# STA 326 2.0/ ASP 454 2.0 Programming and Data Analysis with R Tutorial 1

#### 1 Creating vectors

- 1. Write R codes to create following vectors
  - (a) 5, 12, 32, 50, 100000
  - (b)  $1, 2, 3, \ldots, 100$ .
  - (c)  $2, 4, 6, 8, \ldots, 100.$
  - (d) vector  $(3, 3, 3, \ldots, 3, 6, 6, \ldots, 6, 9, 9, 9, \ldots, 9)$ , where there are 10 occurrences of 3, 20 occurrences of 6 and 30 occurrences of 9.
- 2. Generate a sequence using the code seq(from=1, to=10, by=1). What other ways can you generate the same sequence?
- 3. Using the function rep(), create the below sequence 1, 2, 3, 4, 1, 2, 3, 4, 1, 2, 3, 4
- 4. Create a vector that shows the square root the integers from 1 to 100.
- 5. Create a vector with elements from 1 to 100 incrementing by 0.4. Your output should look like the sample output given below.

```
[1] 1.0 1.4 1.8 2.2 2.6 3.0 3.4 3.8 4.2 4.6 5.0 5.4 5.8 6.2 6.6
 [16] 7.0 7.4 7.8 8.2 8.6 9.0 9.4 9.8 10.2 10.6 11.0 11.4 11.8 12.2 12.6
[31] 13.0 13.4 13.8 14.2 14.6 15.0 15.4 15.8 16.2 16.6 17.0 17.4 17.8 18.2 18.6
[46] 19.0 19.4 19.8 20.2 20.6 21.0 21.4 21.8 22.2 22.6 23.0 23.4 23.8 24.2 24.6
[61] 25.0 25.4 25.8 26.2 26.6 27.0 27.4 27.8 28.2 28.6 29.0 29.4 29.8 30.2 30.6
[76] 31.0 31.4 31.8 32.2 32.6 33.0 33.4 33.8 34.2 34.6 35.0 35.4 35.8 36.2 36.6
[91] 37.0 37.4 37.8 38.2 38.6 39.0 39.4 39.8 40.2 40.6 41.0 41.4 41.8 42.2 42.6
[106] 43.0 43.4 43.8 44.2 44.6 45.0 45.4 45.8 46.2 46.6 47.0 47.4 47.8 48.2 48.6
[121] 49.0 49.4 49.8 50.2 50.6 51.0 51.4 51.8 52.2 52.6 53.0 53.4 53.8 54.2 54.6
[136] 55.0 55.4 55.8 56.2 56.6 57.0 57.4 57.8 58.2 58.6 59.0 59.4 59.8 60.2 60.6
[151] 61.0 61.4 61.8 62.2 62.6 63.0 63.4 63.8 64.2 64.6 65.0 65.4 65.8 66.2 66.6
[166] 67.0 67.4 67.8 68.2 68.6 69.0 69.4 69.8 70.2 70.6 71.0 71.4 71.8 72.2 72.6
[181] 73.0 73.4 73.8 74.2 74.6 75.0 75.4 75.8 76.2 76.6 77.0 77.4 77.8 78.2 78.6
[196] 79.0 79.4 79.8 80.2 80.6 81.0 81.4 81.8 82.2 82.6 83.0 83.4 83.8 84.2 84.6
[211] 85.0 85.4 85.8 86.2 86.6 87.0 87.4 87.8 88.2 88.6 89.0 89.4 89.8 90.2 90.6
[226] 91.0 91.4 91.8 92.2 92.6 93.0 93.4 93.8 94.2 94.6 95.0 95.4 95.8 96.2 96.6
[241] 97.0 97.4 97.8 98.2 98.6 99.0 99.4 99.8
```

6. Observe the differences in running the following codes.

```
vec1 <- 1.8:20.8
vec1</pre>
```

```
[1] 1.8 2.8 3.8 4.8 5.8 6.8 7.8 8.8 9.8 10.8 11.8 12.8 13.8 14.8 15.8 [16] 16.8 17.8 18.8 19.8 20.8
```

```
vec2 <- 1.8:30
vec2
```

```
[1] 1.8 2.8 3.8 4.8 5.8 6.8 7.8 8.8 9.8 10.8 11.8 12.8 13.8 14.8 15.8 [16] 16.8 17.8 18.8 19.8 20.8 21.8 22.8 23.8 24.8 25.8 26.8 27.8 28.8 29.8
```

## 2 Object classes and type of objects

7. Use typeof to identify the storage mode of the following objects and class to identify object classes.

```
a <- c("MON", "TUES", "WED", "THUR", "FRI")

b <- c(1, 2, 3, 4, 5)

c <- c(1L, 2L, 3L, 4L, 5L)

d <- c(TRUE, FALSE, TRUE, TRUE)

e <- c(2+3i, 1+2i, 5+3i)

f <- c("MON", TRUE, 1, 1L)
```

8. Explore comment on the output of following vector functions.

```
a1 <- vector("numeric", 8)
a2 <- vector("complex", 8)
a3 <- vector("logical", 8)
a4 <- vector("character", 8)

b1 <- numeric(8)
b2 <- complex(8)
b3 <- logical(8)
b4 <- character(8)</pre>
```

## 3 Subsetting of vectors

9. Consider the vector x.

```
x <- 1:10
```

What does each of the following codes do?

```
x[c(2, 4)]
x[-1]
x[c(2, -4)]
x[c(2.4, 3.54)]
```

