

R programming

Assignment 2

1. The built-in vector **LETTERS** contains the uppercase letters of the alphabet. Produce a vector of

(i) the first 12 letters;

(ii) the odd 'numbered' letters; (iii) the (English) consonants.

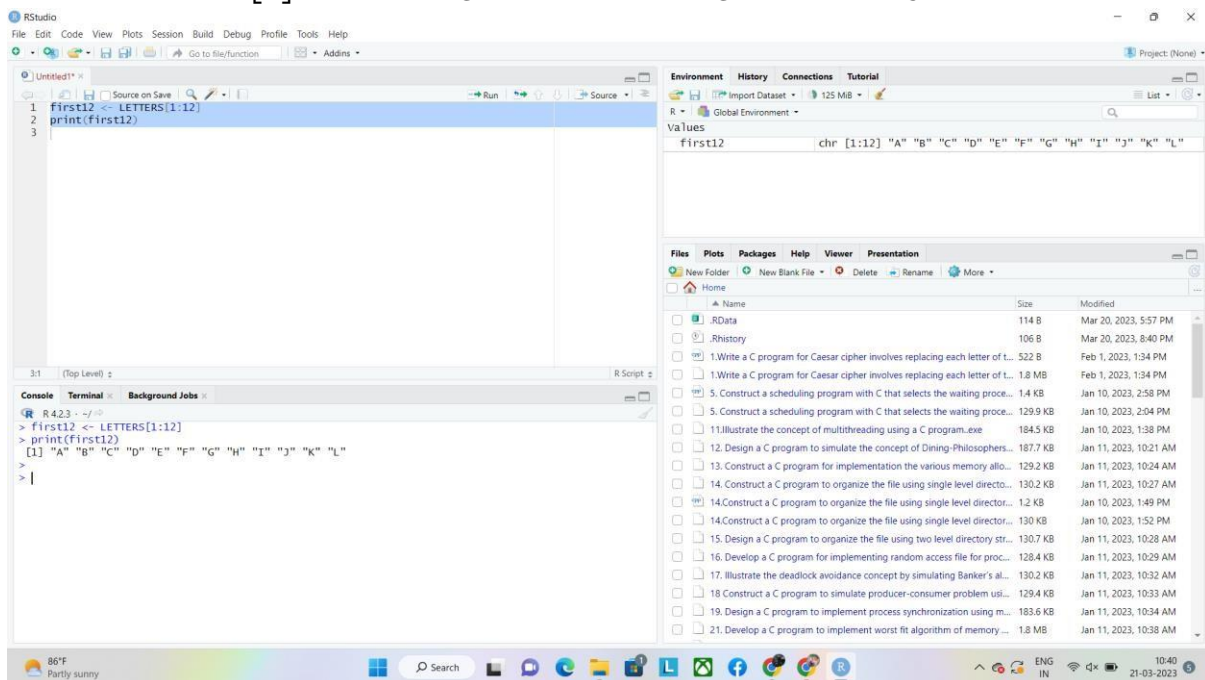
Program:

(i) the first 12 letters;

```
first12 <- LETTERS[1:12]
```

print(first12) output:

```
first12 <- LETTERS[1:12]
> print(first12)
[1] "A" "B" "C" "D" "E" "F" "G" "H" "I" "J" "K" "L"
```

