

How to think about Data

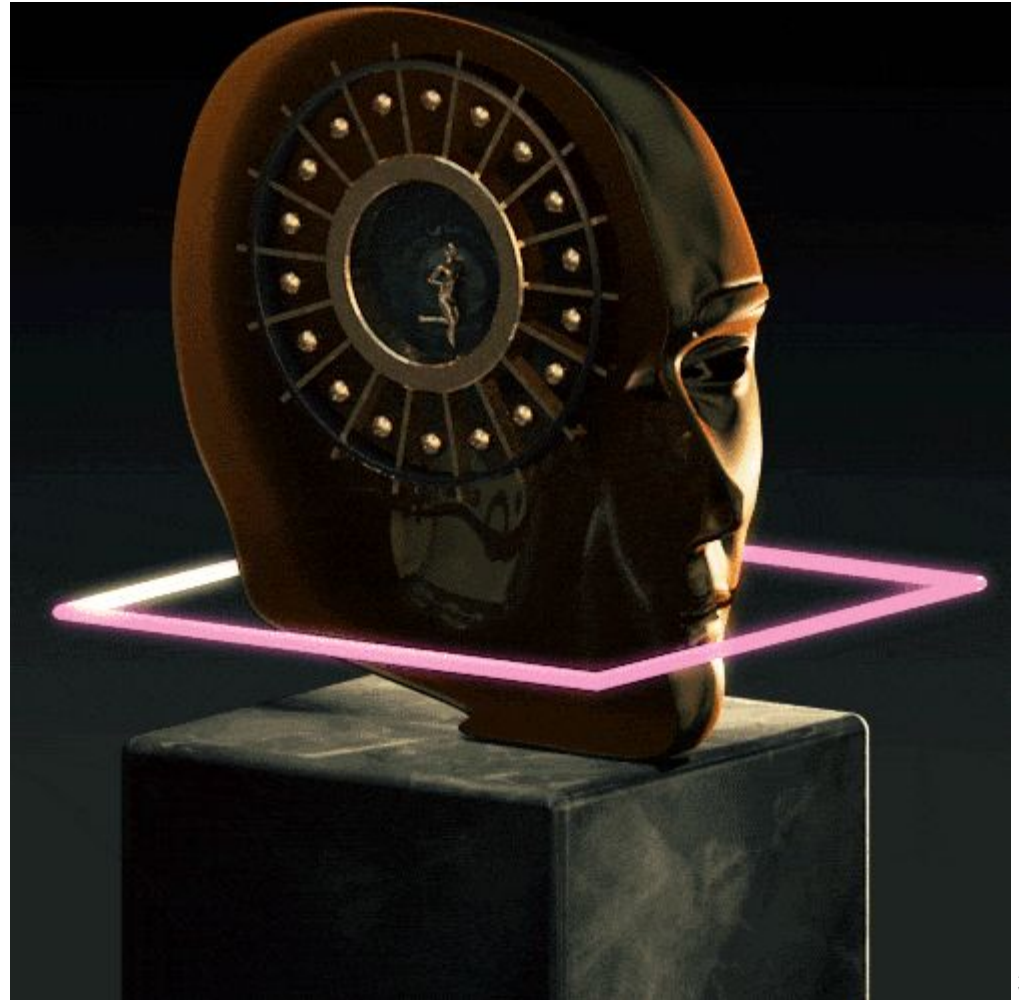
Professor Ernesto Lee

Data Perspective



Data Science

- The zero principle of data... it is not what you know... it is how you think.





Data is like an uncharted island



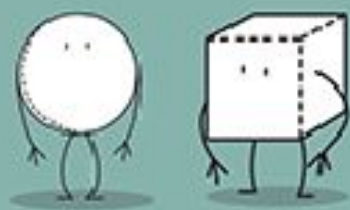
524184 36860
5547321 87302
55651 5408
4884 587387
387378
540157 54058
54105407 7308673850
540540 2402
57887 038573
0406607 12098
6020 736866
576607 54012
409217 43876386
6780808 873876
4086080 520873
86860 76873
87302 87408
5408 5703
587387 78387
387378 38768
54058 763
7308673850 03573
2402 8738
038573 7387
12098 38735
736866 402736
54012 45387
43876386 6830540
54308
873876 76540
520873 573
76873 240857
87408 6405
5703 8763
78387 0340
38768 8578
763 408576
03573 840587
8738 73830
7387 487873
38735 87638
402736 763
45387 8763
6830540 783873
54308 87387
76540 873054
573 02105766

```
brushTip.event.x  
brushTip.x:=event.x  
brushTip.y:=event.y-10  
brushTip.y:=event.y-10  
pickColor(event.x, event.y)  
--print("moved off rect")  
brush.x:=-200  
brushTip.x:=W-200  
brush.y:=event.y-10  
brushTip.y:=event.y-10  
pickColor(W-200, event.y)  
end  
elseif event.phase=="cancelled" then
```

