2020/12/18(五), 109 學年第一學期 資料科學應用 R 作業(6)

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#exl2.9(a)

> set.seed(12345)

> number <- sample(0:100, 1000, replace=T)

#exl2.53

> mtcars

> IIICCars							
	mp	g cyl	disp	hp drat	wt	qsec	vs am
Mazda RX4	21.0	6	160.0	110 3.90 2	.620 16.	.46 0) 1
Mazda RX4 Wag	21.0	6	160.0	110 3.90 2	2.875 17	.02 () 1
Datsun 710	22.8	4 1	08.0	93 3.85 2	.320 18.	61 1	. 1
Hornet 4 Drive	21.4	6 25	8.0 11	.0 3.08 3.2	15 19.44	. 1	0
Hornet Sportabout	18.7	8 36	0.0 17	75 3.15 3.4	40 17.02	2 0	0
Valiant	18.1	6 22	25.0 1	05 2.76 3.4	60 20.2	2 1	0
Duster 360	14.3	8 3	60.0 2	45 3.21 3.5	570 15.8	4 0	0
Merc 240D	24.4	4	146.7	62 3.69	3.190 20	.00	1 0
Merc 230	22.8	4 :	140.8	95 3.92 3	3.150 22	.90 2	1 0
Merc 280	19.2	6 3	167.6	123 3.92 3	.440 18.	30 1	. 0
Merc 280C	17.8	6 3	167.6	123 3.92 3	.440 18.	90 1	. 0
Merc 450SE	16.4	8 2	275.8	180 3.07 4	.070 17.	40 0	0
Merc 450SL	17.3	8 2	275.8	180 3.07 3.	730 17.6	60 0	0
Merc 450SLC	15.2	8 2	275.8	180 3.07 3.	780 18.0	00 0	0
Cadillac Fleetwood	10.4	8 472	.0 205	5 2.93 5.25	0 17.98	0 (0
Lincoln Continental	10.4 8	460.0	215	3.00 5.424	17.82	0 0	
Chrysler Imperial	14.7	3 440.	.0 230	3.23 5.345	5 17.42	0 0)
Fiat 128	32.4	4	78.7	66 4.08 2	.200 19.	47 1	1
Honda Civic	30.4	4	75.7	52 4.93 1	.615 18.	52 1	1
Toyota Corolla	33.9	4 7	1.1	65 4.22 1.8	35 19.9	0 1	1
Toyota Corona	21.5	4 12	20.1	97 3.70 2.	465 20.0)1 1	0
Dodge Challenger	15.5	8 31	8.0 1	50 2.76 3.5	20 16.87	7 0	0
AMC Javelin	15.2	8 30	04.0 1	50 3.15 3.4	135 17.3	0 0	0
Camaro Z28	13.3	8 3	350.0	245 3.73 3	.840 15.	41 0	0
Pontiac Firebird	19.2	3 400.	0 175	3.08 3.845	5 17.05	0 0	1
Fiat X1-9	27.3	4	79.0	66 4.08 1.	935 18.9	90 1	1
Porsche 914-2	26.0	4 12	20.3	91 4.43 2.	140 16.7	0 0	1
Lotus Europa	30.4	4	95.1 1	13 3.77 1.	513 16.9	90 1	1
Ford Pantera L	15.8	8 352	1.0 26	4 4.22 3.17	70 14.50	0	1

Ferrari Dino	19.7	6 145.0 175 3.62 2.770 15.50 0 1					
Maserati Bora	15.0	8 301.0 335 3.54 3.570 14.60 0 1					
Volvo 142E	21.4	4 121.0 109 4.11 2.780 18.60 1 1					
gear carb							
Mazda RX4	4	1 4					
Mazda RX4 Wag	4	4 4					
Datsun 710	4	1					
Hornet 4 Drive	3	1					
Hornet Sportabout	3	2					
Valiant	3	1					
Duster 360	3	4					
Merc 240D	2	1 2					
Merc 230	4	2					
Merc 280	4	4					
Merc 280C	4	4					
Merc 450SE	3	3					
Merc 450SL	3	3					
Merc 450SLC	3	3					
Cadillac Fleetwood	3	4					
Lincoln Continental	3	4					
Chrysler Imperial	3	4					
Fiat 128	4	1					
Honda Civic	4	2					
Toyota Corolla	4	1					
Toyota Corona	3	1					
Dodge Challenger	3	2					
AMC Javelin	3	2					
Camaro Z28	3	3 4					
Pontiac Firebird	3	2					
Fiat X1-9	4	1					
Porsche 914-2	5	2					
Lotus Europa	5	2					
Ford Pantera L	5	4					
Ferrari Dino	5	6					
Maserati Bora	5	8					
Volvo 142E	4	2					

> lapply(mtcars[3:7], mean)

\$disp

[1] 230.7219

```
$hp
[1] 146.6875
$drat
[1] 3.596563
$wt
[1] 3.21725
$qsec
[1] 17.84875
#exl2.62(a)
> type <- c("剪刀", "石頭", "布")
> computer <- sample(type, 1)
> computer
[1] "石頭"
#exl2.62(b)
> cat("請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):")
請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):> x <- scan(what = "character", nmax =
1, quiet = T)
1: player <- switch(x, a="剪刀", b="石頭", c="布", d="不玩了")
> cat("玩家出:", player)
玩家出:
#exl2.62(c)
> game <- function(){
    cat("### 剪刀石頭布遊戲開始 ###", "\n")
+
    repeat{
      type <- c("剪刀", "石頭", "布")
+
      computer <- sample(type, 1)
+
      cat("請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):")
+
      x <- scan(what = "character", nmax = 1, quiet = T)
+
      player <- switch(x, a="剪刀", b="石頭", c="布", d="不玩了")
+
      result <- "平手"
+
      if((computer=="剪刀" & player=="布") |
```

```
(computer=="石頭" & player=="剪刀") |
        (computer=="布" & player=="石頭")){
+
       result <- "輸"
+
     }else if((computer=="剪刀" & player=="石頭") |
+
             (computer=="石頭" & player=="布") |
+
             (computer=="布" & player=="剪刀")){
       result <- "贏"
     }
     if(player=="不玩了"){
+
       cat("謝謝再會!")
+
       break
+
     }else{
+
       cat("電腦出[", computer, "],你出[", player ,"],你[ ", result," ]了!\n\n")
     }
+
   }
+
+ }
> set.seed(12345)
> game()
### 剪刀石頭布遊戲開始 ###
請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):
1: a
電腦出[石頭],你出[剪刀],你[輸]了!
請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):
1: b
電腦出[布],你出[石頭],你[輸]了!
請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):
1: c
電腦出[石頭], 你出[布], 你[贏]了!
請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):
1: d
謝謝再會!
```