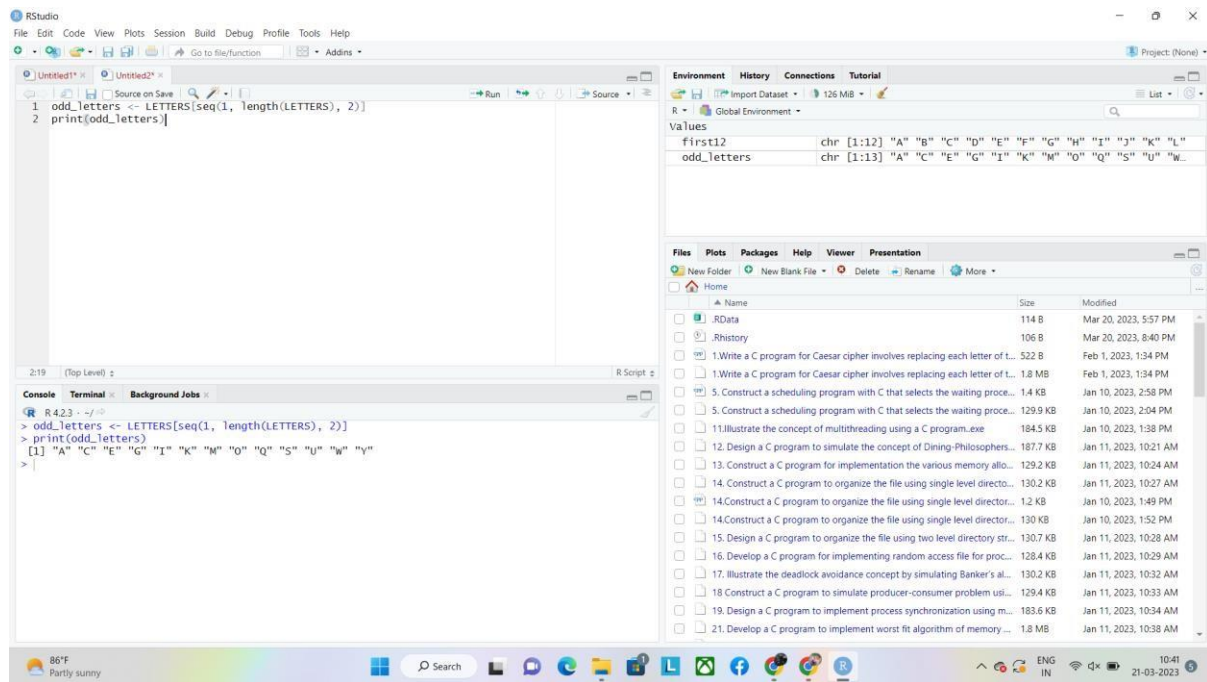


(ii) the odd 'numbered' letters; Program:

```
odd_letters <- LETTERS[seq(1, length(LETTERS), 2)] print(odd_letters)
```

Output:

```
odd_letters <- LETTERS[seq(1, length(LETTERS), 2)]  
> print(odd_letters)  
[1] "A" "C" "E" "G" "I" "K" "M" "O" "Q" "S" "U" "W" "Y"
```



(iii) the (English) consonants.

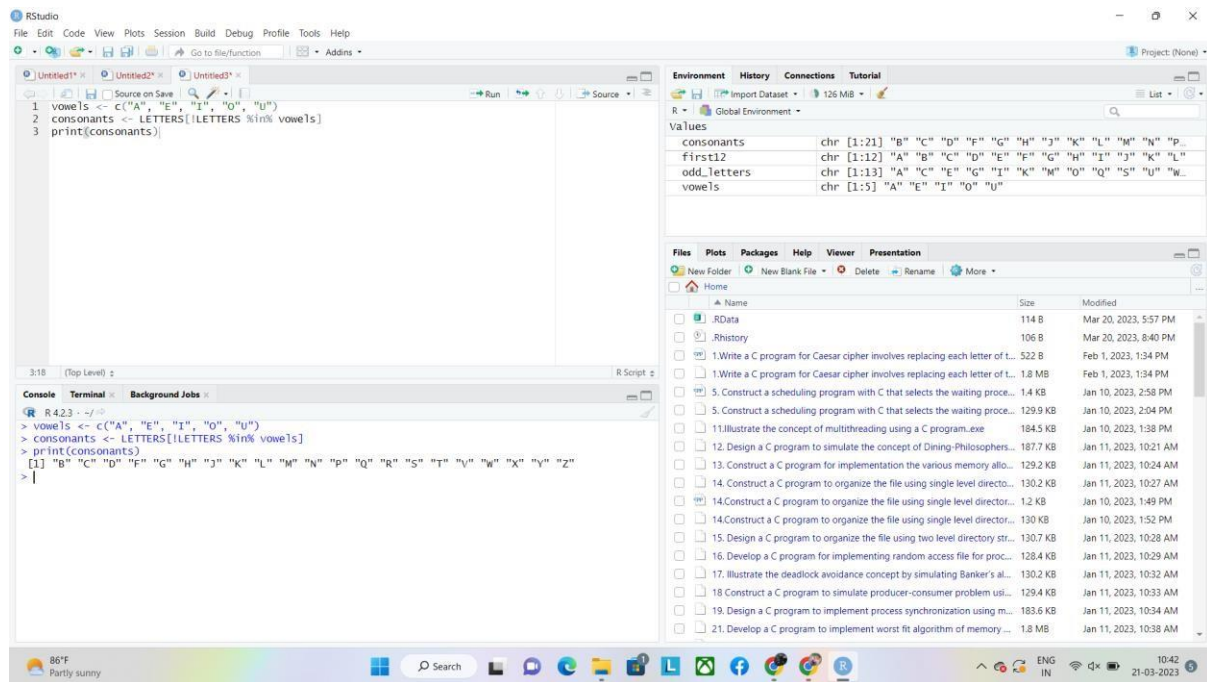
Program:

```
vowels <- c("A", "E", "I", "O", "U")
```

```
consonants <- LETTERS[!LETTERS %in% vowels]
```