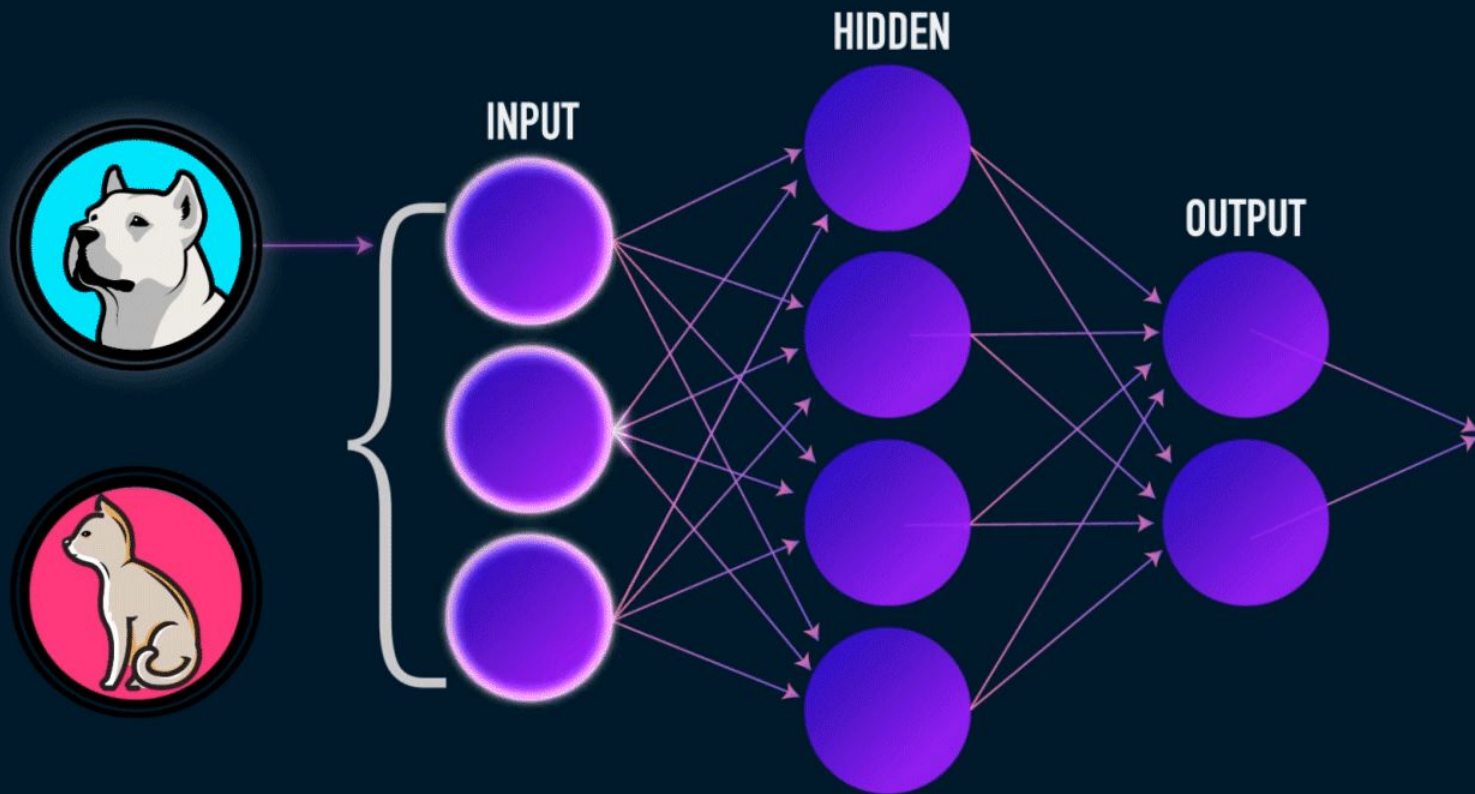
```
elseif selectedObj:mouseClicked()  
then  
if dir == "left" then  
inv : true  
changeBody()  
elseif dir == "right" then  
inv : false  
changeBody()  
end  
elseif selectedObj:mouseDragged()  
then  
if dir == "left" then  
inv : true  
changeBody()  
elseif dir == "right" then  
inv : false  
changeBody()  
end  
elseif selectedObj:mouseReleased()  
then  
if dir == "left" then  
inv : true  
changeBody()  
elseif dir == "right" then  
inv : false  
changeBody()  
end  
end
```

