# Week 1: Welcome to R Statistical Programming

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## Why R?

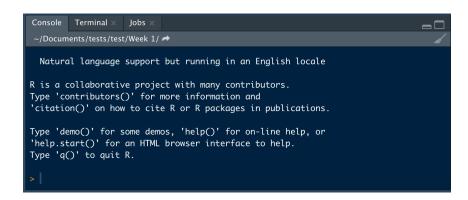
- · It's open source
  - Why pay for licenses for other tools?
- $\cdot$  There is lots of good documentation
- · Extremely large and helpful community
  - Stack overflow is your friend

### **Rstudio**

- · R is the language, but it can be pretty ugly to use
- · Rstudio is a GUI for R that will make your life easier
  - You can live without it, but why would you?

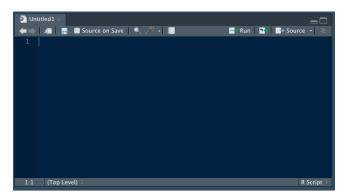
#### **Rstudio: The Console**

- The console is where we'll push code and see output
- · We can type code directly into it
- The code we type in isn't saved!
  - We can go back in history, but it's not unlimited



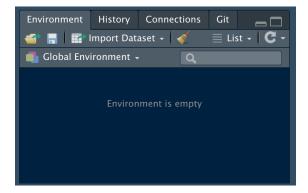
#### **Rstudio: The Text Editor**

- · Here we can load scripts directly into R
  - Doesn't necessarily need to be R scripts
- · We can push code to the console using that run button
  - Always easier to have that as a keyboard shortcut



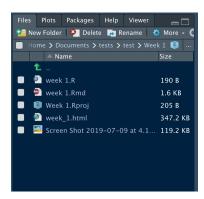
#### **Rstudio: The Environment**

- · This is where we can see what is stored in our environment
  - Could be data, functions, models, etc.
- $\cdot$  Essentially where what we save is stored
- · Also includes a history tab for past code as well as a Git staging area



#### **Rstudio: The Viewer Pane**

- The viewer pane has a lot of different functions
  - We can use it as a file viewer
  - This is where plots we create will show
  - This is where the help screen is



#### **Bare Bones R**

· R can be used as a calculator

1 + 1 ## [1] 2

25 / 5

## [1] 5

4 \* 3

## [1] 12

## **Assigning to Objects**

- · We can store different aspects of our work in objects
  - Data, output, functions, etc.
- Store what you want to keep, or else it's gone!

## **Assigning to Objects**

We can use the assignment operator <- to store objects</li>

```
test_output <- 1 + 1
```

• Might be more intuitive to use =, but that will cause confusion later on

### **Assigning to Objects**

- test\_output is now stored in our environment
- · When we call test\_output, it will show what we stored in it

```
test_output
```

```
## [1] 2
```

-We can also perform functions on this object

```
test_output + 3
```

```
## [1] 5
```

### **Object Names**

- · We should be descriptive, but not overly-complicated with our object names
  - foo isn't descriptive and wouldn't mean anything to us
  - test\_output\_from\_model\_1\_set\_b\_where\_i\_added\_a\_variable is way too complicated for a name
- Just be straightforward and succint
  - model gbm is probably holding a gbm model in it
  - Quick and to the point