**swirl Programming Assignment: Instructions**[Help Center](https://accounts.coursera.org/i/zendesk/courserahelp?return_to=https://learner.coursera.help/hc/articles/201212249-Programming-Assignments" \o "Click here if you're experiencing technical problems or found errors in the course materials." \t "_blank)

[swirl is a software package](http://swirlstats.com/" \t "_blank) that turns the R console into an interactive learning environment. In this programming assignment, you'll have the opportunity to **earn up to 5 extra credit points** while using swirl to practice some key concepts from this course.

**0. First things first**

* You must have the **most recent version of swirl** to complete this assignment.
* swirl requires **R 3.0.2 or later**. If you have an older version of R, please update before going any further. If you're not sure what version of R you have, type R.version.string at the R prompt.
* **If you are on a Linux operating system**, please visit our [Installing swirl on Linux](https://github.com/swirldev/swirl/wiki/Installing-swirl-on-Linux" \t "_blank) page for special instructions.

**1. Install swirl**

Since swirl is an R package, you can easily install it by entering a single command from the R console:

install.packages("swirl")

**2. Load and run swirl**

Every time you want to use swirl, just load the package and start the program. From the R console:

library(swirl) swirl()

**3. Install the R Programming course**

swirl offers a variety of interactive courses, but for our purposes, you want the one called **R Programming**. If this is your first time using swirl, it will prompt you to install the R Programming course automatically. If you've used swirl in the past, you will need to type the following from the R prompt:

install\_from\_swirl("R Programming")

**4. Complete the lessons**

There are 15 lessons in the R Programming course covering a variety of important topics.

Each completed lesson is worth one extra credit point. However, the **maximum number of points you may earn for the assignment is capped at 5**. Regardless, these lessons will give you valuable practice and you are encouraged to complete as many as possible. If you skip() more than one question in a lesson, you will not receive credit for that lesson.

**5. Get extra credit for your work!**

Upon completing each lesson, swirl will ask for your Coursera credentials:

* **Course ID**: rprog-031
* **Submission login (email)**: The email address associated with your Coursera account
* **Submission password**: This is **NOT the password that you use to log into the Coursera website.** Your submission password can be found at the top of the [Programming Assignments](https://class.coursera.org/rprog-031/assignment" \t "_blank) page.

Once you've entered and confirmed this information, swirl will attempt to notify Coursera automatically. If something goes wrong with automatic submission, you'll have the option to retry or submit manually.

**If you need help...**

* Visit the [Frequently Asked Questions (FAQ)](https://github.com/swirldev/swirl/wiki/Coursera-FAQ" \t "_blank) page to see if you can answer your own question immediately.
* Search the [swirl Programming Assignment](https://class.coursera.org/rprog-031/forum/list?forum_id=10016" \t "_blank) sub-forum, which is located on the Discussion Forums page for this course.
* If you still can't find an answer to your question, then create a new thread under the [swirl Programming Assignment](https://class.coursera.org/rprog-031/forum/list?forum_id=10016" \t "_blank) sub-forum and provide the following information:
  + A descriptive title
  + Any input/output from the console (copy & paste) or a screenshot
  + The output from sessionInfo()

**Good luck and have fun!**

For more information on swirl, visit [swirlstats.com](http://swirlstats.com/" \t "_blank).