

Appendix C

R help

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Part I: Basic functionality*1.1 Types of data*

numeric	Numbers
character	Words (text)
logical	TRUE or FALSE
factor	One of the above with predefined categories
Inf	Infinite
NaN	Not a number
NA	Not available

1.2 Assigning values to variables

There are multiple ways to assign a value to a variable. For example, these all do the same, which is assigning the value **1** to the variable **a**.

```
a = 1 or a <- 1
```

```
assign('a', 1)
```

```
a = b = 1
```

1.3 Data structures

vector	A one-dimensional data structure
matrix	A two-dimensional data structure
array	A multi-dimensional data structure
data frame	A data structure containing different types of data
list	A collection of different data structures

1.4 Vectors

c(1, 2, 3)	Combine the numbers 1, 2, and 3 in a vector
seq(1, 6, 2)	Create sequence from 1 to 6 in increments of 2
rep(1:3, 2)	Repeat 1 to 3, and do that 2 times
1:4	Vector of 1 to 4 (: is therefore making a vector)
paste(x, y)	Paste vectors x and y together
letters[1:5]	Vector of first 5 letters of the alphabet
sample(x, 5)	Gives a random sample of size 5 from of data x
length(x)	Indicates the length of x
cut(x, 5)	Divide x in vectors with length 5
append(x, c(4, 5))	Add the numbers 4 and 5 to vector x
x <- numeric()	Creates an empty vector x
sort(x)	Order vector x from low to high (default)

1.5 Matrices

```
matrix(1:9, 3, 3)
diag(x)
head(x, 2)
t(x)
rbind(x, y)
cbind(x, y)
```

Create a matrix of 1 t/m 9 with 3 rows and 3 columns
 Get the diagonal from matrix `x`
 Gives the first two rows of matrix or data frame `x`
 Gives transpose of matrix `x`
 Add rows from matrix `x` and `y` together
 Add columns from matrix `x` and `y` together

1.6 Data frames

```
data.frame('X' = x)
head(x, 2)
names(x)
colnames(x)
rownames(x)
```

Create a data frame with data `x` (`X` is the column name)
 Look at first two rows of data frame `x`
 Names of data frame `x`
 Column names of data frame `x`
 Row names of data frame `x`

1.7 Lists

```
x <- list()
x[['title']] <- m
```

Create an empty list `x`
 Insert structure `m` into list `x` (`title` is the new title)

1.8 Indexing

```
x[2]
x[1:5]
x[-1]
x[x > 5]
x[x > 3 & x < 6]
x[1:3, 1]
x[1:3, 1:4]
x$h or x['h']
```

Get the second element from the vector `x`
 Get the first to the fifth element from vector `x`
 Get all elements except first element from vector `x`
 Get all elements greater than 5 from vector `x`
 Get all values from `x` greater than 3 and less than 6
 Get first 3 values from the first column from data `x`
 Get first 3 values from the first four columns from `x`
 Select element `h` from data frame `x`

1.9 Operators

```
x == y
x != y
%%
```

Check if `x` equals `y`
 Check if `x` does not equal `y`
 The remainder of a division (e.g. `36%%5 = 1`)

1.10 Importing data and files

```
data('x')
file.choose()
read.table('x')
write.table(x)
read.csv('x')
write.csv(x)
```

Import data set `x`
 Get access to interface to select a file
 Read in a `.txt` file `x` from the working directory
 Writes data `x` to a `.txt` file from the working directory
 Reads in a `.csv` file `x` from the working directory
 Writes data `x` to a `.csv` file from the working directory

