

# **RPC 519 R and Bioconductor**

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# Preface

This is a selection of material from **The RBioc Book** created by Sean Davis. The original full content may be viewed [here](#). The contents of this book may have minor modifications or additions.

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# **Part I**

## **Introduction**

# 1 About R

In this chapter, we will discuss the basics of R and RStudio, two essential tools in genomics data analysis. We will cover the advantages of using R and RStudio, how to set up RStudio, and the different panels of the RStudio interface.

## 1.1 What is R?

R is a programming language and software environment designed for statistical computing and graphics. It is widely used by statisticians, data scientists, and researchers for data analysis and visualization. R is an open-source language, which means it is free to use, modify, and distribute. Over the years, R has become particularly popular in the fields of genomics and bioinformatics, owing to its extensive libraries and powerful data manipulation capabilities.

The R language is a dialect of the S language, which was developed in the 1970s at Bell Laboratories. The first version of R was written by Robert Gentleman and Ross Ihaka and released in 1995 (see [this slide deck](#) for Ross Ihaka's take on R's history). Since then, R has been continuously developed by the R Core Team, a group of statisticians and computer scientists. The R Core Team releases a new version of R every year.

## 1.2 Why use R?

There are several reasons why R is a popular choice for data analysis, particularly in genomics and bioinformatics. These include:

1. **Open-source:** R is free to use and has a large community of developers who contribute to its growth and development. [What is “open-source”?](#)
2. **Extensive libraries:** There are thousands of R packages available for a wide range of tasks, including specialized packages for genomics and bioinformatics. These libraries have been extensively tested and are available for free.
3. **Data manipulation:** R has powerful data manipulation capabilities, making it easy (or at least possible) to clean, process, and analyze large datasets.
4. **Graphics and visualization:** R has excellent tools for creating high-quality graphics and visualizations that can be customized to meet the specific needs of your analysis. In most cases, graphics produced by R are publication-quality.

5. **Reproducible research:** R enables you to create reproducible research by recording your analysis in a script, which can be easily shared and executed by others. In addition, R does not have a meaningful graphical user interface (GUI), which renders analysis in R much more reproducible than tools that rely on GUI interactions.
6. **Cross-platform:** R runs on Windows, Mac, and Linux (as well as more obscure systems).
7. **Interoperability with other languages:** R can interact with FORTRAN, C, and many other languages.
8. **Scalability:** R is useful for small and large projects.

I can develop code for analysis on my Mac laptop. I can then install the *same* code on our 20k core cluster and run it in parallel on 100 samples, monitor the process, and then update a database (for example) with R when complete. In other words, R is a powerful tool that can be used for a wide range of tasks, from small-scale data analysis to large-scale genomics and omics data science projects.

## 1.3 Why not use R?

- R cannot do everything.
- R is not always the “best” tool for the job.
- R will *not* hold your hand. Often, it will *slap* your hand instead.
- The documentation can be opaque (but there is documentation).
- R can drive you crazy (on a good day) or age you prematurely (on a bad one).
- Finding the right package to do the job you want to do can be challenging; worse, some contributed packages are unreliable.[]{}]
- R does not have a meaningfully useful graphical user interface (GUI).
- Additional languages are becoming increasingly popular for bioinformatics and biological data science, such as Python, Julia, and Rust.

## 1.4 R License and the Open Source Ideal

R is free (yes, totally free!) and distributed under GNU license. In particular, this license allows one to:

- Download the source code
- Modify the source code to your heart’s content
- Distribute the modified source code and even charge money for it, but you must distribute the modified source code under the original GNU license.

This license means that R will always be available, will always be open source, and can grow organically without constraint.



## 1.5 Working with R

R is a programming language, and as such, it requires you to write code to perform tasks. This can be intimidating for beginners, but it is also what makes R so powerful. In R, you can write scripts to automate tasks, create functions to encapsulate complex operations, and use packages to extend the functionality of R.

R can be used interactively or as a scripting language. In interactive mode, you can enter commands directly into the R console and see the results immediately. In scripting mode, you can write a series of commands in a script file and then execute the entire script at once. This allows you to save your work, reuse code, and share your analysis with others.

In the next section, we will discuss how to set up RStudio, an integrated development environment (IDE) for R that makes it easier to write and execute R code. However, you can use R without RStudio if you prefer to work in the R console or another IDE. RStudio is not required to use R, but it does provide a more user-friendly interface and several useful features that can enhance your R programming experience.

## 2 RStudio

RStudio is an integrated development environment (IDE) for R. It provides a graphical user interface (GUI) for R, making it easier to write and execute R code. RStudio also provides several other useful features, including a built-in console, syntax-highlighting editor, and tools for plotting, history, debugging, workspace management, and workspace viewing. RStudio is available in both free and commercial editions; the commercial edition provides some additional features, including support for multiple sessions and enhanced debugging.

### 2.1 Getting started with RStudio

To get started with RStudio, you first need to install both R and RStudio on your computer. Follow these steps:

1. Download and install R from the [official R website](#).
2. Download and install RStudio from the [official RStudio website](#).
3. Launch RStudio. You should see the RStudio interface with four panels.

#### R versions

RStudio works with all versions of R, but it is recommended to use the latest version of R to take advantage of the latest features and improvements. You can check your R version by running `version` (no parentheses) in the R console. You can check the latest version of R on the [R-project website](#).

### 2.2 The RStudio Interface

RStudio's interface consists of four panels (see Figure 2.1):

- **Console** This panel displays the R console, where you can enter and execute R commands directly. The console also shows the output of your code, error messages, and other information.
- **Source** This panel is where you write and edit your R scripts. You can create new scripts, open existing ones, and run your code from this panel.

- **Environment** This panel displays your current workspace, including all variables, data objects, and functions that you have created or loaded in your R session.
- **Plots, Packages, Help, and Viewer** These panels display plots, installed packages, help files, and web content, respectively.

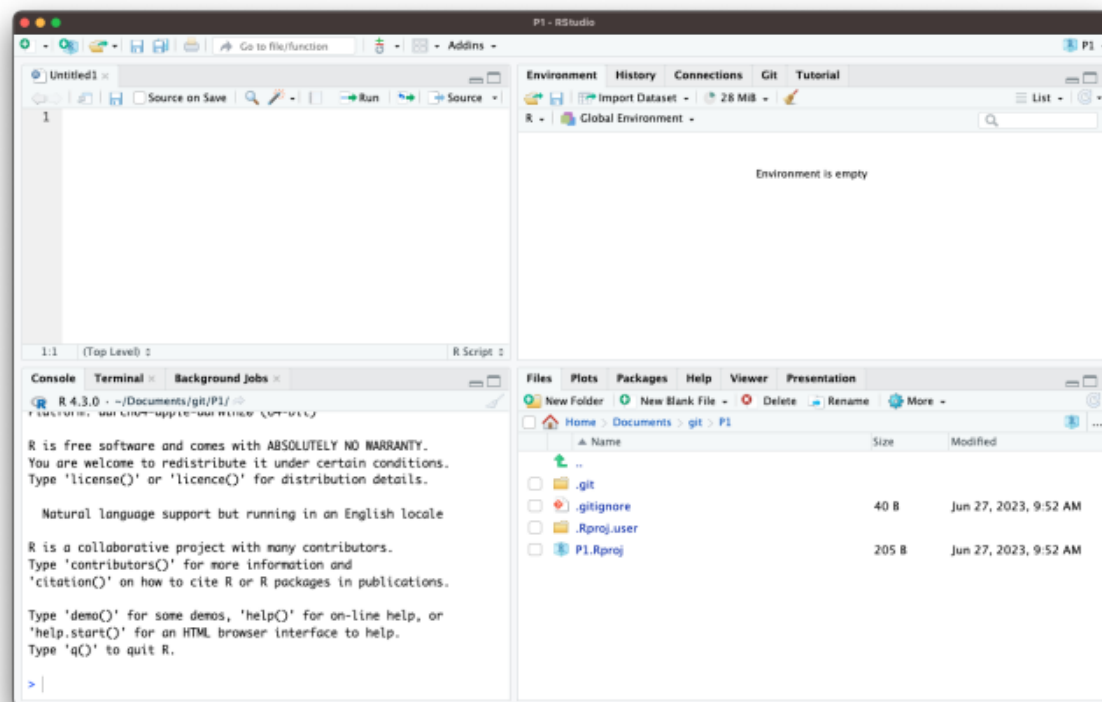


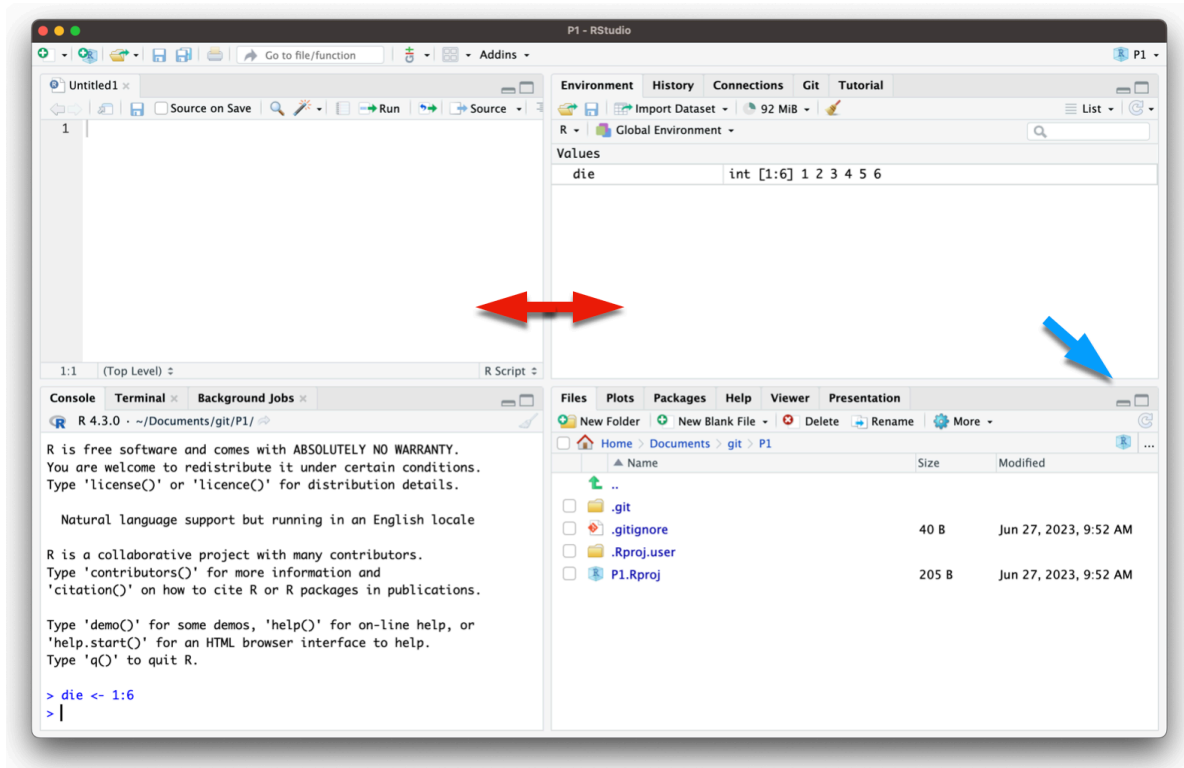
Figure 2.1: The RStudio interface. In this layout, the **source** pane is in the upper left, the **console** is in the lower left, the **environment** panel is in the top right and the **viewer/help/files** panel is in the bottom right.

