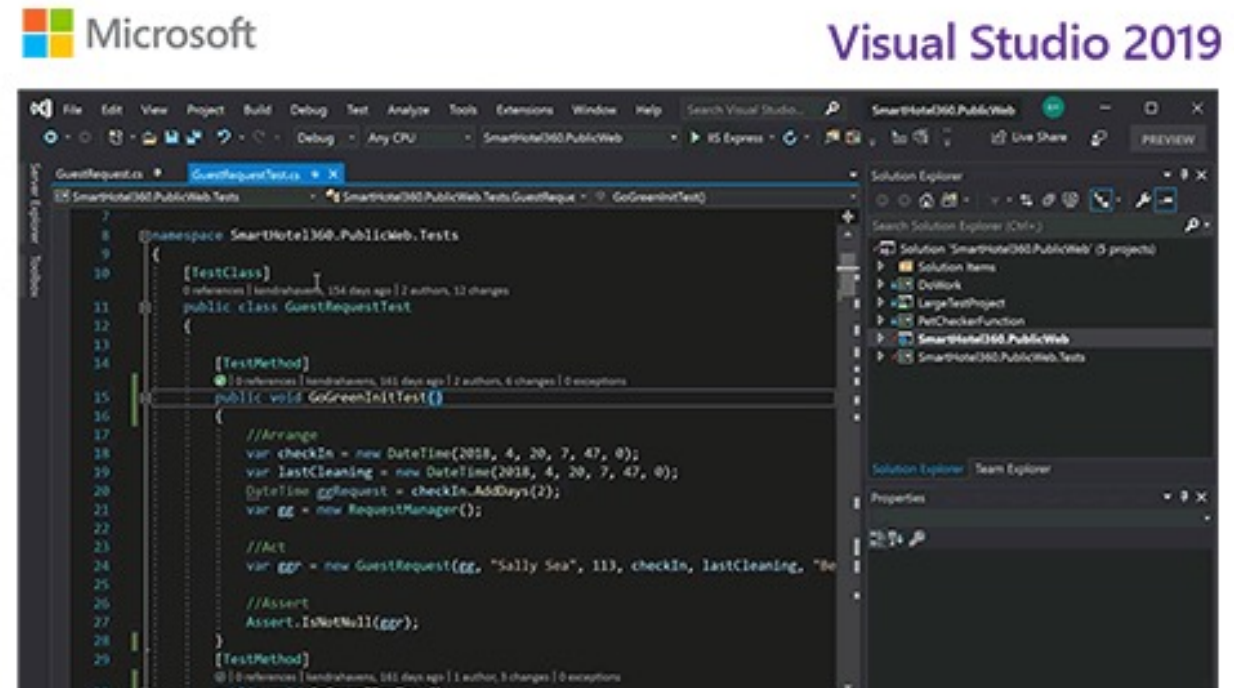
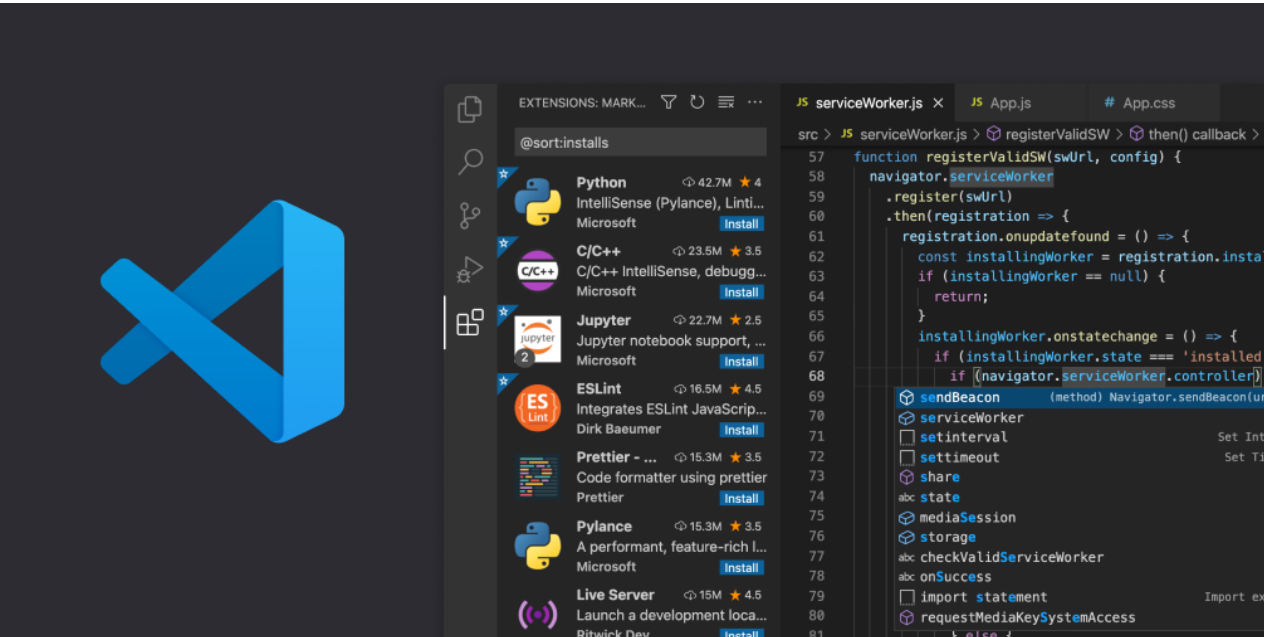
```
#Now let's get Mehmet's number and add 2 to that, then print it
```

```
print(studentNumbers[["Mehmet Yilmaz"]]+2)
```