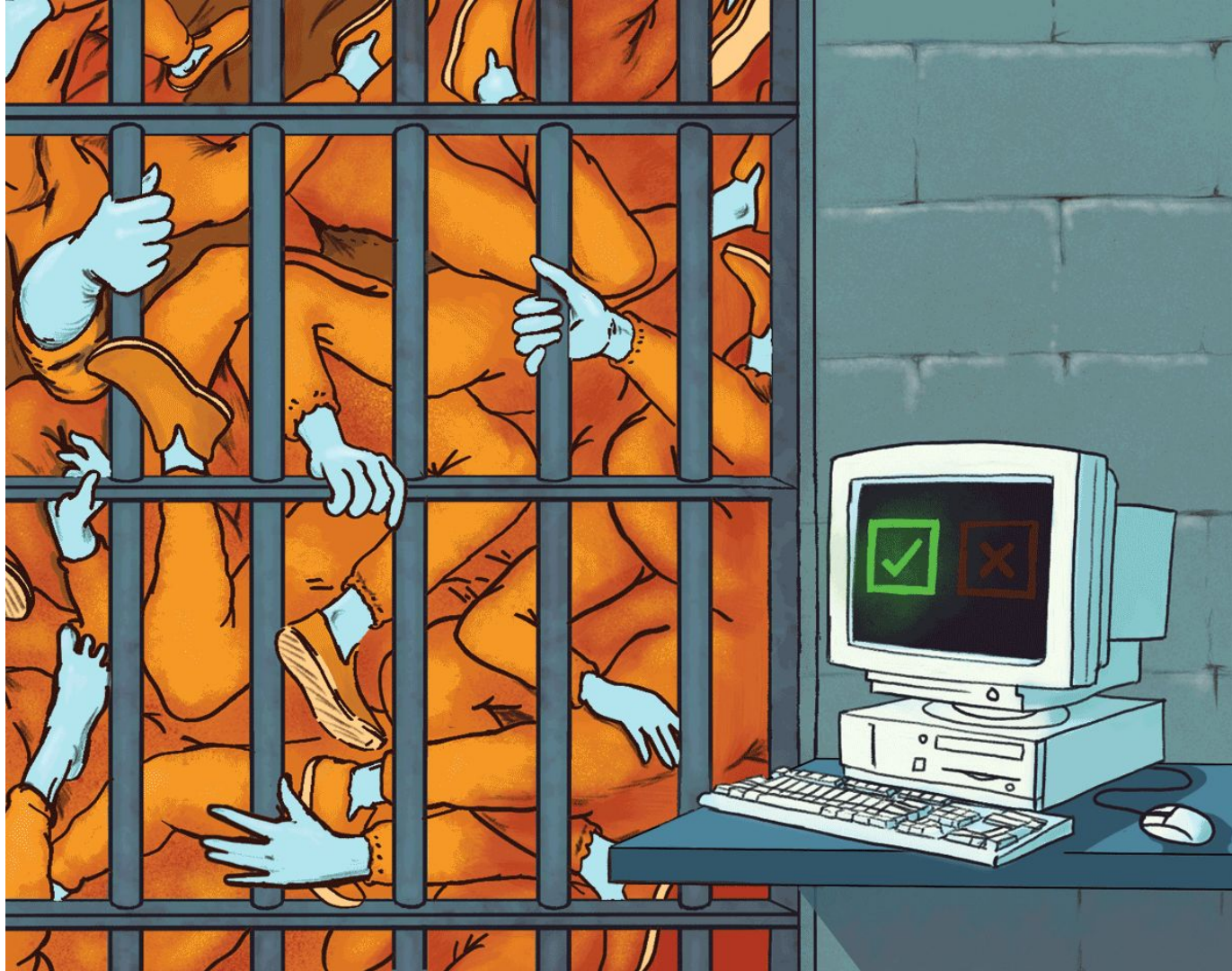


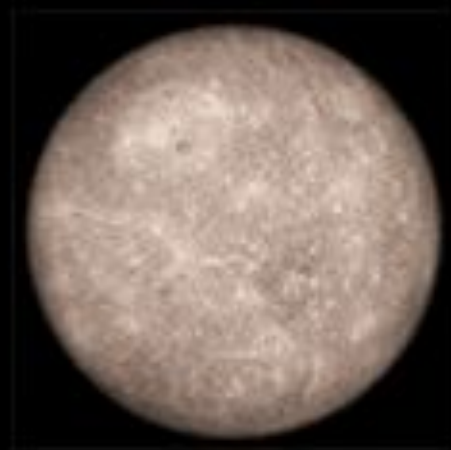
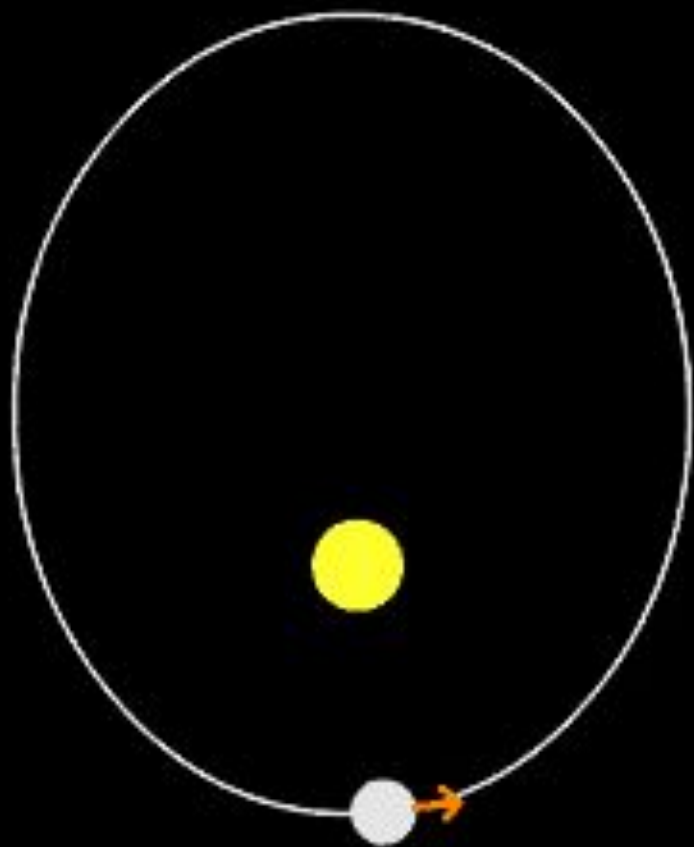












