#### Week-5: Code-along

NM2207: Computational Media Literacy 2023-09-07

Welcome! Go through the steps described below, carefully. It is totally fine to get stuck - ASK FOR HELP; reach out to your friends, TAs, or the discussion forum on Canvas.
Here is what you have to do,
1. Download Code-along.Rmd file from Canvas and move it to the folder "Week-5" (see instructions for creating folder in Section I below)
2. Open the video lectures and start listening to them
3. Every time you come across a code chunk (inside shaded blocks) in the lecture video, Pause the video
4. Edit the Code-along.Rmd file with the codes explained in the lecture videos within appropriate R chunk/code-block/shaded area (environment enclosed within "")
5. Comments inside the R chunk/code-block/shaded area indicates which command explained in the lecture should be typed in there
6. Set eval=TRUE to generate the output and verify it to the one shown in the lecture videos

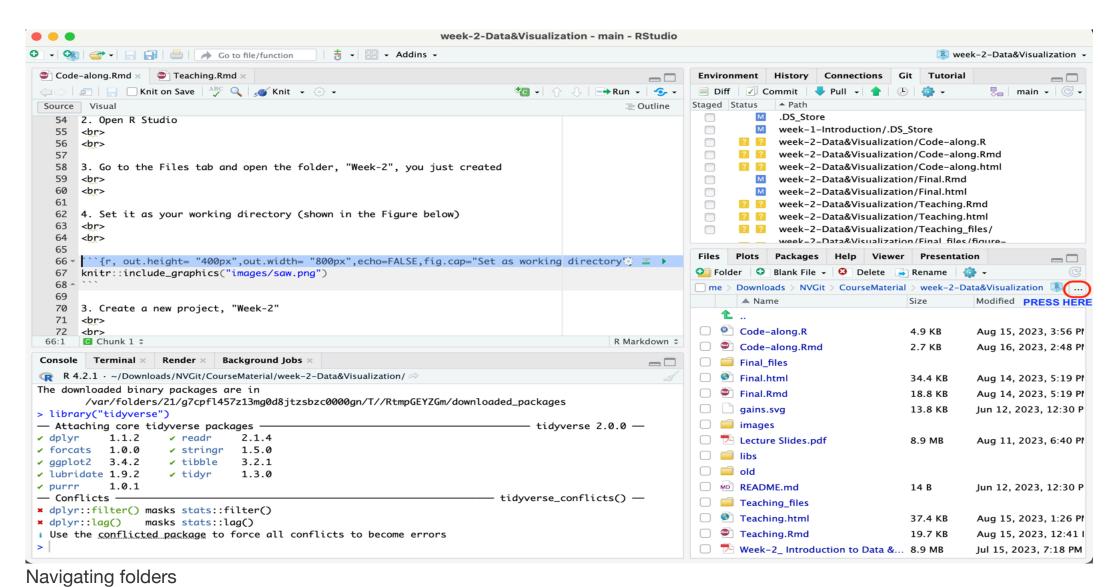
7. **Knit** the file upon completion and submit the pdf document on Canvas **before** coming to the tutorial session

#### I. Preliminaries

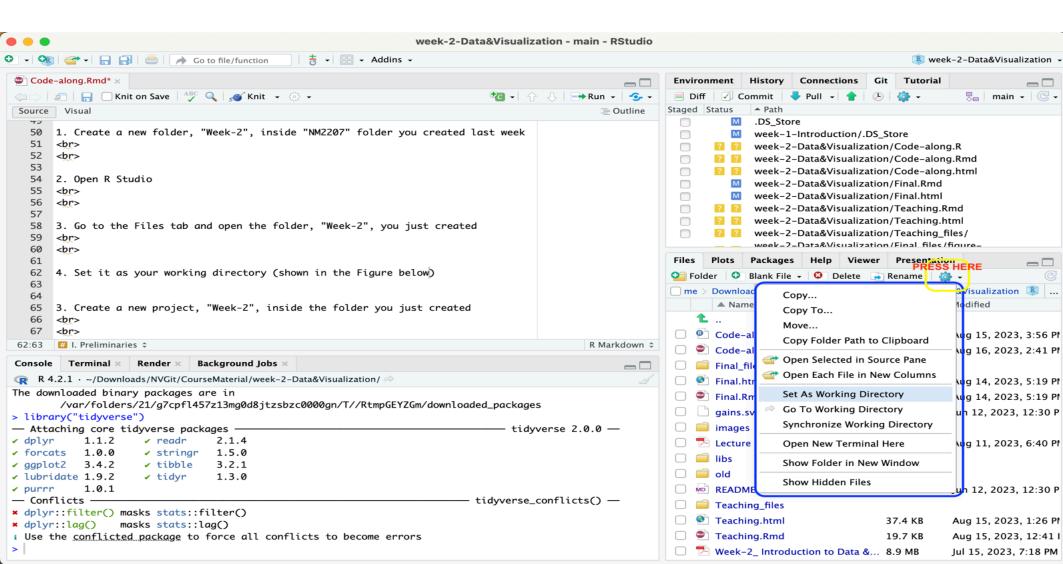
```
1. Create a new folder, "Week-5", inside "NM2207" folder you created last week
```

