R Lesson 2

- ➤ Redirecting TEXT Output (results)
 - sink("filename", split=TRUE)
 - filename = name & path of output file
 - split=TRUE sends output to both file and console
 - split=FALSE sends output to file only
 - sink() closes file
 - getwd() shows default path

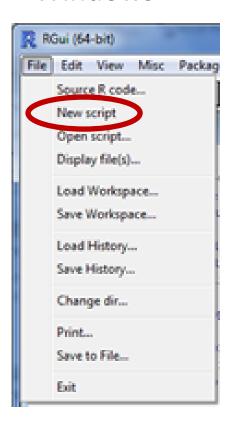
> Scripts

- Save and retrieve your work (R "programs")
- Text files with .R extension
- Use R Editor, Word, Emacs, or other text editor
- Beware of Office quote marks & capitalization
- Use { } to extend a statement on multiple lines
- Ctrl+r (Windows) or command+return (Mac) executes highlighted script commands



Opening the R Editor to Create a Script

Windows



Mac

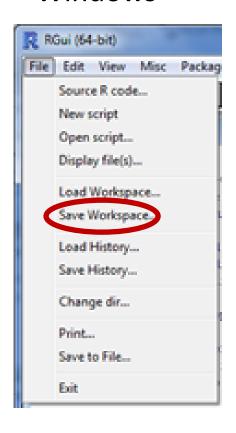


- ➤ The R Workspace
 - Collection of objects currently stored in R
 - Objects created or loaded during R session
 - objects() or ls() display contents of workspace
 - May be saved as file has RData extension
 - Saving when prompted at end of session creates both .Rdata and .Rhistory files
 - R reloads these files next time you run R

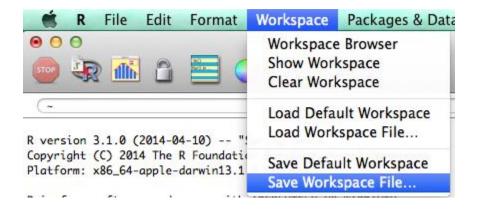


Saving the Workspace

Windows



Mac



Script Commands to Save and Load Workspaces

- Save
 save.image("C:/Users/kinchelf/
 Documents/DemoWorkspace.
 RData")
- Load

load("C:/Users/kinchelf/
Documents/Jan3.RData")

Note: Windows can also use \\ in paths



getwd() – shows default path



Good Housekeeping

- Know what you have objects() or ls()
- Use meaningful names
- Clean up what you don't need
 - rm(UnwantedObject) removes single item
 - rm(list=ls()) removes everything
 - Use judiciously especially in shared environment
 - Avoid if you have created functions you want to keep



- Packages
 - Extend functionality of R
 - May need to download and install package first
- Libraries folders of installed packages
 - Use library() to show available packages
 - Use library(PackageName) to load
 - Use search() to see which packages are loaded
 - foreign required for accessing external data such as SAS
 - boot contains bootstrap functions



Getting Help

- ?functionname opens help page for function
- functionname displays code of function
- example(functionname) gives examples
- demo(functionname) demo of some functions
- ??keyword opens possible help pages
- ??"multiple words"
- PDF documents
- The Internet



Working with Data in R

Storage Containers in R

- Named data structures (objects)
- Vector series of data values
- Scalar single value vector
- Matrix or array multidimensional vectors of same data type (matrix: 2 dimensions)
- Factor grouping by category
- Data frame matrix-like structure with different data types
- Function object containing program code
- Typically returned by class() function



R Data Types

- Numeric
 - Integer
 - Double
- Logical True/False
- Character
- List elements not of same type (also a structure)
- Complex (real + imaginary)
- Raw data bytes represented as 2 hex digits
- Typically returned by mode() function



Information About Objects

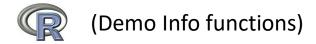
- class(objectname) reveals type of object
- mode(objectname) reveals data type
- summary(objectname) additional info depending on class of object
- str(objectname) **str**ucture details of R object
- length(objectname) number of values

Quirky Things About R

 Many R objects have a class attribute, a character vector giving the names of the classes from which the object inherits. If the object does not have a class attribute, it has an implicit class, "matrix", "array" or the result of mode(x) (except that integer vectors have

implicit class "integer").

No class: class=mode



R Operators

Arithmetic and Assignment Operators

Operator	Description
+	addition
-	subtraction
*	multiplication
1	division
^ or **	exponentiation
x %% y	modulus (x mod y) 5%%2 is 1
x %/% y	integer division 5%/%2 is 2
x<-y or y->x	assignment; x gets y
:	create series (1:10)



R Operators

Logical Operators

Operator	Description
<	less than
<=	less than or equal to
>	greater than
>=	greater than or equal to
==	exactly equal to
!=	Boolean not equal to
!x	Not x
x y	x OR y (for vectors - x , y are logical tests)
H	OR for scalars (use with IF: IF x or y)
x & y	x AND y (for vectors)
&&	AND for scalars (use with IF: IF x and y)
isTRUE(x)	test if X is TRUE