### **i** Do I need to use RStudio?

No. You can use R without RStudio. However, RStudio makes it easier to write and execute R code, and it provides several useful features that are not available in the basic R console. Note that the only part of RStudio that is actually interacting with R directly is the console. The other panels are simply providing a GUI that enhances the user experience.

## 💡 Customizing the RStudio Interface

You can customize the layout of RStudio to suit your preferences. To do so, go to **Tools > Global Options > Appearance**. Here, you can change the theme, font size, and panel layout. You can also resize the panels as needed to gain screen real estate (see Figure 2.2).



## 2.3 Alternatives to RStudio

While RStudio is a popular choice for R development, there are several alternatives you can consider:

1. **Jupyter Notebooks:** Jupyter Notebooks provide an interactive environment for writing and executing R code, along with rich text support for documentation. You can use the IRKernel to run R code in Jupyter.

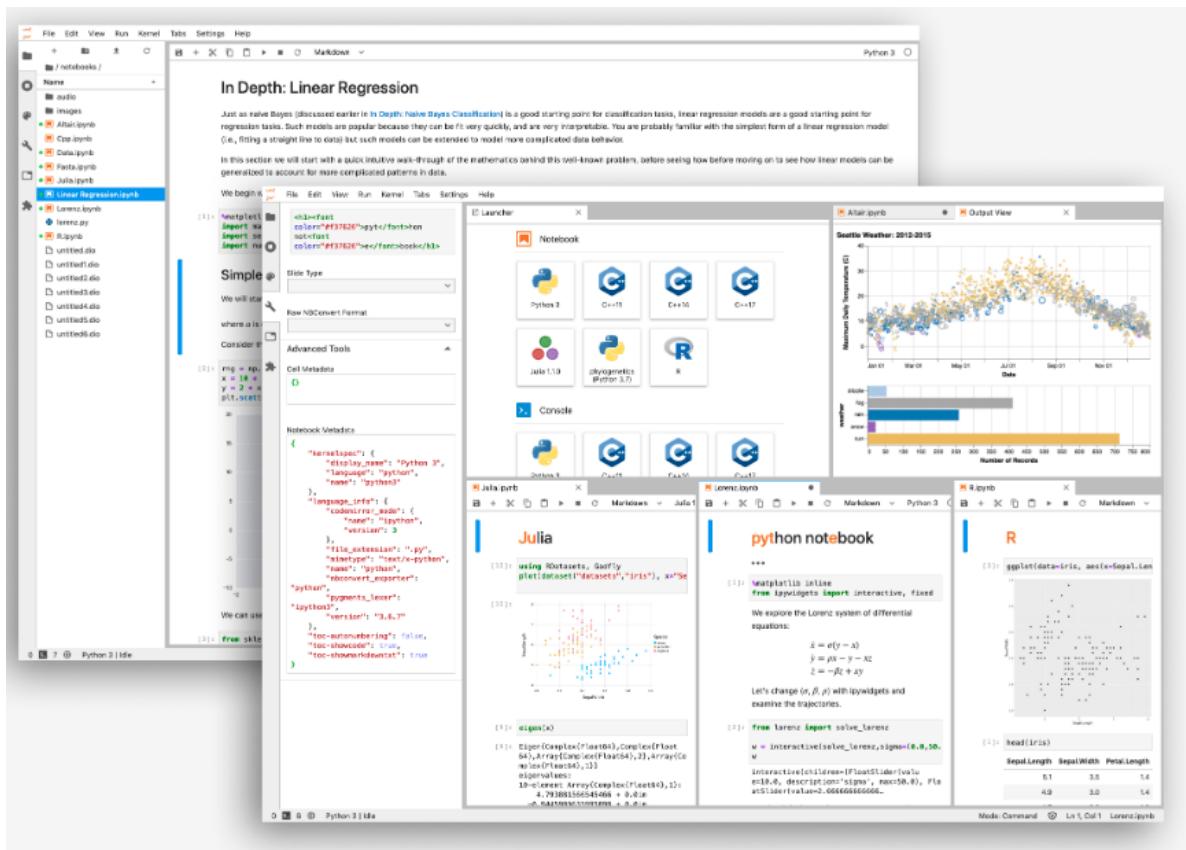


Figure 2.3: Jupyter Notebook interface. This is an interactive environment for writing and executing R code, along with rich text support for documentation.

2. **Visual Studio Code:** With the R extension for Visual Studio Code, you can write and execute R code in a lightweight editor. This setup provides features like syntax highlighting, code completion, and integrated terminal support.

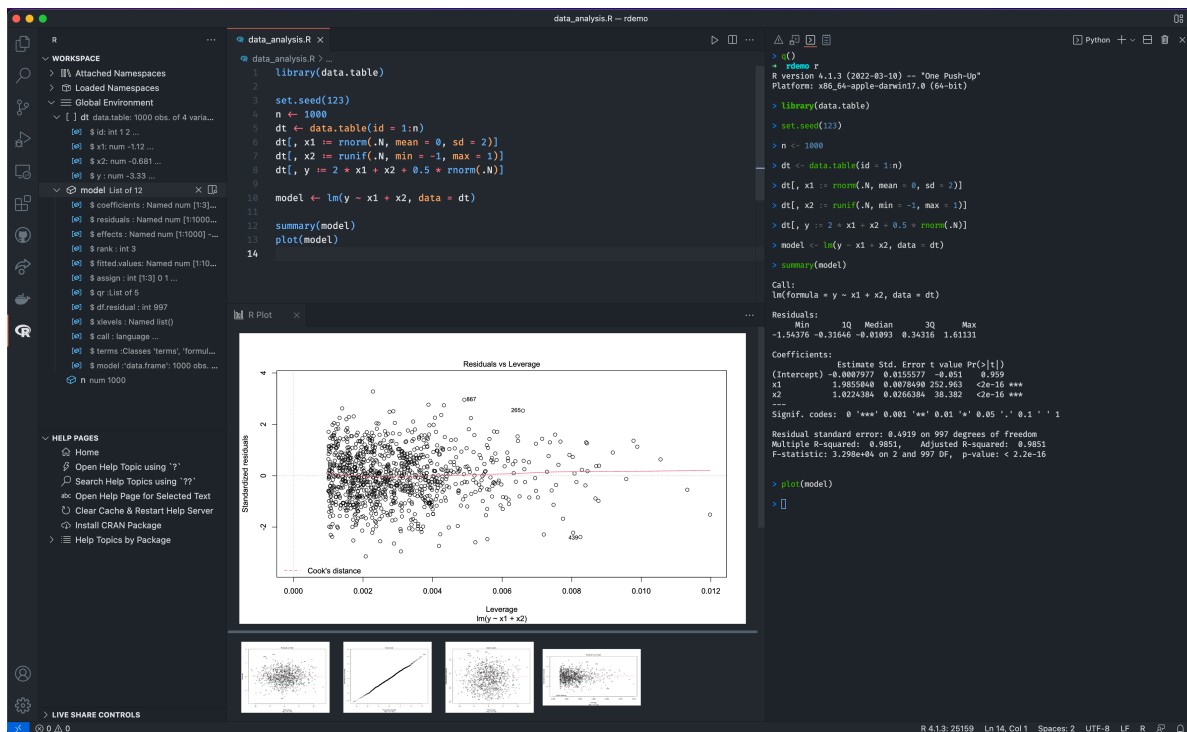


Figure 2.4: Visual Studio Code (VSCode) with the R extension. This is a lightweight alternative to RStudio that provides syntax highlighting, code completion, and integrated terminal support.

3. **Positron Workbench:** This is a commercial IDE that supports R and Python. It provides a similar interface to RStudio but with additional features for data science workflows, including support for multiple languages and cloud integration.

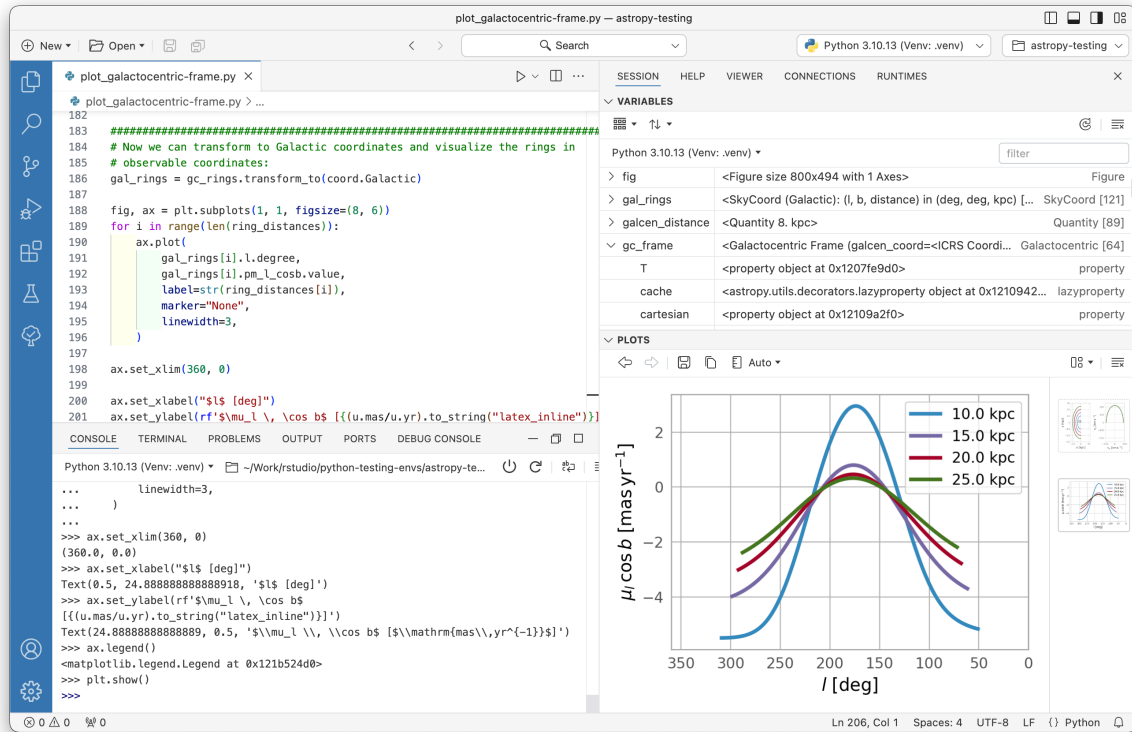


Figure 2.5: Positron Workbench interface. This IDE supports R and Python, providing a similar interface to RStudio with additional features for data science workflows.

4. **Command Line R:** For those who prefer a minimalistic approach, you can use R directly from the command line. This method lacks the GUI features of RStudio but can be efficient for quick tasks, scripting, automation, or when working on remote servers.