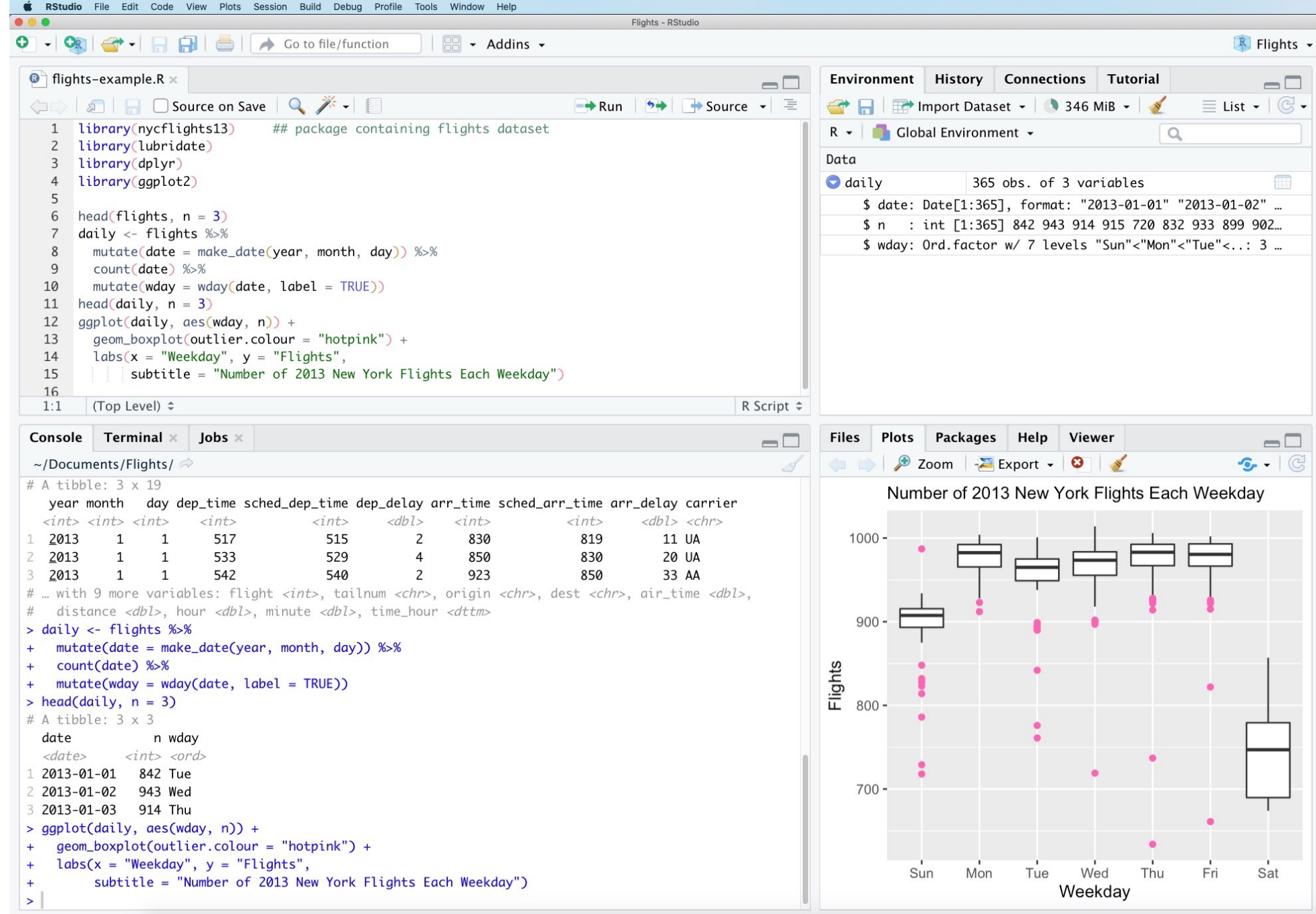
Classes and Objects

Structures that containerize data/variables and code/methods

Programming Environments, Code Editors, IDEs



Rstudio



Download and Install R

Windows: <https://cran.r-project.org/bin/windows/base/>

Mac: <https://cran.r-project.org/bin/macosx/>

Then Download and Install Rstudio

<https://www.rstudio.com/products/rstudio/download/#download>