# Objects & Classes Part 1

# Plan for today

- What is an **object**?
- Assignment
- More than 1 thing with **vectors**
- Object classes

## What do we want?

We want our data to look something like this...

name	height	mass	gender	homeworld	species
Luke Skywalker	172	77.0	male	Tatooine	Human
C-3PO	167	75.0	NA	Tatooine	Droid
R2-D2	96	32.0	NA	Naboo	Droid
Darth Vader	202	136.0	male	Tatooine	Human
Leia Organa	150	49.0	female	Alderaan	Human
Obi-Wan Kenobi	182	77.0	male	Stewjon	Human
Chewbacca	228	112.0	male	Kashyyyk	Wookiee
Han Solo	180	80.0	male	Corellia	Human
Yoda	66	17.0	male	NA	Yoda's species
Boba Fett	183	78.2	male	Kamino	Human

## What do we want?

What R sees...

```
## # A tibble: 10 x 6
##
                      height
                            mass gender homeworld species
      name
      <chr>
                       <int> <dbl> <chr>
                                           <chr>
                                                     <fct>
##
                                   male
##
    1 Luke Skywalker
                         172
                              77
                                           Tatooine
                                                     Human
                                                     Droid
##
    2 C-3P0
                         167
                              75
                                   <NA>
                                           Tatooine
##
    3 R2-D2
                          96
                              32
                                   <NA>
                                           Naboo
                                                     Droid
    4 Darth Vader
                         202 136
                                   male
##
                                           Tatooine
                                                    Human
                         150
                                   female Alderaan
    5 Leia Organa
                              49
                                                     Human
##
    6 Obi-Wan Kenobi
                                           Stewjon
##
                         182
                              77
                                   male
                                                     Human
                                                     Wookiee
##
    7 Chewbacca
                         228 112
                                   male
                                           Kashyyyk
                                   male
##
   8 Han Solo
                         180
                              80
                                           Corellia
                                                    Human
                                                     Yoda's species
##
    9 Yoda
                          66
                              17
                                   male
                                           <NA>
##
  10 Boba Fett
                         183
                              78.2 male
                                           Kamino
                                                     Human
```

## How do we get there?

### **Objects**

- A basic concept in (statistical) programming is called an **object**
- An **object** allows you to store a value or a thing:

name	height	mass	gender	homeworld	species
Luke Skywalker	172	77	male	Tatooine	Human
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## Important:

- Objects have *names*
- We are going to refer to objects by their *names*
- Since they have names, we can **store** objects and use them later

# Storing data in objects

If you want to use an object later on (you do!), you have to name it.

This is called **assignment** or **assigning** a name to an object

In takes the form of:

nameOfMyObject <- objectToStore</pre>

## Go do Practice #1

When you have finished, come back here.

# What's the point of storing objects?

Remembering things sucks! Let R hold on to all the stuff you don't want to remember or write down right away.

Let's do an example with a series of math equations:

$$y = 17 * 8$$

$$z=rac{y}{3}$$

How do we solve this?:

- 1. Solve for y, which is 136. Either remember 136 or write the number down.
- 2. Plug it in in the second equation, so that you have 136 divided by 3.

## Let's do this with R code!

Let's do an example with a series of math equations:

$$y = 17 * 8$$

$$z=rac{y}{3}$$

With code:

```
y <- 17*8 # first, solve for y
z <- y/3 # now, solve for z
```

We didn't even need to know that 17\*8 is 136. We stored the value of 136 as an object with the name y.

Then, we could tell R to simply use the name y anytime we wanted to refer to the number 136

## Who cares?

Remembering a single number seems a little ridiculous. But remember, an object in R can really be anything. Some objects you definitely might want to store for later:

- A data set like empire
- A correlation coefficient
- The output of a linear regression model
- *p*-values and other statistics
- The mean of a variable, so you can subtract the mean from every individual's score
- and lots, lots more!

# If you do not assign a name to an object, R will not remember it!

#### Example:

```
17*8
## [1] 136
y/3
```

## Error in eval(expr, envir, enclos): object 'y' not found

The error message object 'y' not found is very common!

R cannot perform the operation because you never told it to remember 17\*8

## Go do Practice #2

When you have finished, come back here.