© SkyMarvels.com



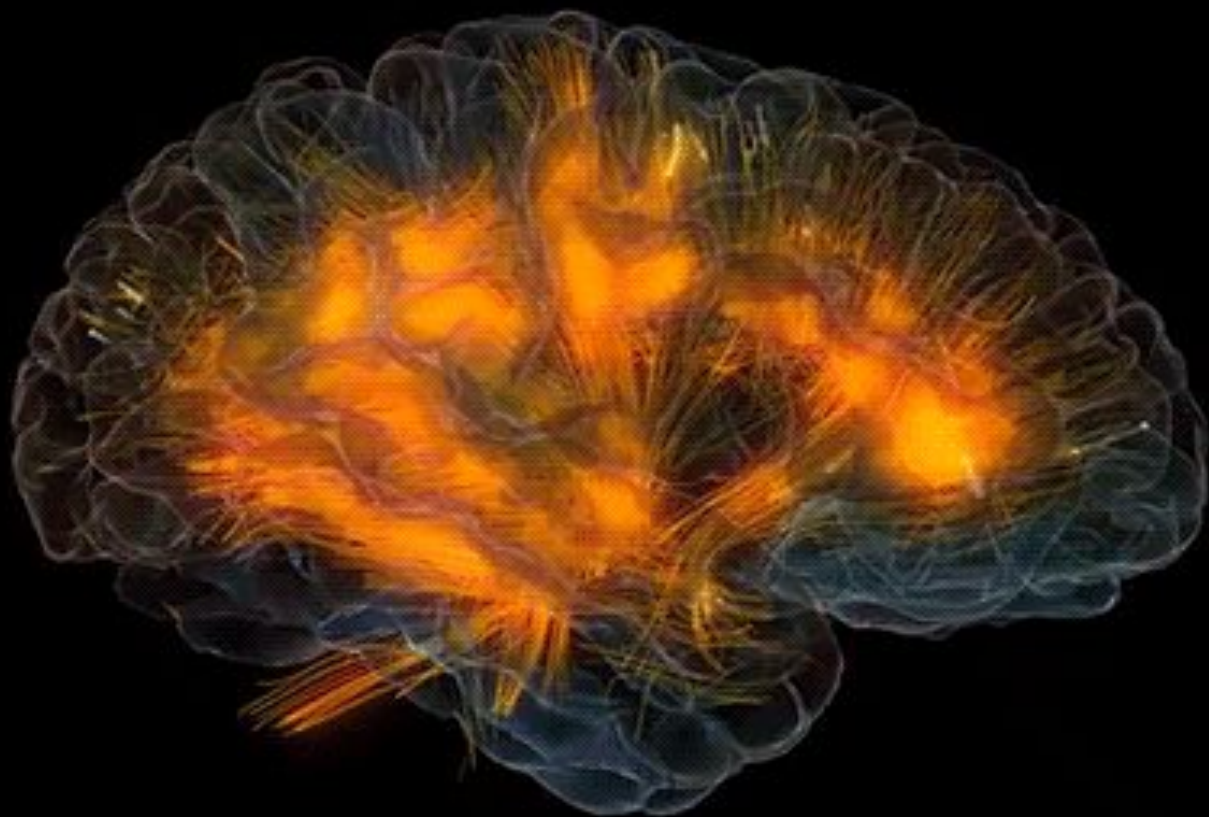




Welcome to



the TRUTH

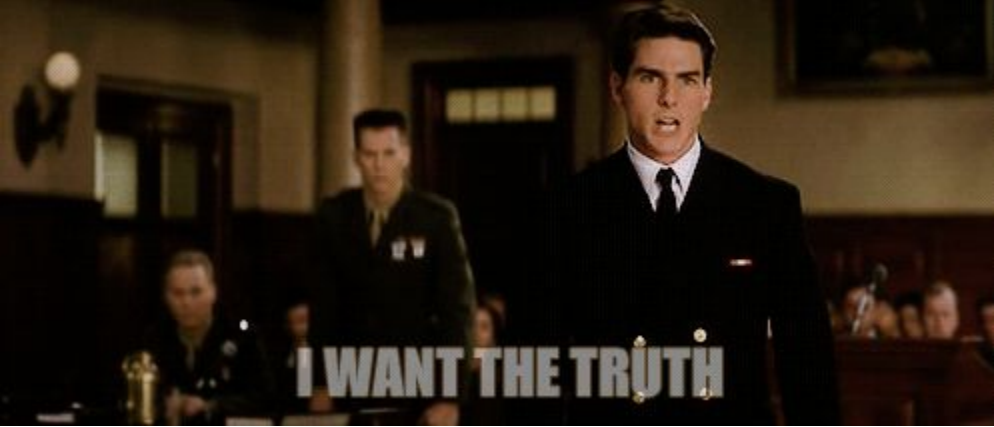












524184	86860
5547321	87302
55651	5408
4884	587387
	387378
540157	54058
54105407	7308673850
540540	2402
57887	038573
0406607	12098
6020	736866
576607	54012
409217	43876386
6780808	873876
4086080	520873
86860	76873
87302	87408
5408	5703
587387	78387
387378	38768
54058	763
7308673850	03573
2402	8738
038573	7387
12098	38735
736866	402736
54012	45387
43876386	6830540
	54308
873876	76540
520873	573
76873	240857
87408	6405
5703	8763
78387	0340
38768	8578
763	408576
03573	840587
8738	73830
7387	487873
38735	87638
402736	763
45387	8763
6830540	783873
54308	87387
76540	873054
573	02105766

```

brushTip.event.x
brushTip.x:=event.x
brushTip.y:=event.y-10
brushTip.y:=event.y-10
pickColor(event.x, event.y)
--print("moved off rect")
brush.x:=-200
brushTip.x:=W-200
brush.y:=event.y-10
brushTip.y:=event.y-10
pickColor(W-200, event.y)
end
elseif event.phase=="cancelled" t

```

```

--print("swipe right")
end
end
if selectedObj:mouseClicked()
if dir == "left" then
inv = true
changeBody()
elseif dir == "right" then
inv = false
changeBody()
end
elseif selectedObj:mouseClicked()
if dir == "left" then
inv = true
changeBody()
elseif dir == "right" then
inv = false
changeBody()
end
elseif selectedObj:mouseClicked()
if dir == "left" then
inv = true
changeBody()
elseif dir == "right" then
inv = false
changeBody()
end
elseif selectedObj:mouseClicked()
if dir == "left" then
inv = true
changeBody()
elseif dir == "right" then
inv = false
changeBody()
end

```


CULTURE
- People
- Place
Support

Activity
Assistance





“BALANCE” IN SCIENCE



TRUTH