print(consonants) output:

```
> vowels <- c("A", "E", "I", "O", "U")
> consonants <- LETTERS[!LETTERS %in% vowels]
> print(consonants)
[1] "B" "C" "D" "F" "G" "H" "J" "K" "L" "M" "N" "P" "Q" "R" "S" "T" "V" "W" "X" "Y"
"Z"
>
```



2. The function `rnorm()` generates normal random variables. For instance, `rnorm(10)` gives a vector

of 10 i.i.d. standard normals. Generate 20 standard normals, and store them as `x`. Then obtain subvectors of

- (i) the entries in `x` which are less than 1;**
- (ii) the entries between -0.5 and 1;**
- (iii) the entries whose absolute value is larger than 1.5.**

Program:

(i) the entries in `x` which are less than 1;

set seed for reproducibility `set.seed(123)`

generate 20 standard normals `x`

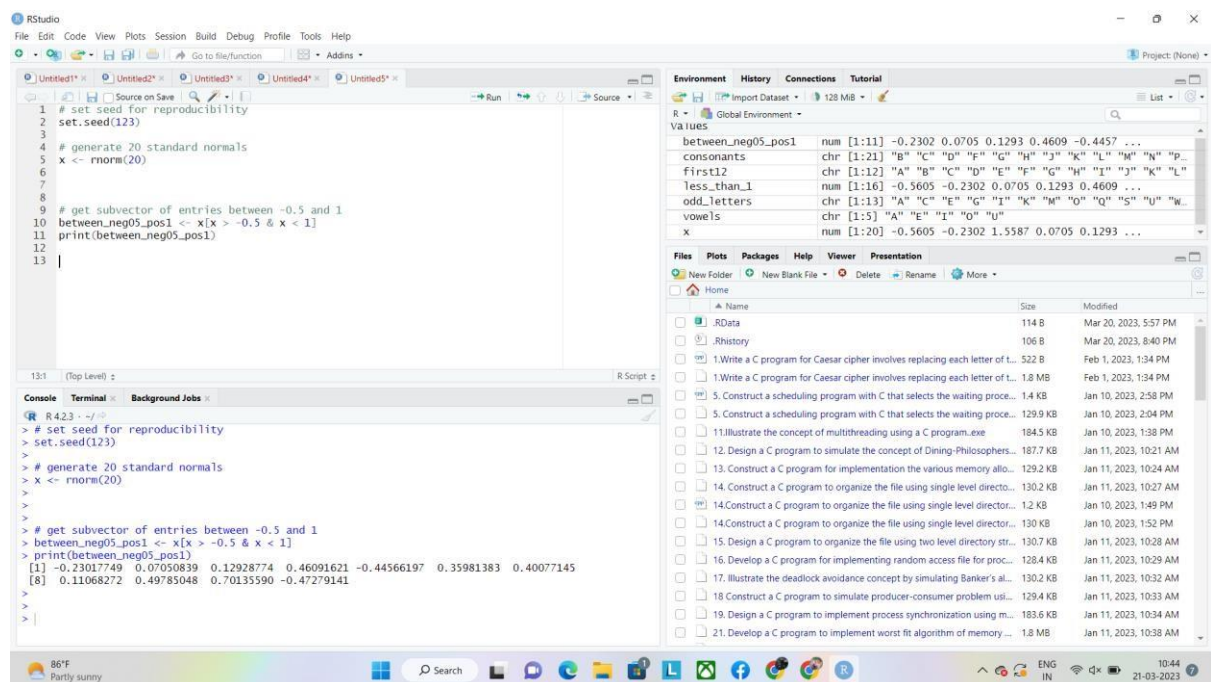
`<- rnorm(20)`

get subvector of entries in x which are less than 1

less_than_1 <- x[x < 1] print(less_than_1).