2. Open R Studio

- 3. Go to the Files tab and open the folder, "Week-5", you just created
  - Press the three horizontal dots highlighted in the Figure below
  - Browse and select "Week-5" folder that you created in the previous step, inside "NM2207" folder



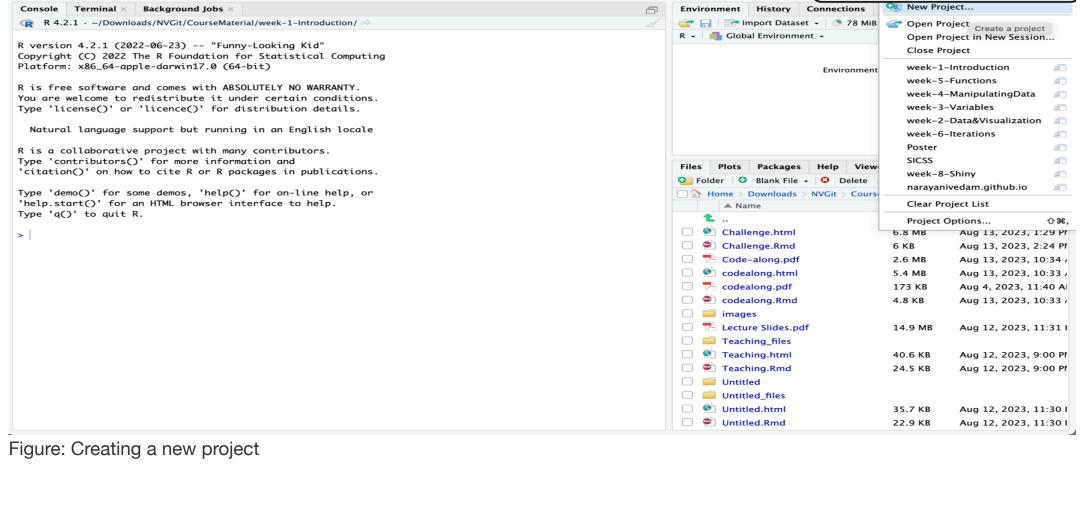
4. Set it as your working directory (shown in the Figure below)



5. Now, create a new project and name it "Week-5"

Set as working directory

O to file/function | 👼 🗸 🖂 - Addins -



week-1-Introduction - main - RStudio

ALWAYS PRESS HERE TO CREATE A NEW PROJECT

II. Code to edit and execute using the Code-along.Rmd

6. Download the Code-along.Rmd file from Canvas and move it to the folder, "Week-5"

# file

## 1. Write a function to print a "Hello" message (Slide #14)

# Enter code here

# Enter code here

# With vector input

# Enter code here

A. Writing a function

# Enter code here

```
2. Function call with different input names (Slide #15)

# Enter code here
```

3. typeof primitive functions (Slide #16)

# Enter code here

```
4. typeof user-defined functions (Slide #17)
```

5. Function to calculate mean of a sample (Slide #19)

```
# With one input
```

```
7. Customizing the function to suit input (Slide #23)
```

```
8. Setting defaults (Slide #25)
```

```
# First define the function
# Call the function
```

### 9. Different input combinations (Slide #26)

6. Test your function (Slide #22)

```
# Enter code here
```

### 10. Different input combinations (Slide #27)

# set error=TRUE to see the error message in the output

### # Enter code here

11. Some more examples (Slide #28)

# B. Scoping

# Enter code here

# Enter code here

### 12. Multiple assignment of z (Slide #36)

```
# Enter code here
```

### 13. Multiple assignment of z (Slide #37)