1. Using #
   1. When coding in either the R console or in .R files, the # is a remark used to tell R not to execute the R code that follows the #
   2. When coding in RMarkdown (.Rmd) files, the # is a remark used to tell RMarkdown to create headers. The number of #’s used will decrease the size of the header. I’ve found that for best results, bookending headers with two #’s works best.
      1. #My Header#
      2. ##My Smaller Header#
2. When typing sentences or comments in RMarkdown, you will type just as you would in a normal word-processing program (e.g., MS Word). When you wish to insert R Code chunks, you will need to tell RMarkdown when you have R code. Otherwise, RMarkdown will think that your code is part of your written text.
   1. Embedding R code chunks in RMarkdown.
      1. On the first line, type 3 backticks followed by curly braces that enclose an r
      2. On the next line, type 3 backticks to end the code chunk

Example:

```{r}

ages <- (21, 19, 19, 20, 19)

myage <- 21

mean(ages)

```

Note: Backticks are not apostrophes

* 1. Inside, your sentences, you can also can R objects.

Example:

My age is `r myage`.

1. Make sure that ALL of your files used for this class are saved to your Working Directory. This includes RMarkdown files (.Rmd). They will likely not run properly if you don’t save them before attempting to knit.
2. Do not download or save any files with a % character in the name. This will likely cause errors when attempting to knit.
3. View() might cause an error when knitting your .Rmd file to HTML. Comment out all usages of View() using # before knitting.
4. If two libraries contain functions with the same name, R may choose one based on the order in which you load them.