1.11 Basic functions

TAB	Scrolling through functions beginning with that letter
<code>ls()</code>	See all variables available in the environment
<code>rm(list = ls())</code>	Delete all variables in your environment
<code>getwd()</code>	See the location of your working directory
<code>setwd()</code>	Set the location of your working directory
<code>help(x)</code>	Read help about the function <code>x</code>
<code>str(x)</code>	Finds out the structure of data <code>x</code>
<code>summary(x)</code>	Gives summary of the object <code>x</code>
<code>print('Hello')</code>	Print <code>Hello</code> to the output
<code>round(x, digits = 2)</code>	Round number(s) in <code>x</code> to a specified number of digits
<code>which.max(x)</code>	Indicates the place of the highest value of data <code>x</code>
<code>which(x == 10)</code>	Shows the place of each object in <code>x</code> that equals 10
<code>unique(x)</code>	Gives only the unique values in <code>x</code>
<code>length(x)</code>	Gives the number of elements in <code>x</code>
<code>nrow(x)</code>	Gives number of rows of matrix/data frame <code>x</code>
<code>ncol(x)</code>	Gives number of columns of matrix/data frame <code>x</code>

1.12 Installing an add-on package

<code>install.packages('x')</code>	Installs package with name <code>x</code>
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Part II: Commands for creating graphics*2.1 Creating a plot*

<code>plot(x, y, ...)</code>	The basic plot function. Can be extended by adding arguments in <code>...</code>
<code>points(x, y)</code>	Adds points with <code>x</code> and <code>y</code> values to an existing plot
<code>lines(x, y)</code>	Adds a line with <code>x</code> and <code>y</code> values to an existing plot
<code>abline()</code>	Adds a linear line to plot (see <code>?abline</code>)
<code>text(x, y, 'text')</code>	Add text to plot on <code>x</code> and <code>y</code> coordinates
<code>legend('bottomright')</code>	Inserts legend in the bottom right of the plot
<code>pdf('x')</code>	When called, writes all images to <code>.pdf</code> file <code>x</code>
<code>dev.off()</code>	Ends writing all created images to a file
<code>layout(matrix(1:6, 2, 3))</code>	Create the layout (for multiple figures)
<code>layout(1)</code>	Put every plot on one page
<code>curve(dnorm(x, 0, 1), -3, 3)</code>	Plot the curve of the standard normal distribution

2.2 Quick plot functions

<code>hist(x, ...)</code>	Creates a histogram of <code>x</code>
<code>dotchart(x, ...)</code>	Creates a point chart of <code>x</code>
<code>pairs(x, ...)</code>	Compares all variables of <code>x</code> with multiple plots
<code>boxplot(x, ...)</code>	Creates a box plot of <code>x</code>
<code>barplot(x, ...)</code>	Creates a bar plot of <code>x</code>

2.3 Additional plot arguments (to be entered in `...`)

<code>axes = FALSE</code>	Disable axis in plot
<code>add = TRUE</code>	Adds the created plot to the previous plot
<code>las = 1</code>	Rotates the labels on the <code>x</code> and <code>y</code> axes
<code>xlim = c(0, 1)</code>	Set the range of the <code>x</code> axis between 0 and 1
<code>ylim = c(0, 1)</code>	Set the range of the <code>y</code> axis between 0 and 1
<code>xlab = 'x-axis'</code>	Set the name of the <code>x</code> axis to <code>x-axis</code>
<code>ylab = 'y-axis'</code>	Set the name of the <code>y</code> axis to <code>y-axis</code>
<code>type = 'p'</code>	Creates a plot containing the data as points
<code>type = 'l'</code>	Creates a plot containing the data as line
<code>type = 'b'</code>	Creates both points and lines
<code>lty = 1</code>	Set the line type in the plot
<code>col = 'blue'</code>	Set the color in the plot to <code>blue</code>

Part III: If-statements, loops, and functions

3.1 If-statements

If -statements have the following structure:

```
if (condition){  
  # Perform an action  
}
```

Translation: If this **condition** is satisfied, then perform this action.

Note that **length(condition) == 1** must evaluate to **TRUE** .