Output:

```
> # set seed for reproducibility
> set.seed(123)
>
> # generate 20 standard normals
> x <- rnorm(20)
>
> # get subvector of entries in x which are less than 1
> less_than_1 <- x[x < 1]
> print(less_than_1)
[1] -0.56047565 -0.23017749  0.07050839  0.12928774  0.46091621 -1.26506123 -
0.6868528
[8] -0.44566197  0.35981383  0.40077145  0.11068272 -0.55584113  0.49785048 -1.966617
[15]  0.70135590 -0.47279141
>
```



Program:

(ii) the entries between – 0.5 and 1;

set seed for reproducibility

set.seed(123)

generate 20 standard normals x

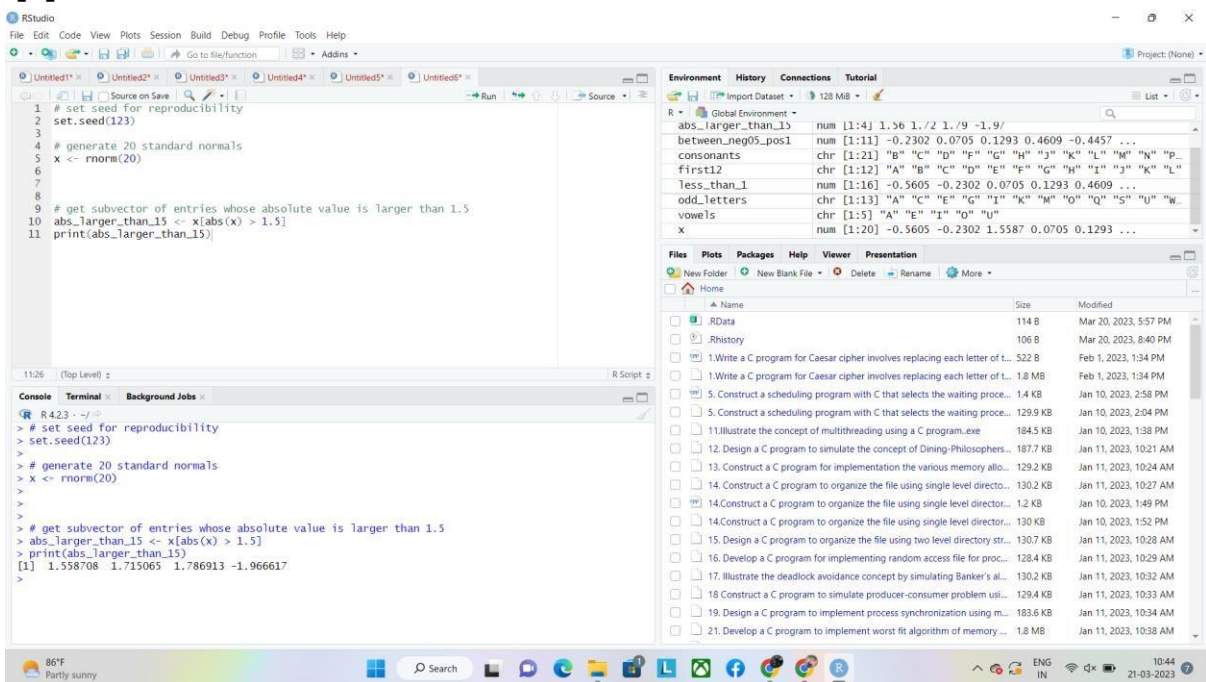
<- rnorm(20)

get subvector of entries between -0.5 and 1

between_neg05_pos1 <- x[x > -0.5 & x < 1]

print(between_neg05_pos1) output:

```
> # set seed for reproducibility
> set.seed(123)
>
> # generate 20 standard normals
> x <- rnorm(20)
>
>
> # get subvector of entries between -0.5 and 1
> between_neg05_pos1 <- x[x > -0.5 & x < 1]
> print(between_neg05_pos1)
[1] -0.23017749  0.07050839  0.12928774  0.46091621 -0.44566197  0.359813
83 0.40077145
[8] 0.11068272  0.49785048  0.70135590 -0.47279141 >
```