Each of these alternatives has its own strengths and weaknesses, so you may want to try a few to see which one best fits your workflow. All are available for free, and you can install them alongside RStudio if you wish to use multiple environments. Each can be installed in Windows, Mac, and Linux.

## 3 R mechanics

### 3.1 Starting R

We've installed R and RStudio. Now, let's start R and get going. How to start R depends a bit on the operating system (Mac, Windows, Linux) and interface. In this course, we will largely be using an Integrated Development Environment (IDE) called *RStudio*, but there is nothing to prohibit using R at the command line or in some other interface (and there are a few).

### 3.2 RStudio: A Quick Tour

The RStudio interface has multiple panes. All of these panes are simply for convenience except the “Console” panel, typically in the lower left corner (by default). The console pane contains the running R interface. If you choose to run R outside RStudio, the interaction will be *identical* to working in the console pane. This is useful to keep in mind as some environments, such as a computer cluster, encourage using R without RStudio.

- Panes
- Options
- Help
- Environment, History, and Files

### 3.3 Interacting with R

The only meaningful way of interacting with R is by typing into the R console. At the most basic level, anything that we type at the command line will fall into one of two categories:

1. Assignments

```
x = 1  
y <- 2
```



## 2. Expressions

```
1 + pi + sin(42)
```

```
[1] 3.225071
```

The assignment type is obvious because either the `<-` or `=` are used. Note that when we type expressions, R will return a result. In this case, the result of R evaluating `1 + pi + sin(42)` is 3.2250711.

The standard R prompt is a “>” sign. When present, R is waiting for the next expression or assignment. If a line is not a complete R command, R will continue the next line with a “+”. For example, typing the following with a “Return” after the second “+” will result in R giving back a “+” on the next line, a prompt to keep typing.

```
1 + pi +  
sin(3.7)
```

```
[1] 3.611757
```

R can be used as a glorified calculator by using R expressions. Mathematical operations include:

- Addition: `+`
- Subtraction: `-`
- Multiplication: `*`
- Division: `/`
- Exponentiation: `^`
- Modulo: `%%`

The `^` operator raises the number to its left to the power of the number to its right: for example `3^2` is 9. The modulo returns the remainder of the division of the number to the left by the number on its right, for example 5 modulo 3 or `5 %% 3` is 2.

### 3.3.1 Expressions

```
5 + 2  
28 %% 3  
3^2  
5 + 4 * 4 + 4 ^ 4 / 10
```

Note that R follows order-of-operations and groupings based on parentheses.

```
5 + 4 / 9
(5 + 4) / 9
```

### 3.3.2 Assignment

While using R as a calculator is interesting, to do useful and interesting things, we need to assign *values* to *objects*. To create objects, we need to give it a name followed by the assignment operator `<-` (or, entirely equivalently, `=`) and the value we want to give it:

```
weight_kg <- 55
```

`<-` is the assignment operator. Assigns values on the right to objects on the left, it is like an arrow that points from the value to the object. Using an `=` is equivalent (in nearly all cases). Learn to use `<-` as it is good programming practice.

**i** What about `<-` and `=` for assignment?

The `<-` and `=` both work fine for assignment. You'll see both used and it is up to you to choose a standard for yourself. However, some programming communities, such as Bioconductor, will strongly suggest using the `<-` as it is clearer that it represents an *assignment* operation.

Objects can be given any name such as `x`, `current_temperature`, or `subject_id` (see below). You want your object names to be explicit and not too long. They cannot start with a number (`2x` is not valid but `x2` is). R is case sensitive (e.g., `weight_kg` is different from `Weight_kg`). There are some names that cannot be used because they represent the names of fundamental functions in R (e.g., `if`, `else`, `for`, see [here](#) for a complete list). In general, even if it's allowed, it's best to not use other function names, which we'll get into shortly (e.g., `c`, `T`, `mean`, `data`, `df`, `weights`). When in doubt, check the help to see if the name is already in use. It's also best to avoid dots (`.`) within a variable name as in `my.dataset`. It is also recommended to use nouns for variable names, and verbs for function names.

When assigning a value to an object, R does not print anything. You can force to print the value by typing the name:

```
weight_kg
```

```
[1] 55
```

Now that R has `weight_kg` in memory, which R refers to as the “global environment”, we can do arithmetic with it. For instance, we may want to convert this weight in pounds (weight in pounds is 2.2 times the weight in kg).

```
2.2 * weight_kg
```

```
[1] 121
```

We can also change a variable's value by assigning it a new one:

```
weight_kg <- 57.5  
2.2 * weight_kg
```

```
[1] 126.5
```

This means that assigning a value to one variable does not change the values of other variables. For example, let's store the animal's weight in pounds in a variable.

```
weight_lb <- 2.2 * weight_kg
```

and then change `weight_kg` to 100.

```
weight_kg <- 100
```

What do you think is the current content of the object `weight_lb`, 126.5 or 220?

You can see what objects (variables) are stored by viewing the Environment tab in Rstudio. You can also use the `ls()` function. You can remove objects (variables) with the `rm()` function. You can do this one at a time or remove several objects at once. You can also use the little broom button in your environment pane to remove everything from your environment.

```
ls()  
rm(weight_lb, weight_kg)  
ls()
```

What happens when you type the following, now?

```
weight_lb # oops! you should get an error because weight_lb no longer exists!
```

## 3.4 Rules for Names in R

R allows users to assign names to objects such as variables, functions, and even dimensions of data. However, these names must follow a few rules.

- Names may contain any combination of letters, numbers, underscore, and “.”
- Names may not start with numbers, underscore.
- R names are case-sensitive.

Examples of valid R names include:

```
pi
x
camelCaps
my_stuff
MY_Stuff
this.is.the.name.of.the.man
ABC123
abc1234asdf
.hi
```

## 3.5 About R functions

When you see a name followed by parentheses (), you are likely looking a name that represents an R function (or method, but we’ll sidestep that distinction for now). Examples of R functions include `print()`, `help()`, and `ls()`. We haven’t seen examples yet, but when a name is followed by [], that name represents a variable of some kind and the [] are used for “subsetting” the variable. So:

- Name followed by () is a function.
- Name with [] means a variable that is being subset.

In many cases, when you see a new function used, you may not know what it does. The R `help()` function takes the name of another function and gives back the R help document for that function if there is one. The next section reviews that technique.

## 3.6 Resources for Getting Help

There is extensive built-in help and documentation within R. A separate page contains a collection of [additional resources](#).

If the name of the function or object on which help is sought is known, the following approaches with the name of the function or object will be helpful. For a concrete example, examine the help for the `print` method.

```
help(print)
help('print')
?print
```

There are also tons of online resources that Google will include in searches if online searching feels more appropriate.

I strongly recommend using `help("newfunction")` for all functions that are new or unfamiliar to you.

There are also many open and free resources and reference guides for R.

- [Quick-R](#): a quick online reference for data input, basic statistics and plots
- R reference card [PDF](#) by Tom Short
- Rstudio [cheatsheets](#)

## 3.7 Reflection

- Can you recognize the difference between *assignment* and *expressions* when interacting with R?
- Can you demonstrate an assignment to a variable?
- Do you know the rules for “names” in R?
- Are you able to get help using the R `help()` function?
- Do you know that functions are recognizable as names followed by `()`?

## 4 Up and Running with R

In this chapter, we're going to get an introduction to the R language, so we can dive right into programming. We're going to create a pair of virtual dice that can generate random numbers. No need to worry if you're new to programming. We'll return to many of the concepts here in more detail later.

To simulate a pair of dice, we need to break down each die into its essential features. A die can only show one of six numbers: 1, 2, 3, 4, 5, and 6. We can capture the die's essential characteristics by saving these numbers as a group of values in the computer. Let's save these numbers first and then figure out a way to "roll" our virtual die.

### 4.1 The R User Interface

The RStudio interface is simple. You type R code into the bottom line of the RStudio console pane and then click Enter to run it. The code you type is called a *command*, because it will command your computer to do something for you. The line you type it into is called the *command line*.

When you type a command at the prompt and hit Enter, your computer executes the command and shows you the results. Then RStudio displays a fresh prompt for your next command. For example, if you type `1 + 1` and hit Enter, RStudio will display:

```
> 1 + 1
[1] 2
>
```

You'll notice that a `[1]` appears next to your result. R is just letting you know that this line begins with the first value in your result. Some commands return more than one value, and their results may fill up multiple lines. For example, the command `100:130` returns 31 values; it creates a sequence of integers from 100 to 130. Notice that new bracketed numbers appear at the start of the second and third lines of output. These numbers just mean that the second line begins with the 14th value in the result, and the third line begins with the 25th value. You can mostly ignore the numbers that appear in brackets:

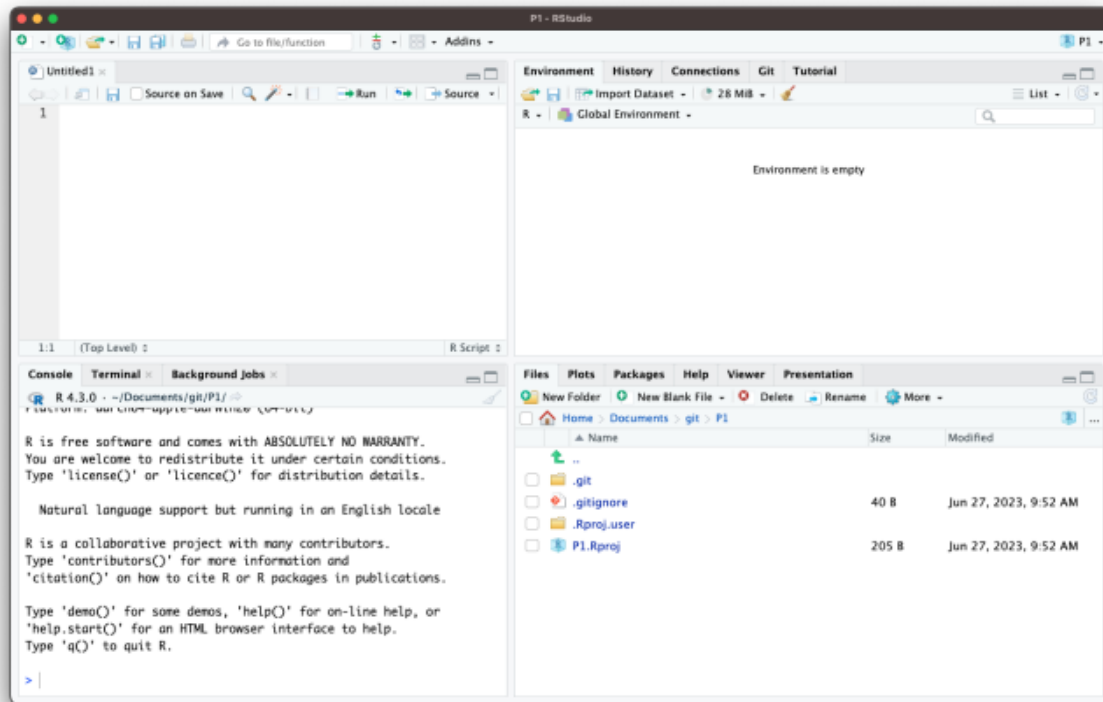


Figure 4.1: Your computer does your bidding when you type R commands at the prompt in the bottom line of the console pane. Don't forget to hit the Enter key. When you first open RStudio, the console appears in the pane on your left, but you can change this with **File > Tools > Global Options** in the menu bar.

```
> 100:130
[1] 100 101 102 103 104 105 106 107 108 109 110 111 112
[14] 113 114 115 116 117 118 119 120 121 122 123 124 125
[25] 126 127 128 129 130
```

#### Tip

The colon operator (:) returns every integer between two integers. It is an easy way to create a sequence of numbers.

