

# R Wizardry Homework 1

## Homework 1 – The basics of R

Directions – Use the attached RMarkdown document to submit your answers, placing the code inside the chunks of code and text-based answers outside the chunks.

There are a total of 10 questions, each question gives you 1 point. Upload the RMarkdown file (the file with the extension “.rmd”) to the folder for Homework 1 on Desire2Learn, naming the file with your name and “homework 1” (e.g. “John Smith Homework 1”).

### Question 1.

Make a variable named X which is equal to 17

### Question 2.

Add 28 to the variable you just created and multiply the result by 45. Divide the product by 78. Each new operation will give you a new variable

### Question 3.

Write the entire code from question #2 as a single line (hint: as you would if you were using a scientific calculator or Excel!)

### Question 4.

Overwrite the ‘x’ variable with a new value equal to 89

### Question 5.

Create a second variable which will be  $x + 5!$  (i.e. 5 factorial), and divide your new variable by x

### Question 6.

Take the squared root of the result from question 5 and store it as a named object.

### Question 7.

What is the difference between a matrix and a data frame

### Question 8.

The dataset below has been stored as a matrix (see rmd file). However, the data type of some of the elements have lost their original characteristics. Use the functions `mode()`, `str()` and `class()` to inquire about the dataset's properties.

What data structure (e.g. list, data frame, array, etc.) would you use instead to store the dataset below, and why?

### Question 9.

Take the vectors below and create a data frame called “weather” (see rmd file). Did the objects and elements preserve their original data types (i.e. still being character or numeric?). Use the functions `mode()`, `str()` and `class()` to inquire about the dataset's properties. Any differences compared to matrix created in question #8?

### Question 10.

R is an object-oriented programming language. Briefly define what an object-oriented programming language is.