Program:

(iii) the entries whose absolute value is larger than 1.5.

set seed for reproducibility set.seed(123)

generate 20 standard normals x

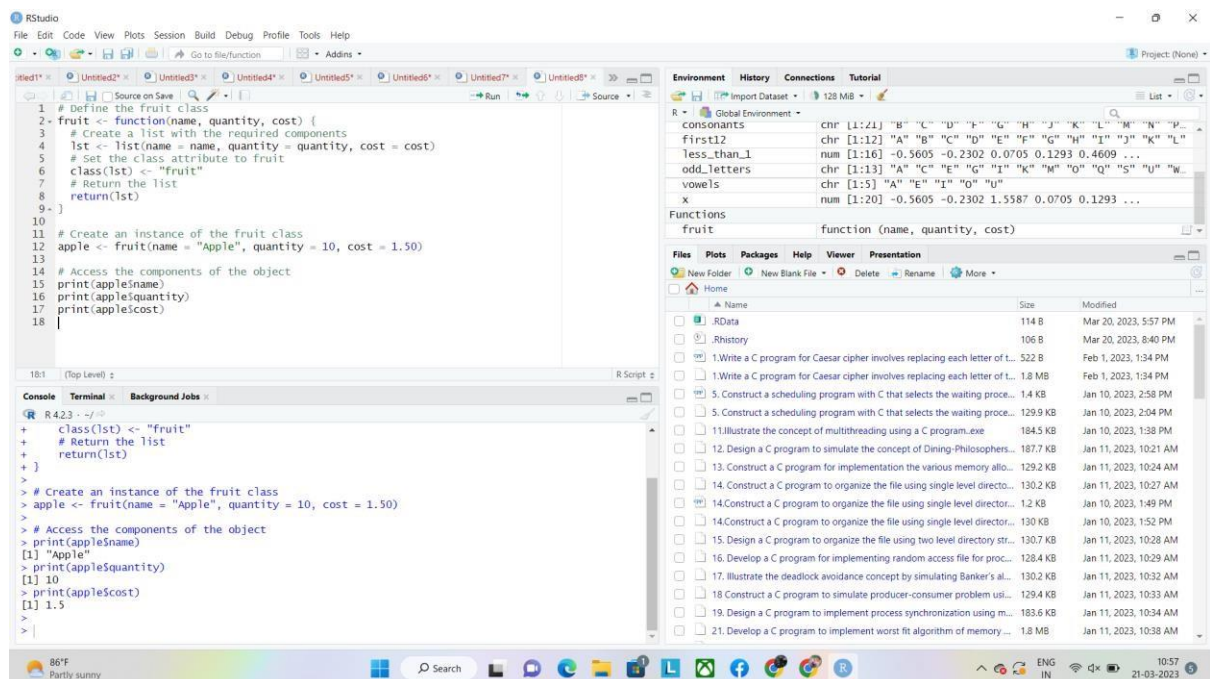
<- rnorm(20)

get subvector of entries whose absolute value is larger than 1.5

`abs_larger_than_15 <- x[abs(x) > 1.5] print(abs_larger_than_15)`

output:

```
> # set seed for reproducibility
> set.seed(123)
>
> # generate 20 standard normals
> x <- rnorm(20)
>
>
> # get subvector of entries whose absolute value is larger than 1.5
> abs_larger_than_15 <- x[abs(x) > 1.5] >
print(abs_larger_than_15)
[1] 1.558708 1.715065 1.786913 -1.966617
>
```



3. Solve the following system of simultaneous equations using matrix methods.

$$a + 2b + 3c + 4d + 5e = -5$$

$$2a + 3b + 4c + 5d + e = 2 \quad 3a$$

$$+ 4b + 5c + d + 2e = 5$$

$$4a + 5b + c + 2d + 3e = 10 \quad 5a$$

$$+ b + 2c + 3d + 4e = 11$$

Program:

