1)

> help(vector)

> ?vector

>

> help.start()

2)

|  |
| --- |
| > x<-c(22,5,12,36)  > x  [1] 22 5 12 36  > x<-c(x[1:3],222,x[4])  > x  [1] 22 5 12 222 36 |
|  |
| |  | | --- | | 3)  > x<-c(x[1:3],222,x[4])  > length(x)  [1] 5  4)  > y<-vector(length=2)  > y[1]<-1  > y[2]<-2  > y[3]<-3  > y  [1] 1 2 3  5)  > a<-c(1,2,4)  > b<-c(5,0,-1)  > a+b  [1] 6 2 3  > b<-c(5,0,-1,4)  > a+b  [1] 6 2 3 5  Warning message:  In a + b : longer object length is not a multiple of shorter object length  > b<-c(5,0,-1)  > a\*b  [1] 5 0 -4  6)  > y<-c(2,4,5,12)  > y[1:3]  [1] 2 4 5  >  > y[c(1:3)]  [1] 2 4 5  7)  > poker\_vector<-c(140,-50,20,-120,240)  > roulette\_vector<-c(-24,-50,100,-350,10)  > days\_vector<-c("MONDAY","TUESDAY","WEDNESDAY","THURSDAY","FRIDAY")  8)  > names(poker\_vector)<-days\_vector  > poker\_vector  MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY  140 -50 20 -120 240  9)  > names(roulette\_vector)<-days\_vector  > roulette\_vector  MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY  -24 -50 100 -350 10  10)  > gamestotal<-poker\_vector+roulette\_vector  > gamestotal  MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY  116 -100 120 -470 250  11)  > roulette\_vector<-c(-24,-50,100,-350,10)  > poker\_vector<-c(140,-50,20,-120,240)  >  > sum(poker\_vector)  [1] 230  >  > sum(roulette\_vector)  [1] -314  12)  > total\_poker<-sum(poker\_vector)  > total\_roulette<-sum(roulette\_vector)  > total\_poker>total\_roulette  [1] TRUE  13)  > poker\_vector>roulette\_vector  MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY  TRUE FALSE FALSE TRUE TRUE  > poker\_wed<-poker\_vector[3]  > poker\_wed  WEDNESDAY  20  14)  > poker\_twt<-poker\_vector[c(2,3,4)]  > poker\_twt  TUESDAY WEDNESDAY THURSDAY  -50 20 -120  15)  > roulette\_twf<-roulette\_vector[c(2,3,5)]  > roulette\_twf  TUESDAY WEDNESDAY FRIDAY  -50 100 10  16)  > poker\_mean<-mean(poker\_vector)  > poker\_mean  [1] 46  >  > poker\_mean\_mtw<-mean(poker\_vector[c(1,2,3)])  > poker\_mean\_mtw  [1] 36.66667  >  >  > roulette\_mean\_mtw<-mean(roulette\_vector[c(1,2,3)])  >  > roulette\_mean\_mtw  [1] 8.666667  17)  > profit<-poker\_vector>0  > profit  MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY  TRUE FALSE TRUE FALSE TRUE    > winning\_days\_poker<-poker\_vector[profit]  > winning\_days\_poker  MONDAY WEDNESDAY FRIDAY  140 20 240    > winning\_days\_roulette<-roulette\_vector[profit]  > winning\_days\_roulette  MONDAY WEDNESDAY FRIDAY  -24 100 10 | |