#### When do we compile?

In some languages, like C, Java, and FORTRAN, you have to compile your human-readable code into machine-readable code (often 1s and 0s) before you can run it. If you've programmed in such a language before, you may wonder whether you have to compile your R code before you can use it. The answer is no. R is a dynamic programming language, which means R automatically interprets your code as you run it.

If you type an incomplete command and press Enter, R will display a + prompt, which means R is waiting for you to type the rest of your command. Either finish the command or hit Escape to start over:

```
> 5 -
+
+ 1
[1] 4
```

If you type a command that R doesn't recognize, R will return an error message. If you ever see an error message, don't panic. R is just telling you that your computer couldn't understand or do what you asked it to do. You can then try a different command at the next prompt:

```
> 3 % 5
Error: unexpected input in "3 % 5"
>
```

#### Tip

Whenever you get an error message in R, consider googling the error message. You'll often find that someone else has had the same problem and has posted a solution online. Simply cutting-and-pasting the error message into a search engine will often work



Once you get the hang of the command line, you can easily do anything in R that you would do with a calculator. For example, you could do some basic arithmetic:

```
2 * 3
```

```
[1] 6
```

```
4 - 1
```

```
[1] 3
```

```
# this obeys order-of-operations  
6 / (4 - 1)
```

```
[1] 2
```

#### Tip

R treats the hashtag character, #, in a special way; R will not run anything that follows a hashtag on a line. This makes hashtags very useful for adding comments and annotations to your code. Humans will be able to read the comments, but your computer will pass over them. The hashtag is known as the *commenting symbol* in R.

#### Cancelling commands

Some R commands may take a long time to run. You can cancel a command once it has begun by pressing `ctrl + c` or by clicking the “stop sign” if it is available in Rstudio. Note that it may also take R a long time to cancel the command.

### 4.1.1 An exercise

That’s the basic interface for executing R code in RStudio. Think you have it? If so, try doing these simple tasks. If you execute everything correctly, you should end up with the same number that you started with:

1. Choose any number and add 2 to it.
2. Multiply the result by 3.
3. Subtract 6 from the answer.
4. Divide what you get by 3.

```
10 + 2
```

```
[1] 12
```

```
12 * 3
```

```
[1] 36
```

```
36 - 6
```

```
[1] 30
```

```
30 / 3
```

```
[1] 10
```

## 4.2 Objects

Now that you know how to use R, let's use it to make a virtual die. The `:` operator from a couple of pages ago gives you a nice way to create a group of numbers from one to six. The `:` operator returns its results as a **vector** (we are going to work with vectors in more detail), a one-dimensional set of numbers:

```
1:6  
## 1 2 3 4 5 6
```

That's all there is to how a virtual die looks! But you are not done yet. Running `1:6` generated a vector of numbers for you to see, but it didn't save that vector anywhere for later use. If we want to use those numbers again, we'll have to ask your computer to save them somewhere. You can do that by creating an R *object*.

R lets you save data by storing it inside an R object. What is an object? Just a name that you can use to call up stored data. For example, you can save data into an object like `a` or `b`. Wherever R encounters the object, it will replace it with the data saved inside, like so:

```
a <- 1  
a
```

```
[1] 1
```

```
a + 2
```

```
[1] 3
```

### What just happened?

1. To create an R object, choose a name and then use the less-than symbol, `<`, followed by a minus sign, `-`, to save data into it. This combination looks like an arrow, `<=`. R will make an object, give it your name, and store in it whatever follows the arrow. So `a <- 1` stores 1 in an object named `a`.
2. When you ask R what's in `a`, R tells you on the next line.
3. You can use your object in new R commands, too. Since `a` previously stored the value of 1, you're now adding 1 to 2.

### Assignment vs expressions

Everything that you type into the R console can be assigned to one of two categories:

- Assignments
- Expressions

An expression is a command that tells R to do something. For example, `1 + 2` is an expression that tells R to add 1 and 2. When you type an expression into the R console, R will evaluate the expression and return the result. For example, if you type `1 + 2` into the R console, R will return 3. Expressions can have “side effects” but they don't explicitly result in anything being added to R memory.

```
5 + 2
```

```
[1] 7
```

```
28 %% 3
```

```
[1] 1
```

```
3^2
```

```
[1] 9
```

```
5 + 4 * 4 + 4 ^ 4 / 10
```

```
[1] 46.6
```

While using R as a calculator is interesting, to do useful and interesting things, we need to assign values to objects. To create objects, we need to give it a name followed by the assignment operator `<-` (or, entirely equivalently, `=`) and the value we want to give it:

```
weight_kg <- 55
```

So, for another example, the following code would create an object named `die` that contains the numbers one through six. To see what is stored in an object, just type the object's name by itself:

```
die <- 1:6  
die
```

```
[1] 1 2 3 4 5 6
```

When you create an object, the object will appear in the environment pane of RStudio, as shown in Figure 4.2. This pane will show you all of the objects you've created since opening RStudio.

You can name an object in R almost anything you want, but there are a few rules. First, a name cannot start with a number. Second, a name cannot use some special symbols, like `^`, `!`, `$`, `@`, `+`, `-`, `/`, or `*`:

Good names	Names that cause errors
a	1trial
b	\$
FOO	^mean
my_var	2nd
.day	!bad

### Capitalization matters

R is case-sensitive, so `name` and `Name` will refer to different objects:

```
> Name = 0  
> Name + 1  
[1] 1  
> name + 1  
Error: object 'name' not found
```

The error above is a common one!

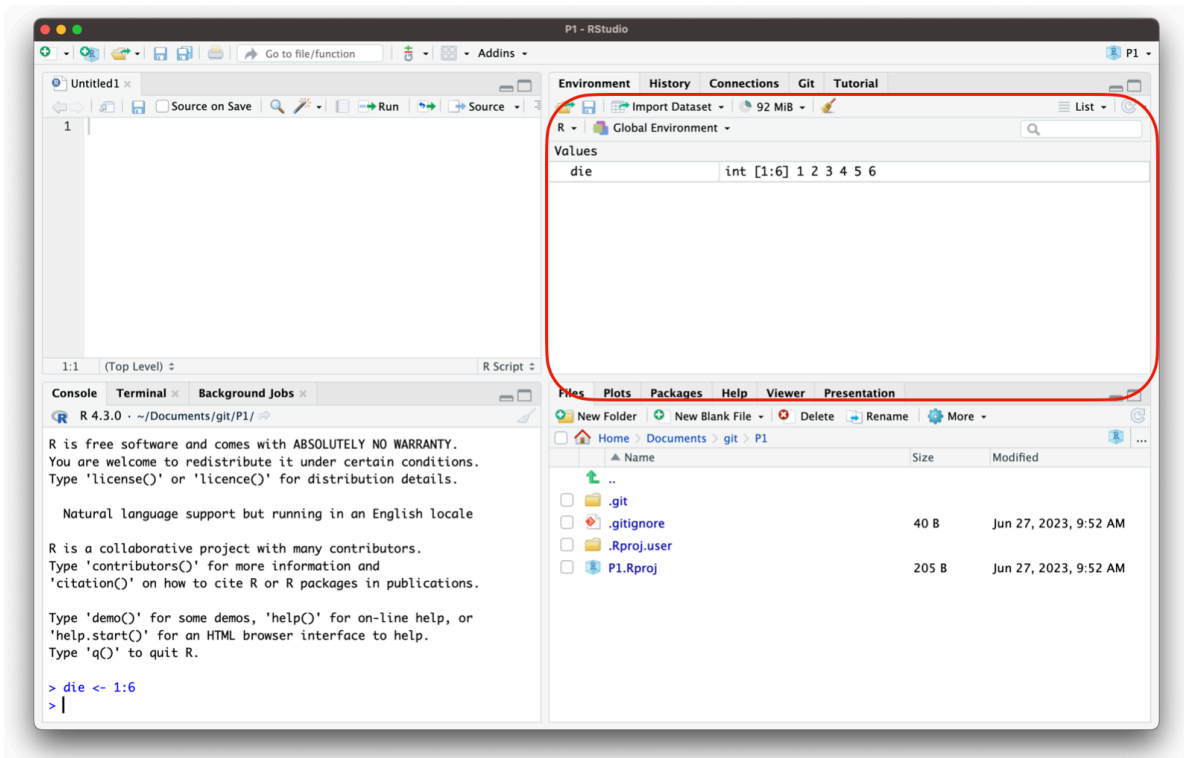


Figure 4.2: Assignment creates an object in the environment pane.

Finally, R will overwrite any previous information stored in an object without asking you for permission. So, it is a good idea to *not* use names that are already taken:

```
my_number <- 1  
my_number
```

```
[1] 1
```

```
my_number <- 999  
my_number
```

```
[1] 999
```

You can see which object names you have already used with the function `ls()`:

```
ls()
```

Your environment will contain different names than mine, because you have probably created different objects.

You can also see which names you have used by examining RStudio's environment pane.

We now have a virtual die that is stored in the computer's memory and which has a name that we can use to refer to it. You can access it whenever you like by typing the word *die*.

So what can you do with this die? Quite a lot. R will replace an object with its contents whenever the object's name appears in a command. So, for example, you can do all sorts of math with the die. Math isn't so helpful for rolling dice, but manipulating sets of numbers will be your stock and trade as a data scientist. So let's take a look at how to do that:

```
die - 1
```

```
[1] 0 1 2 3 4 5
```

```
die / 2
```

```
[1] 0.5 1.0 1.5 2.0 2.5 3.0
```

```
die * die
```

```
[1] 1 4 9 16 25 36
```

R uses *element-wise execution* when working with a *vector* like `die`. When you manipulate a set of numbers, R will apply the same operation to each element in the set. So for example, when you run `die - 1`, R subtracts one from each element of `die`.

When you use two or more vectors in an operation, R will line up the vectors and perform a sequence of individual operations. For example, when you run `die * die`, R lines up the two `die` vectors and then multiplies the first element of vector 1 by the first element of vector 2. R then multiplies the second element of vector 1 by the second element of vector 2, and so on, until every element has been multiplied. The result will be a new vector the same length as the first two {Figure 4.3}.