3.2 If-else-statements

If-else -statements have the following structure:

```
if (condition){  
  # Perform an action  
} else {  
  # Perform a different action  
}
```

Translation: If this **condition** is satisfied, then perform this action. If this condition is not satisfied, then perform a different action.

Another **condition** can be added by putting another **if (condition)** after **else** .

```
if (condition){  
  # Perform an action  
} else if (other condition){  
  # Perform a different action  
}
```

Translation: If this **condition** is satisfied, then perform this action. If not, then check whether the **other condition** is satisfied. If the **other condition** is satisfied, perform a different action.

3.3 For-loops

for -loops have the following structure:

```
for(i in 1:4){  
  # Perform an action that needs to repeated  
}
```

Translation: For a specified number of times (**1:4**), perform this action on each iteration (**i**).

3.4 While-loops

while -loops have the following structure:

```
while(condition){  
  # Perform an action that needs to be repeated  
}
```

Translation: For an unspecified number of times, perform this action as long as the **condition** is **TRUE** .

3.5 Functions

Functions have the following structure:

```
myFunction <- function(x, ...){  
  # Perform action on input x to get result  
  return(result)  
}
```

Translation: Take the input **x** , perform some actions, and return the resulting **outcome** .

The function **myFunction** can then be called with the data in **x** using:

```
myFunction(x)
```

Part IV: Descriptive statistics and hypothesis testing**4.1 Descriptive statistics**

<code>mean(x)</code>	Gives the average of <code>x</code>
<code>median(x)</code>	Gives the median of <code>x</code>
<code>sum(x)</code>	Gives the sum of <code>x</code>
<code>min(x)</code>	Gives the minimum of <code>x</code>
<code>max(x)</code>	Gives the maximum of <code>x</code>
<code>sd(x)</code>	Gives the standard deviation of <code>x</code>
<code>var(x)</code>	Gives the variance of <code>x</code>
<code>cor(x, y)</code>	Gives the correlation between <code>x</code> and <code>y</code>
<code>table(x)</code>	Gives a frequency table of <code>x</code>

4.2 Simple hypothesis testing

<code>t.test(x, y)</code>	Performs a t-test on the data <code>x</code> (<code>y</code> is optional)
<code>cor.test(x, y)</code>	Performs a correlation test on the data <code>x</code> and <code>y</code>
<code>binom.test(x, n, p)</code>	Performs a binomial test on the data
<code>chisq.test(x, y)</code>	Performs a chi-square test on the data
<code>aov(formula, x)</code>	Performs an ANOVA on the data in <code>x</code> using formula

4.3 Regression

<code>lm(y ~ 1 + x)</code>	Regression model $y = \beta_0 + \beta_1 \times x$
<code>lm(y ~ 1 + x + z)</code>	Regression model $y = \beta_0 + \beta_1 \times x + \beta_2 \times z$
<code>lm(y ~ 0 + x)</code>	Regression model $y = \beta_1 \times x$
<code>lm(y ~ x:z)</code>	Regression model $y = \beta_0 + \beta_1 \times x \times z$
<code>lm(y ~ x * z)</code>	Regression model $y = \beta_0 + \beta_1 \times x + \beta_2 \times z + \beta_3 \times x \times z$
<code>lm(y ~ poly(x, 2))</code>	Regression model $y = \beta_0 + \beta_1 \times x^2$
<code>coef(x)</code>	Gives coefficients of regression model in <code>x</code>
<code>residuals(x)</code>	Gives residuals of regression model in <code>x</code>
<code>AIC(x)</code>	Gives the AIC value of regression model in <code>x</code>
<code>BIC(x)</code>	Gives the BIC value of regression model in <code>x</code>
<code>summary(x)</code>	Gives a summary of regression model in <code>x</code>
<code>confint(x)</code>	Gives the confidence interval of model <code>x</code>
<code>abline(x)</code>	When added to a plot, plots the regression line
<code>predict(x, newdata)</code>	Use the regression model in <code>x</code> to predict new data