## One type of object: Vectors

A group of objects is called a **vector** 

**Vectors** are *ONE-DIMENSIONAL*. You can think of this as either a row...

name	height	mass	gender	homeworld	species
Luke Skywalker	172	77	male	Tatooine	Human
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## One type of object: Vectors

A group of objects is called a **vector** 

**Vectors** are *ONE-DIMENSIONAL*. You can think of this as either a row... ... or a column

name	height	mass	gender	homeworld	species
Luke Skywalker	172	77	male	Tatooine	Human
C-3PO	167	75	NA	Tatooine	Droid
R2-D2	96	32	NA	Naboo	Droid
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# **Making Vectors**

In your R code, you will type c() in order to create a vector

The c stands for "combine" or "concatenate"

Some examples:

```
subjectID <- c("Subject 1", "Subject 2", "Subject 3", "Subject 4", "Subject 4", "Subject 3", "Subject 4", "Subject 4", "Subject 5"
favoriteNumbers <- c(7, 3, 6, 10, 100)
countries <- c(0, 3, 10, 1, 8)

## [1] "Subject 1" "Subject 2" "Subject 3" "Subject 4" "Subject 5"

## [1] TRUE FALSE FALSE TRUE TRUE

## [1] 7 3 6 10 100

## [1] 0 3 10 1 8</pre>
```

### **Vectors**

Because these items are grouped together, you can do something to them all at once!

Let's say these 5 people all went on a trip together, and they visited 2 countries. We can add 2 to the entire vector, rather than each individual number:

```
countries + 2
## [1] 2 5 12 3 10
```

## Go do Practice #3

When you have finished, come back here.

## Basic data classes

Objects can be of a different class. You can think of it more as what type of information is stored in the object?. Some of the options are:

- **Numeric:** Decimals (3.141593)
- **Integer:** Natural numbers (0,1,2, etc.)
- **Character:** Text or string characters:
  - Always inside quotation marks
  - Factors (or categories)
- Logical: True or False:
  - No quotations
  - 2 possible values: TRUE or FALSE
- Missing Value: NA

## Basic data classes

To check what data class your object is, you can type class().

```
class(subjectID)
## [1] "character"
class(passedStats)
## [1] "logical"
class(countries)
## [1] "numeric"
class(empire$species)
## [1] "factor"
```

## Pro Tip #1: Special Values

RStudio will change the color of the words you type so that as you code, you can quickly see what you're dealing with.

# Pro Tip #1: Special Values

**Character objects** are red (or green), and use quotation marks:

```
subjectID <- c("Subject 1", "Subject 2", "Subject 3", "Subject 4", "Subj</pre>
```

Numeric objects are green (or blue) and do *NOT* use quotation marks:

```
favoriteNumbers <- c(7, 3, 6, 10, 100)
```

**Exception #1: NA**, without quotation marks, is recognized as "missing" by R.

```
animals <- c("cow", "dog", NA, "chicken")
```

**Exception #2: TRUE and FALSE** does *not* require quotation marks. Must be either ALL CAPS or just the first letter capitalized ( $\top$  or F).

```
variable <- c(T, FALSE, F, TRUE) # this line is correct
variable <- c(t, false, f, true) # this line is incorrect</pre>
```

## Back to data classes

When you combine objects, the new object will have the class of the **least specific** object. For example:

```
numbers <- c(5, 6, 7, "eight", 9)
class(numbers)</pre>
```

## [1] "character"

All numbers could theoretially be wrapped in quotes and considered text. But there is no way for the computer to understand that the character string "eight" actually refers to 8. So the character class is less specific than the numeric class.

# Pro Tip #2: Naming objects

- An object name can never start with a number, like 3myObject <- 7</li>
- You can include underscores \_ and periods . in object names, like my\_object
   "hi" or correlation.2 <- .57</li>
- RStudio allows for tab-complete. Start typing in an object name, and it should appear! Once you see it, either hit tab or enter on your keyboard, and it will fill in the object name for you
  - This means you should name your objects with clear, meaningful names!
  - It does not matter how long the name is
- Use capitalization to your benefit, like camel case myObject or patientsVsControls
- Names should be human & computer readable

## Recap

- 1. Objects are things, with names -- use the names!
- 2. Single values, or a group of values like **vectors**
- 3. The stuff within objects can belong to different data types or data classes
- 4. A lot of the error messages you'll get will relate to these!
- 5. Next up will be accessing our objects!