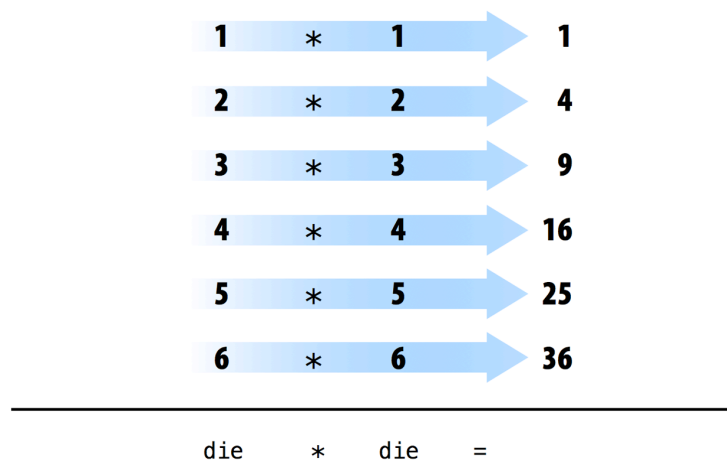


Figure 4.3: “When R performs element-wise execution, it matches up vectors and then manipulates each pair of elements independently.”

If you give R two vectors of unequal lengths, R will repeat the shorter vector until it is as long as the longer vector, and then do the math, as shown in Figure 4.4. This isn’t a permanent change—the shorter vector will be its original size after R does the math. If the length of the short vector does not divide evenly into the length of the long vector, R will return a warning message. This behavior is known as *vector recycling*, and it helps R do element-wise operations:

```
1:2
```

```
[1] 1 2
```

```
1:4
```

```
[1] 1 2 3 4
```

```
die
```

```
[1] 1 2 3 4 5 6
```

```
die + 1:2
```

```
[1] 2 4 4 6 6 8
```

```
die + 1:4
```

Warning in `die + 1:4`: longer object length is not a multiple of shorter object length

```
[1] 2 4 6 8 6 8
```

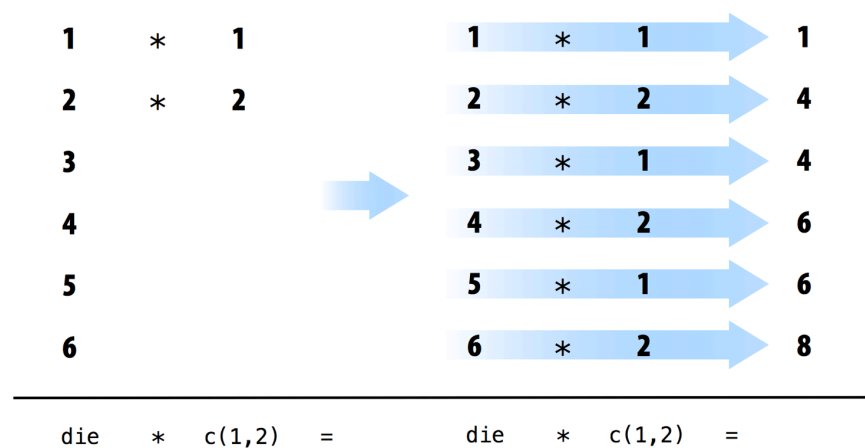


Figure 4.4: “R will repeat a short vector to do element-wise operations with two vectors of uneven lengths.”

Element-wise operations are a very useful feature in R because they manipulate groups of values in an orderly way. When you start working with data sets, element-wise operations will ensure that values from one observation or case are only paired with values from the same observation or case. Element-wise operations also make it easier to write your own programs and functions in R.



### ! Element-wise operations are not matrix operations

It is important to know that operations with vectors are not the same that you might expect if you are expecting R to perform “matrix” operations. R can do inner multiplication with the `%*%` operator and outer multiplication with the `%o%` operator:

```
# Inner product (1*1 + 2*2 + 3*3 + 4*4 + 5*5 + 6*6)
die %*% die
# Outer product
die %o% die
```

Now that you can do math with your `die` object, let’s look at how you could “roll” it. Rolling your die will require something more sophisticated than basic arithmetic; you’ll need to randomly select one of the die’s values. And for that, you will need a *function*.

## 4.3 Functions

R has many functions and puts them all at our disposal. We can use functions to do simple and sophisticated tasks. For example, we can round a number with the `round` function, or calculate its factorial with the `factorial` function. Using a function is pretty simple. Just write the name of the function and then the data you want the function to operate on in parentheses:

```
round(3.1415)
```

```
[1] 3
```

```
factorial(3)
```

```
[1] 6
```

The data that you pass into the function is called the function’s *argument*. The argument can be raw data, an R object, or even the results of another R function. In this last case, R will work from the innermost function to the outermost Figure 4.5.

```
mean(1:6)
```

```
[1] 3.5
```

```
mean(die)
```

```
[1] 3.5
```

```
round(mean(die))
```

```
[1] 4
```

```
round(mean(die))  
↓  
round(mean(1:6))  
↓  
round(3.5)  
↓  
4
```

Figure 4.5: “When you link functions together, R will resolve them from the innermost operation to the outermost. Here R first looks up `die`, then calculates the mean of one through six, then rounds the mean.”

Returning to our die, we can use the `sample` function to randomly select one of the die’s values; in other words, the `sample` function can simulate rolling the die.

The `sample` function takes *two* arguments: a vector named `x` and a number named `size`. `sample` will return `size` elements from the vector:

```
sample(x = 1:4, size = 2)
```

```
[1] 1 4
```

To roll your die and get a number back, set `x` to `die` and sample one element from it. You’ll get a new (maybe different) number each time you roll it:

```
sample(x = die, size = 1)
```

```
[1] 5
```

```
sample(x = die, size = 1)
```

```
[1] 1
```

```
sample(x = die, size = 1)
```

```
[1] 2
```

Many R functions take multiple arguments that help them do their job. You can give a function as many arguments as you like as long as you separate each argument with a comma.

You may have noticed that I set `die` and `1` equal to the names of the arguments in `sample`, `x` and `size`. Every argument in every R function has a name. You can specify which data should be assigned to which argument by setting a name equal to data, as in the preceding code. This becomes important as you begin to pass multiple arguments to the same function; names help you avoid passing the wrong data to the wrong argument. However, using names is optional. You will notice that R users do not often use the name of the first argument in a function. So you might see the previous code written as:

```
sample(die, size = 1)
```

```
[1] 3
```

Often, the name of the first argument is not very descriptive, and it is usually obvious what the first piece of data refers to anyways.

But how do you know which argument names to use? If you try to use a name that a function does not expect, you will likely get an error:

```
round(3.1415, corners = 2)
## Error in round(3.1415, corners = 2) : unused argument(s) (corners = 2)
```

If you're not sure which names to use with a function, you can look up the function's arguments with `args`. To do this, place the name of the function in the parentheses behind `args`. For example, you can see that the `round` function takes two arguments, one named `x` and one named `digits`:

```
args(round)
```

```
function (x, digits = 0, ...)
NULL
```

Did you notice that `args` shows that the `digits` argument of `round` is already set to 0? Frequently, an R function will take optional arguments like `digits`. These arguments are considered optional because they come with a default value. You can pass a new value to an optional argument if you want, and R will use the default value if you do not. For example, `round` will round your number to 0 digits past the decimal point by default. To override the default, supply your own value for `digits`:

```
round(3.1415)
```

```
[1] 3
```

```
round(3.1415, digits = 2)
```

```
[1] 3.14
```

```
# pi happens to be a built-in value in R
pi
```

```
[1] 3.141593
```

```
round(pi)
```

```
[1] 3
```

You should write out the names of each argument after the first one or two when you call a function with multiple arguments. Why? First, this will help you and others understand your code. It is usually obvious which argument your first input refers to (and sometimes the second input as well). However, you'd need a large memory to remember the third and fourth arguments of every R function. Second, and more importantly, writing out argument names prevents errors.

If you do not write out the names of your arguments, R will match your values to the arguments in your function by order. For example, in the following code, the first value, `die`, will be matched to the first argument of `sample`, which is named `x`. The next value, `1`, will be matched to the next argument, `size`:

```
sample(die, 1)
```

```
[1] 5
```

As you provide more arguments, it becomes more likely that your order and R's order may not align. As a result, values may get passed to the wrong argument. Argument names prevent this. R will always match a value to its argument name, no matter where it appears in the order of arguments:

```
sample(size = 1, x = die)
```

```
[1] 2
```

### 4.3.1 Sample with Replacement

If you set `size = 2`, you can *almost* simulate a pair of dice. Before we run that code, think for a minute why that might be the case. `sample` will return two numbers, one for each die:

```
sample(die, size = 2)
```

```
[1] 6 3
```

I said this “almost” works because this method does something funny. If you use it many times, you'll notice that the second die never has the same value as the first die, which means you'll never roll something like a pair of threes or snake eyes. What is going on?

By default, `sample` builds a sample *without replacement*. To see what this means, imagine that `sample` places all of the values of `die` in a jar or urn. Then imagine that `sample` reaches into the jar and pulls out values one by one to build its sample. Once a value has been drawn from the jar, `sample` sets it aside. The value doesn't go back into the jar, so it cannot be drawn again. So if `sample` selects a six on its first draw, it will not be able to select a six on the second draw; six is no longer in the jar to be selected. Although `sample` creates its sample electronically, it follows this seemingly physical behavior.

One side effect of this behavior is that each draw depends on the draws that come before it. In the real world, however, when you roll a pair of dice, each die is independent of the other. If the first die comes up six, it does not prevent the second die from coming up six. In fact, it doesn't influence the second die in any way whatsoever. You can recreate this behavior in `sample` by adding the argument `replace = TRUE`:

```
sample(die, size = 2, replace = TRUE)
```

```
[1] 4 2
```

The argument `replace = TRUE` causes `sample` to sample *with replacement*. Our jar example provides a good way to understand the difference between sampling with replacement and without. When `sample` uses replacement, it draws a value from the jar and records the value. Then it puts the value back into the jar. In other words, `sample` *replaces* each value after each draw. As a result, `sample` may select the same value on the second draw. Each value has a chance of being selected each time. It is as if every draw were the first draw.

Sampling with replacement is an easy way to create *independent random samples*. Each value in your sample will be a sample of size one that is independent of the other values. This is the correct way to simulate a pair of dice:

```
sample(die, size = 2, replace = TRUE)
```

```
[1] 2 3
```

Congratulate yourself; you've just run your first simulation in R! You now have a method for simulating the result of rolling a pair of dice. If you want to add up the dice, you can feed your result straight into the `sum` function:

```
dice <- sample(die, size = 2, replace = TRUE)
dice
```

```
[1] 5 1
```

```
sum(dice)
```

```
[1] 6
```

What would happen if you call `dice` multiple times? Would R generate a new pair of dice values each time? Let's give it a try:

```
dice
```

```
[1] 5 1
```

```
dice
```

```
[1] 5 1
```

```
dice
```

```
[1] 5 1
```

The name `dice` refers to a *vector* of two numbers. Calling more than once does not change the value. Each time you call `dice`, R will show you the result of that one time you called `sample` and saved the output to `dice`. R won't rerun `sample(die, 2, replace = TRUE)` to create a new roll of the dice. Once you save a set of results to an R object, those results do not change.

However, it *would* be convenient to have an object that can re-roll the dice whenever you call it. You can make such an object by writing your own R function.