Define the matrix A and vector b

```
A <- matrix(c(1, 2, 3, 4, 5,
              2, 3, 4, 5, 1,
              3, 4, 5, 1, 2,
              4, 5, 1, 2, 3,
              5, 1, 2, 3, 4), nrow = 5, byrow = TRUE) b
<- c(-5, 2, 5, 10, 11)
```

Solve the system using the solve function x

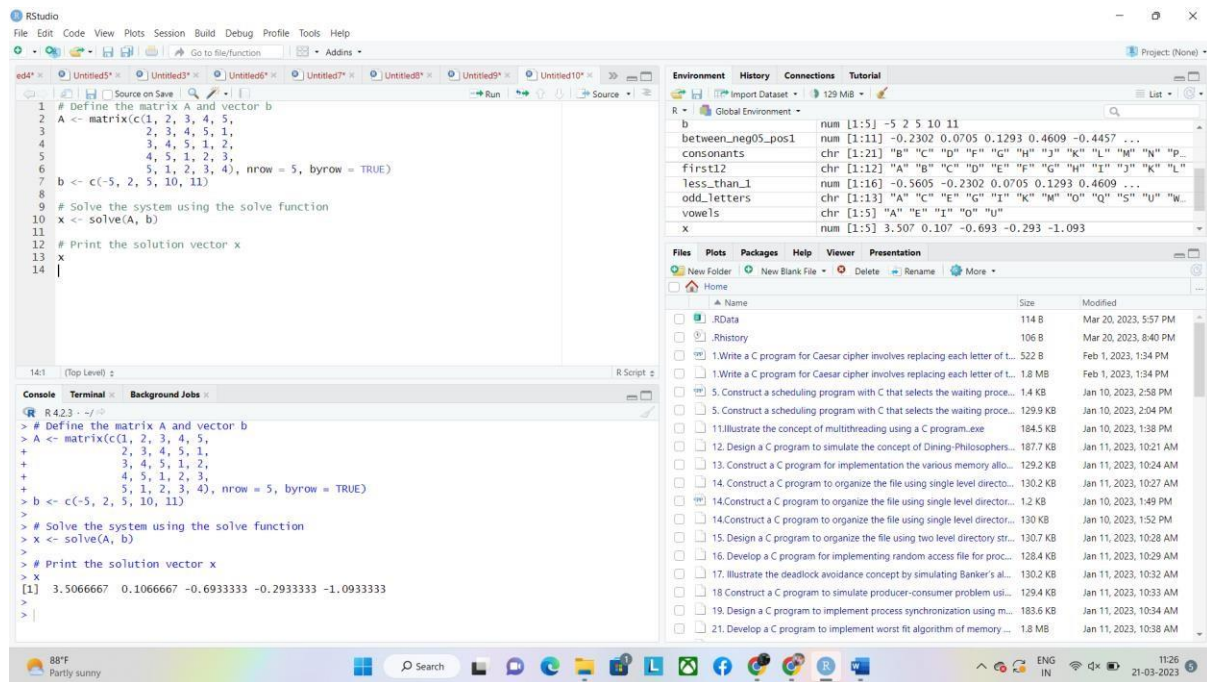
```
<- solve(A, b)
```

Print the solution vector x

X

Output:

```
> # Define the matrix A and vector b
> A <- matrix(c(1, 2, 3, 4, 5,
+              2, 3, 4, 5, 1,
+              3, 4, 5, 1, 2,
+              4, 5, 1, 2, 3,
+              5, 1, 2, 3, 4), nrow = 5, byrow = TRUE)
> b <- c(-5, 2, 5, 10, 11)
>
> # Solve the system using the solve function
> x <- solve(A, b)
>
> # Print the solution vector x
> x
[1]  3.5066667  0.1066667 -0.6933333 -0.2933333 -1.0933333
>
```