10. Consider the following vector

```
[1] -0.97448987 -1.27461307 0.48801800 0.49141295 -0.67692483
                                                              1.34014254
[7] 2.18583063 -0.17553252 -1.63483137 0.03024727 -2.11800235
                                                              0.18654600
[13] 1.39701400 0.14609591 -1.83088596 -2.36168175 -2.02598608
                                                             0.67525542
[19] 1.15826732 -0.37223351 -0.08631292 -0.46437630 -0.78819679
                                                             0.04924904
[25] -0.78357858 1.05806879 0.13313826 0.76659792 0.12350731 -0.55793273
[31] 1.03673831 1.38740632 -1.21604544 -1.27585619 -1.27849850 -0.46260147
[37] 1.11404898 -0.60577065 -0.05419039 0.82942191 -0.11990169 -1.14907057
[43] -1.06150768 -0.26883482 1.43786263 -0.76171195 -0.14256348 0.79500907
[49] -0.09093005 1.68983869 0.48986626 -0.49533952 -0.76212444 -0.45888922
[61] -0.59564966 1.62625440 0.59231311 1.42604105 -0.23446921 -0.82578278
 \begin{bmatrix} 67 \end{bmatrix} -0.79852124 \quad 0.88041040 \quad 0.65535406 \quad 0.20698931 \quad -0.99832265 \quad -2.12806683 
[73] 1.43832441 -0.18321060 -0.34885211 -0.76699277 0.75013339 0.29268751
 \begin{bmatrix} 85 \end{bmatrix} \ -1.64258734 \ -0.67589617 \ \ 0.45925549 \ \ 0.54833515 \ -0.17458499 \ -1.01837339 
[91] 1.26295194 0.07384001 0.75025707 -0.33222339 -0.14743703 -0.46438730
[97] -1.24863294 1.48870732 0.71412848 -0.71444642
```

You can use the following command to create the above vector.

```
set.seed(1762021)
st_normal <- rnorm(100)
st_normal</pre>
```

Write an R code to drop the elements corresponds to the positions multiply of  $10 (10, 20, 30, \ldots)$ .

### 4 Filtering vectors based on conditions

11. Consider the vector

```
x <- c(80, 39, NA, 51, 51, 11, NA, NA, NA, 100, 80, 70)
```

- (a) Write an R code to extract non-missing values in `x`.
- (b) Write an R code to extract missing values and odd-numbers in `x`

- (c) Write an R code to extract odd numbers on `x`
- (d) Which values of `x` are NOT in the set `1:50`

#### 5 Modify a vector

12. Consider the following vector age which includes the age of 10 individuals

```
age <- c(20, 30, 40, 41, 32, 32, 25, NA, NA, -4, -6, 9999, 10000)
```

- (a) Convert all negative values to `NA`.
- (b) Convert all values of `age` that are NOT from 10 to 100 and calculate the mean of valid responses.
  - 13. Consider the following vector of 100 random numbers generated from the standard normal distribution. You can use the code given below to reproduce the vector **b**.

```
set.seed(17620212)
b <- rnorm(100)
b</pre>
```

```
[1] 0.589528488 -0.662937204 0.238279278
                                            0.183757174 -0.002364399
 [6] 0.289002107 0.258796402 0.982174159
                                            0.378628085 0.015035037
[11] -1.203312799 1.510436562 0.219368378 -0.642429444 -0.373969124
[16] -0.239829685 -0.186344734
                               0.517975563 -1.256355393 1.067433297
[21] 1.035128935 -1.016002843 0.830122365
                                            0.427420672 0.170429825
[26] -0.001345883 -1.022893025 -0.908602635
                                            0.502535054
                                                       0.315929086
    1.294309571 -0.303323749 -0.322819573 -1.377566743
[31]
                                                        2.714915313
[36] -0.512573266 1.342424819 -0.457104082 -1.593015886 -0.202338403
[41] 1.079678527 0.456102666 1.504041202 0.378318229 -0.289765109
    1.019989890 0.665591385 -1.076213455 0.272375584 0.545493842
[51]
     0.052391342 - 0.402364688 \ 0.152662598 - 1.486745812
                                                        0.102018231
[56] -0.024357072 0.068276667
                               0.075642814
                                            0.379600455 -0.988308679
[61] 0.701330674 -0.491165150
                              1.494498791 -1.773934043 -0.460454009
[66] 0.752256616 0.039189614 -0.939203562 -0.419716046
[71] -1.081303093 0.780827145
                              0.207575277
                                           0.733234796 -0.660969465
[76]
    1.649316796 0.491550464 -0.864054075 -0.919522275 -0.727913488
[81]
     1.197400462 -1.645388340
                              1.704924934 -1.650667045 0.377823148
[86]
     1.436377659 -1.143144414
                               0.789086285
                                            1.049357974 2.163786809
[91]
     1.626306920 1.317779758
                               1.647449733 0.588881226 -0.177613835
[96] 0.081191404 0.093051240 1.202918954 -1.783424334 0.725816313
```

- (a) Change the first five values in the vector to 1.
- (b) Change the last five values in the vector to 0.
- (c) Assign all values grater than 0.5 to 1 and all values less than 0.5 to 0.
- (d) Recode the O values to "MALE" and others to "FEMALE"