## 4.4 Writing Your Own Functions

To recap, you already have working R code that simulates rolling a pair of dice:

```
die <- 1:6
dice <- sample(die, size = 2, replace = TRUE)
sum(dice)
```

```
[1] 6
```

You can retype this code into the console anytime you want to re-roll your dice. However, this is an awkward way to work with the code. It would be easier to use your code if you wrapped it into its own function, which is exactly what we'll do now. We're going to write a function named `roll` that you can use to roll your virtual dice. When you're finished, the function will work like this: each time you call `roll()`, R will return the sum of rolling two dice:

```
roll()
## 8

roll()
## 3

roll()
## 7
```

Functions may seem mysterious or fancy, but they are *just another type of R object*. Instead of containing data, they contain code. This code is stored in a special format that makes it easy to reuse the code in new situations. You can write your own functions by recreating this format.

#### 4.4.1 The Function Constructor

Every function in R has three basic parts: a name, a body of code, and a set of arguments. To make your own function, you need to replicate these parts and store them in an R object, which you can do with the `function` function. To do this, call `function()` and follow it with a pair of braces, `{}`:

```
my_function <- function() {}
```

This function, as written, doesn't do anything (yet). However, it is a valid function. You can call it by typing its name followed by an open and closed parenthesis:

```
my_function()
```

NULL

`function` will build a function out of whatever R code you place between the braces. For example, you can turn your dice code into a function by calling:

```
roll <- function() {  
  die <- 1:6  
  dice <- sample(die, size = 2, replace = TRUE)  
  sum(dice)  
}
```

##### **i** Indentation and readability

Notice each line of code between the braces is indented. This makes the code easier to read but has no impact on how the code runs. R ignores spaces and line breaks and executes one complete expression at a time. Note that in other languages like python, spacing is extremely important and part of the language.

Just hit the Enter key between each line after the first brace, `{`. R will wait for you to type the last brace, `}`, before it responds.

Don't forget to save the output of `function` to an R object. This object will become your new function. To use it, write the object's name followed by an open and closed parenthesis:



```
roll()
```

```
[1] 10
```

You can think of the parentheses as the “trigger” that causes R to run the function. If you type in a function’s name *without* the parentheses, R will show you the code that is stored inside the function. If you type in the name *with* the parentheses, R will run that code:

```
roll
```

```
function ()  
{  
  die <- 1:6  
  dice <- sample(die, size = 2, replace = TRUE)  
  sum(dice)  
}
```

```
roll()
```

```
[1] 9
```

The code that you place inside your function is known as the *body* of the function. When you run a function in R, R will execute all of the code in the body and then return the result of the last line of code. If the last line of code doesn’t return a value, neither will your function, so you want to ensure that your final line of code returns a value. One way to check this is to think about what would happen if you ran the body of code line by line in the command line. Would R display a result after the last line, or would it not?

Here’s some code that would display a result:

```
dice  
1 + 1  
sqrt(2)
```

And here’s some code that would not:

```
dice <- sample(die, size = 2, replace = TRUE)  
two <- 1 + 1  
a <- sqrt(2)
```

Again, this is just showing the distinction between expressions and assignments.

## 4.5 Arguments

What if we removed one line of code from our function and changed the name `die` to `bones` (just a name—don't think of it as important), like this?

```
roll2 <- function() {  
  dice <- sample(bones, size = 2, replace = TRUE)  
  sum(dice)  
}
```

Now I'll get an error when I run the function. The function **needs** the object `bones` to do its job, but there is no object named `bones` to be found (you can check by typing `ls()` which will show you the names in the environment, or memory).

```
roll2()  
## Error in sample(bones, size = 2, replace = TRUE) :  
##   object 'bones' not found
```

You can supply `bones` when you call `roll2` if you make `bones` an argument of the function. To do this, put the name `bones` in the parentheses that follow `function` when you define `roll2`:

```
roll2 <- function(bones) {  
  dice <- sample(bones, size = 2, replace = TRUE)  
  sum(dice)  
}
```

Now `roll2` will work as long as you supply `bones` when you call the function. You can take advantage of this to roll different types of dice each time you call `roll2`.

Remember, we're rolling pairs of dice:

```
roll2(bones = 1:4)
```

```
[1] 5
```

```
roll2(bones = 1:6)
```

```
[1] 4
```

```
roll2(1:20)
```

```
[1] 4
```

Notice that `roll2` will still give an error if you do not supply a value for the `bones` argument when you call `roll2`:

```
roll2()
## Error in sample(bones, size = 2, replace = TRUE) :
## argument "bones" is missing, with no default
```

You can prevent this error by giving the `bones` argument a default value. To do this, set `bones` equal to a value when you define `roll2`:

```
roll2 <- function(bones = 1:6) {
  dice <- sample(bones, size = 2, replace = TRUE)
  sum(dice)
}
```

Now you can supply a new value for `bones` if you like, and `roll2` will use the default if you do not:

```
roll2()
```

```
[1] 9
```

You can give your functions as many arguments as you like. Just list their names, separated by commas, in the parentheses that follow `function`. When the function is run, R will replace each argument name in the function body with the value that the user supplies for the argument. If the user does not supply a value, R will replace the argument name with the argument's default value (if you defined one).

To summarize, `function` helps you construct your own R functions. You create a body of code for your function to run by writing code between the braces that follow `function`. You create arguments for your function to use by supplying their names in the parentheses that follow `function`. Finally, you give your function a name by saving its output to an R object, as shown in Figure 4.6.

Once you've created your function, R will treat it like every other function in R. Think about how useful this is. Have you ever tried to create a new Excel option and add it to Microsoft's menu bar? Or a new slide animation and add it to Powerpoint's options? When you work with a programming language, you can do these types of things. As you learn to program in R, you will be able to create new, customized, reproducible tools for yourself whenever you like.

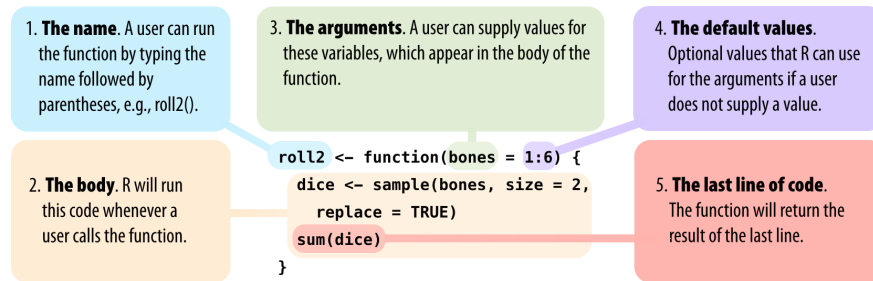


Figure 4.6: “Every function in R has the same parts, and you can use `function` to create these parts. Assign the result to a name, so you can call the function later.”

## 4.6 Scripts

Scripts are code that are saved for later reuse or editing. An R script is just a plain text file that you save R code in. You can open an R script in RStudio by going to **File > New File > R script** in the menu bar. RStudio will then open a fresh script above your console pane, as shown in Figure 4.7.

I strongly encourage you to write and edit all of your R code in a script before you run it in the console. Why? This habit creates a reproducible record of your work. When you’re finished for the day, you can save your script and then use it to rerun your entire analysis the next day. Scripts are also very handy for editing and proofreading your code, and they make a nice copy of your work to share with others. To save a script, click the scripts pane, and then go to **File > Save As** in the menu bar.

RStudio comes with many built-in features that make it easy to work with scripts. First, you can automatically execute a line of code in a script by clicking the Run button at the top of the editor panel.

R will run whichever line of code your cursor is on. If you have a whole section highlighted, R will run the highlighted code. Alternatively, you can run the entire script by clicking the Source button. Don’t like clicking buttons? You can use `Control + Return` as a shortcut for the Run button. On Macs, that would be `Command + Return`.

If you’re not convinced about scripts, you soon will be. It becomes a pain to write multi-line code in the console’s single-line command line. Let’s avoid that headache and open your first script now before we move to the next chapter.

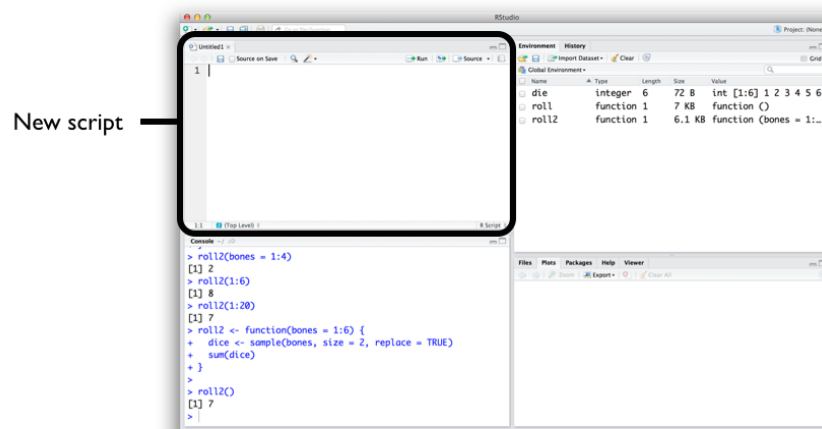


Figure 4.7: “When you open an R Script (File > New File > R Script in the menu bar), RStudio creates a fourth pane (or puts a new tab in the existing pane) above the console where you can write and edit your code.”

#### 💡 Tip

##### Extract function

RStudio comes with a tool that can help you build functions. To use it, highlight the lines of code in your R script that you want to turn into a function. Then click **Code > Extract Function** in the menu bar. RStudio will ask you for a function name to use and then wrap your code in a **function** call. It will scan the code for undefined variables and use these as arguments.

You may want to double-check RStudio’s work. It assumes that your code is correct, so if it does something surprising, you may have a problem in your code.

## 4.7 Summary

We’ve covered a lot of ground already. You now have a virtual die stored in your computer’s memory, as well as your own R function that rolls a pair of dice. You’ve also begun speaking the R language.

The two most important components of the R language are objects, which store data, and functions, which manipulate data. R also uses a host of operators like **+**, **-**, **\***, **/**, and **<-** to do basic tasks. As a data scientist, you will use R objects to store data in your computer’s memory, and you will use functions to automate tasks and do complicated calculations.

## 5 Packages

R is a powerful language for data science and programming, allowing beginners and experts alike to manipulate, analyze, and visualize data effectively. One of the most appealing features of R is its extensive library of packages, which are essential tools for expanding its capabilities and streamlining the coding process.

An R package is a collection of reusable functions, datasets, and compiled code created by other users and developers to extend the functionality of the base R language. These packages cover a wide range of applications, such as data manipulation, statistical analysis, machine learning, and data visualization. By utilizing existing R packages, you can leverage the expertise of others and save time by avoiding the need to create custom functions from scratch.

Using others' R packages is incredibly beneficial as it allows you to take advantage of the collective knowledge of the R community. Developers often create packages to address specific challenges, optimize performance, or implement popular algorithms or methodologies. By incorporating these packages into your projects, you can enhance your productivity, reduce development time, and ensure that you are using well-tested and reliable code.

### 5.1 Installing R packages

To install an R package, you can use the `install.packages()` function in the R console or script. For example, to install the popular data manipulation package “dplyr,” simply type `install.packages(“dplyr”)`. This command will download the package from the Comprehensive R Archive Network (CRAN) and install it on your local machine. Keep in mind that you only need to install a package once, unless you want to update it to a newer version.