4. Create a factor object for an apple color such as `green`, `green`, `yellow`, `red`, `red`, `red`, `green`.

Print the factor and applying the `nlevels` function to know the number of distinct values

program:

create the factor object

```
apple_colors <- factor(c('green', 'green', 'yellow', 'red', 'red', 'red', 'green'))
```

print the factor object `print(apple_colors)`

apply the `nlevels` function

`nlevels(apple_colors)` output:

```

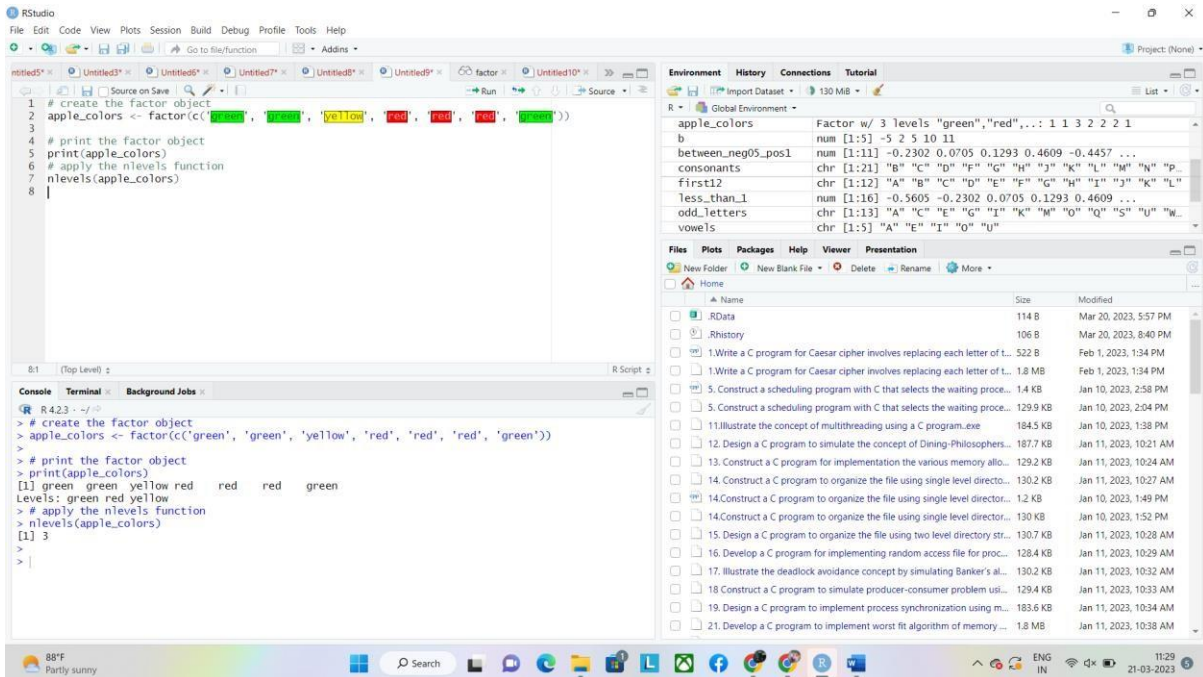
> # create the factor object
> apple_colors <- factor(c('green', 'green', 'yellow', 'red', 'red', 'red', 'green'))
>
> # print the factor object
> print(apple_colors)
[1] green green yellow red red red green
Levels: green red yellow
> # apply the nlevels function
> nlevels(apple_colors)

```

```
[1] 3
```

```
>
```

```
>
```



5. Create an S3 object of class fruit contains a list with following required components such as name, quantity, cost and also Define and create s4 objects. Define a reference class of fruit program:

Define the fruit class

```
fruit <- function(name, quantity, cost) { # Create a list
  with the required components  lst <- list(name = name,
  quantity = quantity, cost = cost)
  # Set the class attribute to fruit
  class(lst) <- "fruit" # Return the
  list return(lst)
}
```

Create an instance of the fruit class

```
apple <- fruit(name = "Apple", quantity = 10, cost = 1.50)
```

Access the components of the object

```
print(apple$name)
```

```
print(apple$quantity) print(apple$cost)
```

output:

```
> # Define the fruit class
> fruit <- function(name, quantity, cost) {
+   # Create a list with the required components
+   lst <- list(name = name, quantity = quantity, cost = cost)
+   # Set the class attribute to fruit
+   class(lst) <- "fruit"
+   # Return the list
+   return(lst)
+ }
>
> # Create an instance of the fruit class
> apple <- fruit(name = "Apple", quantity = 10, cost = 1.50)
>
> # Access the components of the object
> print(apple$name)
[1] "Apple"
> print(apple$quantity)
[1] 10
> print(apple$cost)
[1] 1.5
>
>
```