For those who are going to be using R for bioinformatics or biological data science, you will also want to install packages from Bioconductor, which is a repository of R packages specifically designed for bioinformatics and computational biology. To install Bioconductor packages, you can use the `BiocManager::install()` function.

To use this recommended approach, you first need to install the `BiocManager` package, which is the package manager for Bioconductor.

```
install.packages('BiocManager')
```

This is a one-time installation. After that, you can install any R, Bioconductor, rOpenSci, or even GitHub package using the `BiocManager::install()` function. For example, to install the `ggplot2` package, which is widely used for data visualization, you would run:

```
BiocManager::install("ggplot2")
```

## 5.2 Installing vs loading (library) R packages

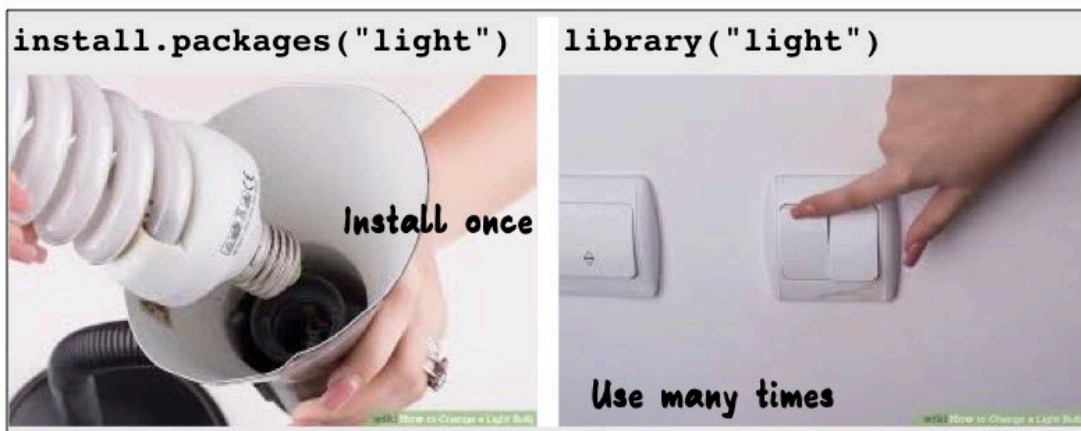
After installing an R package, you will need to load it into your R session before using its functions. To load a package, use the `library()` function followed by the package name, such as `library(dplyr)`. Loading a package makes its functions and datasets available for use in your current R session. Note that you need to load a package every time you start a new R session.

```
library(ggplot2)
```

Now, the functionality of the *ggplot2* package is available in our R session.

### 💡 Installing vs loading packages

The main thing to remember is that you only need to install a package once, but you need to load it with `library` each time you wish to use it in a new R session. R will unload all of its packages each time you close RStudio.



Images sourced from <https://www.wikihow.com/Change-a-Light-Bulb>

Figure 5.1: Installing vs loading R packages.

As in {Figure 5.1}, screw in the lightbulb (eg., `BiocManager::install`) only once and

then to use it, you need to turn on the switch each time you want to use it (`library`).

## 5.3 Finding R packages

Finding useful R packages can be done in several ways. First, browsing CRAN (<https://cran.r-project.org/>) and Bioconductor (<https://bioconductor.org>) are an excellent starting points, as they host thousands of packages categorized by topic. Additionally, online forums like Stack Overflow and R-bloggers can provide valuable recommendations based on user experiences. Social media platforms such as Twitter, where developers and data scientists often share new packages and updates, can also be a helpful resource. Finally, don't forget to ask your colleagues or fellow R users for their favorite packages, as they may have insights on which ones best suit your specific needs.

## 5.4 Creating a package

While it may seem overwhelming, creating a package can be fairly simple with the assistance of R packages that provide tips and templates. [devtools](#) and [biothis](#) are great starting points.



## 6 Reading and writing data files

### 6.1 Introduction

In this chapter, we will discuss how to read and write data files in R. Data files are essential for storing and sharing data across different platforms and applications. R provides a variety of functions and packages to read and write data files in different formats, such as text files, CSV files, Excel files. By mastering these functions, you can efficiently import and export data in R, enabling you to perform data analysis and visualization tasks effectively.

### 6.2 CSV files

Comma-Separated Values (CSV) files are a common file format for storing tabular data. They consist of rows and columns, with each row representing a record and each column representing a variable or attribute. CSV files are widely used for data storage and exchange due to their simplicity and compatibility with various software applications. In R, you can read and write CSV files using the `read.csv()` and `write.csv()` functions, respectively. A commonly used alternative is to use the `readr` package, which provides faster and more user-friendly functions for reading and writing CSV files.

#### 6.2.1 Writing a CSV file

Since we are going to use the `readr` package, we need to install it first. You can install the `readr` package using the following command:

```
install.packages("readr")
```

Once the package is installed, you can load it into your R session using the `library()` function:

```
library(readr)
```

Since we don't have a CSV file sitting around, let's create a simple data frame to write to a CSV file. Here's an example data frame:

```
df <- data.frame(
  id = c(1, 2, 3, 4, 5),
  name = c("Alice", "Bob", "Charlie", "David", "Eve"),
  age = c(25, 30, 35, 40, 45)
)
```

Now, you can write this data frame to a CSV file using the `write_csv()` function from the `readr` package. Here's how you can do it:

```
write_csv(df, "data.csv")
```

You can check the current working directory to see if the CSV file was created successfully. If you want to specify a different directory or file path, you can provide the full path in the `write_csv()` function.

```
# see what the current working directory is
getwd()
```

```
[1] "/home/lorikern/Projects/Papers_Reporting_Conferences/RBiocBook-book/RPC519RBioc"
```

```
# and check to see that the file was created
dir(pattern = "data.csv")
```

```
[1] "data.csv"
```

## 6.2.2 Reading a CSV file

Now that we have a CSV file, let's read it back into R using the `read_csv()` function from the `readr` package. Here's how you can do it:

```
df2 <- read_csv("data.csv")
```

```
Rows: 5 Columns: 3
```

```
-- Column specification -----
```

```
Delimiter: ","
```

```
chr (1): name
```

```
dbl (2): id, age
```

```
i Use `spec()` to retrieve the full column specification for this data.
```

```
i Specify the column types or set `show_col_types = FALSE` to quiet this message.
```

You can check the structure of the data frame `df2` to verify that the data was read correctly:

```
df2
```

```
# A tibble: 5 x 3
      id name    age
  <dbl> <chr> <dbl>
1     1 Alice    25
2     2 Bob     30
3     3 Charlie  35
4     4 David    40
5     5 Eve     45
```

The `readr` package can read CSV files with various delimiters, headers, and data types, making it a versatile tool for handling tabular data in R. It can also read CSV files directly from web locations like so:

```
df3 <- read_csv("https://data.cdc.gov/resource/pwn4-m3yp.csv")
```

```
Rows: 1000 Columns: 10
-- Column specification -----
Delimiter: ","
chr  (1): state
dbl  (6): tot_cases, new_cases, tot_deaths, new_deaths, new_historic_cases, ...
dtm  (3): date_updated, start_date, end_date

i Use `spec()` to retrieve the full column specification for this data.
i Specify the column types or set `show_col_types = FALSE` to quiet this message.
```

The dataset that you just downloaded is described here: [Covid-19 data from CDC](#)

## 6.3 Excel files

Microsoft Excel files are another common file format for storing tabular data. Excel files can contain multiple sheets, formulas, and formatting options, making them a popular choice for data storage and analysis. In R, you can read and write Excel files using the `readxl` package. This package provides functions to import and export data from Excel files, enabling you to work with Excel data in R.

### 6.3.1 Reading an Excel file

To read an Excel file in R, you need to install and load the `readxl` package. You can install the `readxl` package using the following command:

```
install.packages("readxl")
```

Once the package is installed, you can load it into your R session using the `library()` function:

```
library(readxl)
```

Now, you can read an Excel file using the `read_excel()` function from the `readxl` package. We don't have an excel file available, so let's download one from the internet. Here's an example:

```
download.file('https://www.w3resource.com/python-exercises/pandas/excel/SaleData.xlsx', 'SaleData.xlsx')
```

Now, you can read the Excel file into R using the `read_excel()` function:

```
df_excel <- read_excel("SaleData.xlsx")
```

You can check the structure of the data frame `df_excel` to verify that the data was read correctly:

```
df_excel
```

```
# A tibble: 45 x 8
  OrderDate      Region Manager SalesMan Item Units Unit_price Sale_amt
  <dtm>         <chr>   <chr>   <chr>   <chr> <dbl>    <dbl>    <dbl>
1 2018-01-06 00:00:00 East    Martha Alexander Tele~    95      1198    113810
2 2018-01-23 00:00:00 Central Hermann Shelli Home~    50        500     25000
3 2018-02-09 00:00:00 Central Hermann Luis Tele~    36      1198     43128
4 2018-02-26 00:00:00 Central Timothy David Cell~    27        225      6075
5 2018-03-15 00:00:00 West    Timothy Stephen Tele~    56      1198     67088
6 2018-04-01 00:00:00 East    Martha Alexander Home~    60        500     30000
7 2018-04-18 00:00:00 Central Martha Steven Tele~    75      1198     89850
8 2018-05-05 00:00:00 Central Hermann Luis Tele~    90      1198    107820
9 2018-05-22 00:00:00 West    Douglas Michael Tele~    32      1198     38336
10 2018-06-08 00:00:00 East    Martha Alexander Home~    60        500     30000
# i 35 more rows
```

The `readxl` package provides various options to read Excel files with multiple sheets, specific ranges, and data types, making it a versatile tool for handling Excel data in R.

### 6.3.2 Writing an Excel file

To write an Excel file in R, you can use the `write_xlsx()` function from the `writexl` package. You can install the `writexl` package using the following command:

```
install.packages("writexl")
```

Once the package is installed, you can load it into your R session using the `library()` function:

```
library(writexl)
```

The `write_xlsx()` function allows you to write a data frame to an Excel file. Here's an example:

```
write_xlsx(df, "data.xlsx")
```

You can check the current working directory to see if the Excel file was created successfully. If you want to specify a different directory or file path, you can provide the full path in the `write_xlsx()` function.

```
# see what the current working directory is  
getwd()
```

```
[1] "/home/lorikern/Projects/Papers_Reporting_Conferences/RBiocBook-book/RPC519RBioc"
```

```
# and check to see that the file was created  
dir(pattern = "data.xlsx")
```

```
[1] "data.xlsx"
```

## 6.4 Additional options

- Google Sheets: You can read and write data from Google Sheets using the `googlesheets4` package. This package provides functions to interact with Google Sheets, enabling you to import and export data from Google Sheets to R.
- JSON files: You can read and write JSON files using the `jsonlite` package. This package provides functions to convert R objects to JSON format and vice versa, enabling you to work with JSON data in R.
- Database files: You can read and write data from database files using the `DBI` and `RSQLite` packages. These packages provide functions to interact with various database systems, enabling you to import and export data from databases to R.

## References

# A Interactive Intro to R

## A.1 Swirl

The following is from the [swirl website](#).

The swirl R package makes it fun and easy to learn R programming and data science. If you are new to R, have no fear.

To get started, we need to install a new package into R.

```
install.packages('swirl')
```

Once installed, we want to load it into the R workspace so we can use it.

```
library('swirl')
```

Finally, to get going, start swirl and follow the instructions.

```
swirl()
```



## B Git and GitHub

Git is a version control system that allows you to track changes in your code and collaborate with others. GitHub is a web-based platform that hosts Git repositories, making it easy to share and collaborate on projects. Github is NOT the only place to host Git repositories, but it is the most popular and has a large community of users.

You can use git by itself locally for version control. However, if you want to collaborate with others, you will need to use a remote repository, such as GitHub. This allows you to share your code with others, track changes, and collaborate on projects.

### Note

It can be confusing to understand the difference between Git and GitHub. In short, Git is the version control system that tracks changes in your code, while GitHub is a platform that hosts your Git repositories and provides additional features for collaboration.

### B.1 install Git and GitHub CLI

To use Git and GitHub, you need to have Git installed on your computer. You can download it from [git-scm.com](https://git-scm.com). After installation, you can check if Git is installed correctly by running the following command in your terminal:

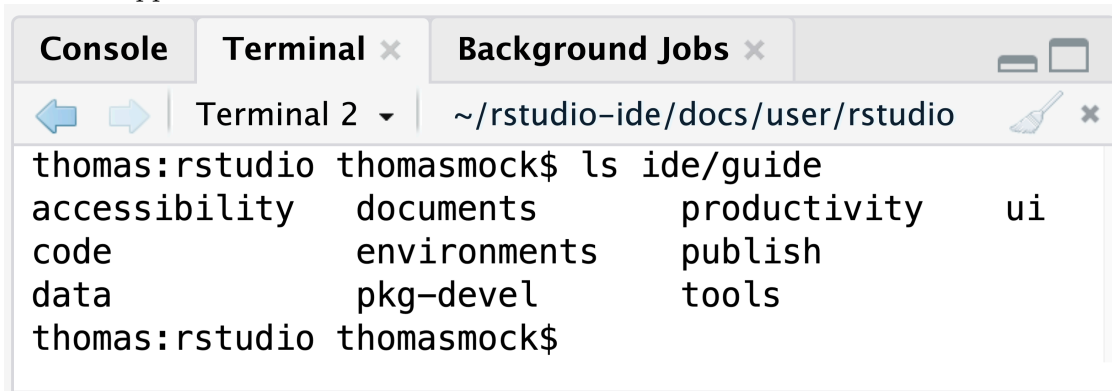
```
git --version
```

We also need the `gh` command line tool to interact with GitHub. You can install it from [cli.github.com](https://cli.github.com). To install, go to [the releases page](#) and download the appropriate version for your operating system. For the Mac, it is the file named something like “Macos Universal” and the file will have a `.pkg` extension. You can install it by double-clicking the file after downloading it.

### Using the RStudio Terminal

If you are using RStudio, you can use the built-in terminal to run Git commands. To open the terminal, go to the “Terminal” tab in the bottom pane of RStudio. This allows you to run Git commands directly from RStudio without needing to switch to a separate

terminal application.



For more details, see the [RStudio terminal documentation](#).

## B.2 Configure Git

After installing Git, you need to configure it with your name and email address. This information will be used to identify you as the author of the commits you make. Run the following commands in your terminal, replacing “Your Name” and “you@example.com” with your actual name and email address:

```
git config --global user.name "Your Name"
git config --global user.email "you@example.com"
```

## B.3 Create a GitHub account

If you don’t already have a GitHub account, you can create one for free at [github.com](https://github.com).

## B.4 Login to GitHub CLI

After installing the GitHub CLI, you need to log in to your GitHub account. Run the following command in your terminal:

```
gh auth login
```

## B.5 Introduction to Version Control with Git

Welcome to the world of version control! Think of Git as a “save” button for your entire project, but with the ability to go back to previous saves, see exactly what you changed, and even work on different versions of your project at the same time. It’s an essential tool for reproducible and collaborative research.

In this tutorial, we’ll learn the absolute basics of Git using the command line directly within RStudio.

### B.5.1 Key Git Commands We’ll Learn Today:

- **git init:** Initializes a new Git repository in your project folder. This is the first step to start tracking your files.
  - **git add:** Tells Git which files you want to track changes for. You can think of this as putting your changes into a “staging area.”
  - **git commit:** Takes a snapshot of your staged changes. This is like creating a permanent save point with a descriptive message.
  - **git restore:** Discards changes in your working directory. It’s a way to undo modifications you haven’t committed yet.
  - **git branch:** Allows you to create separate timelines of your project. This is useful for developing new features without affecting your main work.
  - **git merge:** Combines the changes from one branch into another.
- 

## B.6 The Toy Example: An R Script

First, let’s create a simple R script that we can use for our Git exercise. In RStudio, create a new R Script and save it as `data_analysis.R`.

```
# data_analysis.R

# Load necessary libraries
library(ggplot2)
library(dplyr)

# Create some sample data
data <- data.frame(
  x = 1:10,
```

```
y = (1:10) ^ 2
)

# Initial data summary
summary(data)
```

## B.7 Let's Get Started with Git!

Open the **Terminal** in RStudio (you can usually find it as a tab next to the Console). We'll be typing all our Git commands here.

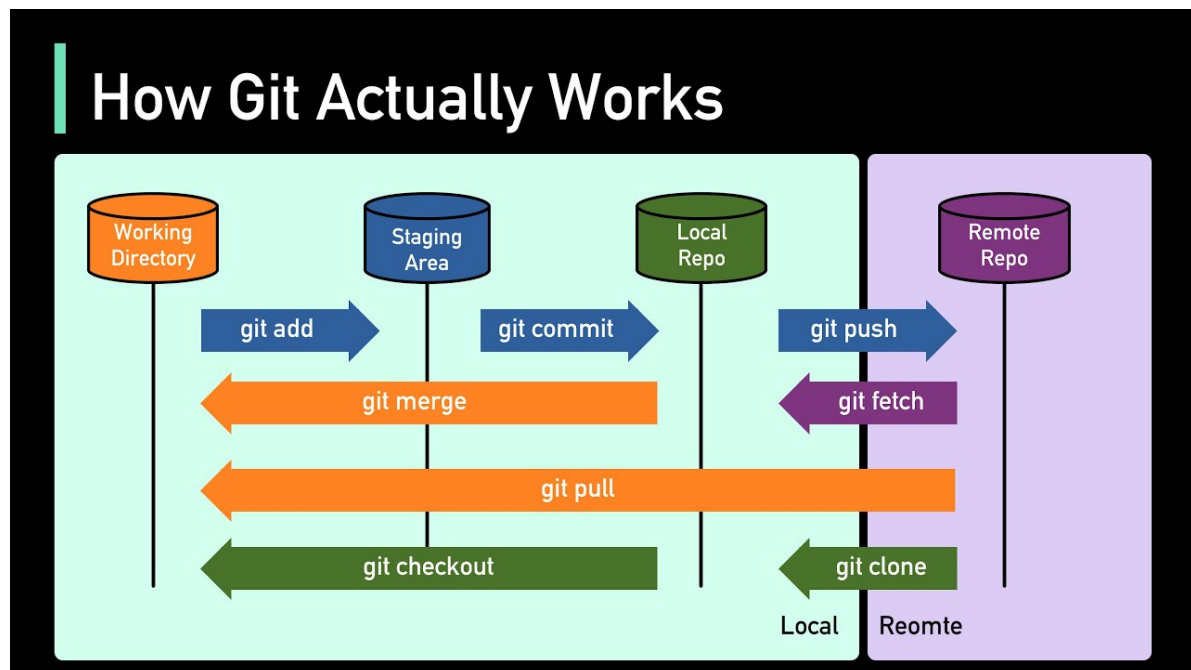


Figure B.1: This is an overview of how git works along with the commands that make it tick. See [this video](#)

### B.7.1 Step 1: Initialize Your Git Repository

First, we need to tell Git to start tracking our project folder.

```
git init
```

You'll see a message like `Initialized empty Git repository in....` You might also notice a new `.git` folder in your project directory (it might be hidden). This is where Git stores all its tracking information. Your default branch is automatically named `main`.

### B.7.2 Step 2: Your First Commit

Now, let's add our `data_analysis.R` script to Git's tracking and make our first "commit."

1. Add the file to the staging area:

```
git add data_analysis.R
```

2. Commit the staged file with a message:

```
git commit -m "Initial commit: Add basic data script"
```

The `-m` flag lets you write your commit message directly in the command. Good commit messages are short but descriptive!

### B.7.3 Step 3: Making and Undoing a Change

Let's modify our R script. Add a plotting section to the end of `data_analysis.R`.

```
# ... (keep the previous code)

# Create a plot
ggplot(data, aes(x = x, y = y)) +
  geom_point() +
  ggtitle("A Simple Scatter Plot")
```

Now, what if we decided we didn't want this change after all? We can use `git restore` to go back to our last committed version.

```
git restore data_analysis.R
```

If you look at your `data_analysis.R` file now, the plotting code will be gone!

### B.7.4 Step 4: Branching Out

Branches are a powerful feature. Let's create a new branch to add our plot without messing up our `main` branch.

1. Create a new branch and switch to it:

```
git checkout -b add-plot
```

*This is a shortcut for `git branch add-plot` and `git checkout add-plot`.*

Now, re-add the plotting code to `data_analysis.R`.

```
# ... (keep the previous code)

# Create a plot
ggplot(data, aes(x = x, y = y)) +
  geom_point() +
  ggtitle("A Simple Scatter Plot")
```

Let's commit this change on our new `add-plot` branch.

```
git add data_analysis.R
git commit -m "feat: Add scatter plot"
```

### B.7.5 Step 5: Seeing Branches in Action

Now for the magic of branches. Let's switch back to our `main` branch.

```
git checkout main
```

Now, open your `data_analysis.R` script in the RStudio editor. **The plotting code is gone!** That's because the change only exists on the `add-plot` branch. The `main` branch is exactly as we last left it.

Let's switch back to our feature branch.

```
git checkout add-plot
```

Check the `data_analysis.R` script again. **The plotting code is back!** This demonstrates how branches allow you to work on different versions of your project in isolation.

### B.7.6 Step 6: Merging Your Work

Our plot is complete and we're happy with it. It's time to merge it back into our `main` branch to incorporate the new feature.

1. Switch back to the main branch, which is our target for the merge:

```
git checkout main
```

2. Merge the `add-plot` branch into `main`:

```
git merge add-plot
```

You'll see a message indicating that the merge happened. Now, your `main` branch has the updated `data_analysis.R` script with the plotting code!

## C Additional resources

- [Base R Cheat Sheet](#)
- [Modern Data Visualization with R](#)

### C.1 AI

- [chatGPT](#)
- [Gemini](#)
- [Claude](#)
- [DeepSeek](#)
- [Perplexity](#)



## D Data Visualization with ggplot2

Start with this worked example to get a feel for the `ggplot2` package.

- <https://rkabacoff.github.io/datavis/IntroGGPLOT.html>

Then, for more detail, I refer you to this excellent [ggplot2 tutorial](#).

Finally, for more R graphics inspiration, see the [R Graph Gallery](#).