GOVT PhD Math Camp Coding Lab Day 2

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  - It's the standard software for quantitative political science (and other social science) research.

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5. Statistical analysis
6. Summarizing/Visualizing the results

Understanding RStudio

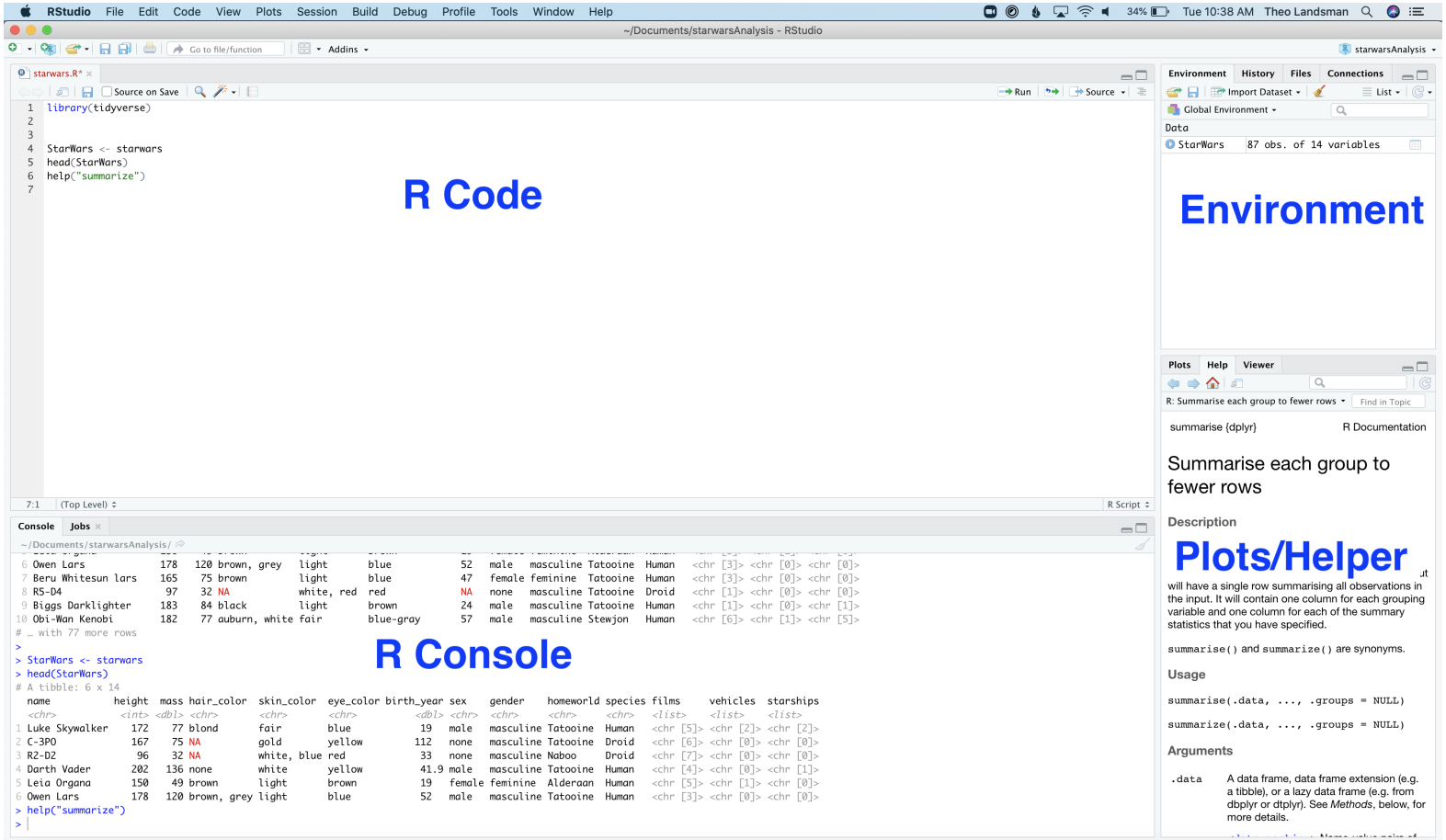

Figure: 1: RStudio

Tips for Learning/Programming R

1. Keep Records

   - Don't directly type your code into the R console. Store your R code as .R, .Rmd, or .Rnw files.

   - Save your workspace to projects, go to Tools - Global Options and uncheck "Restore most recently opened project at startup" to prevent yourself from accidentally overwriting old projects.

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2. Make your Code Easy to Understand
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3. Practice Makes Perfect!

Glossary

- Object: Named "box" / "container" that we store values/data etc. in R
- Assignment: The process of creating/modifying objects
- Command/Function: We use a command/function to perform some tasks on an object/objects
- Argument: The definitions, directions, or objects that are passed to a command/function
- Package: A collection of functions, data, and documentations which is publicly shared to enhance the functionality of R.

Example

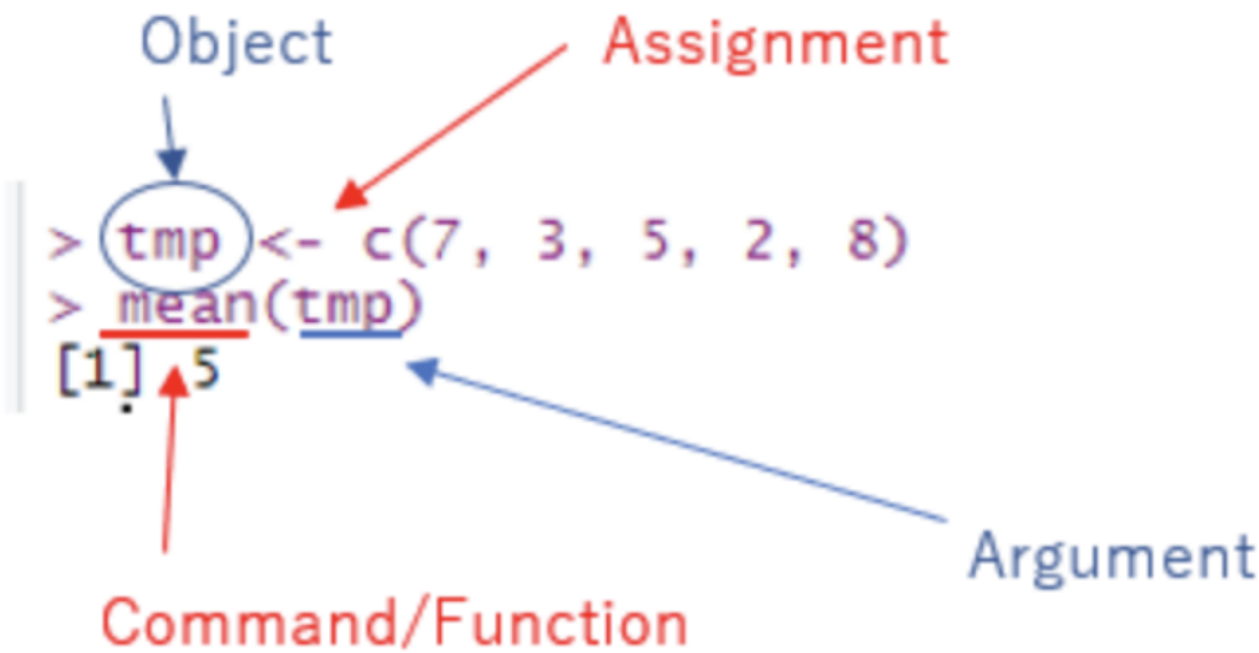

Figure: 2: Example

Today's Exercise

- Using R as a calculator.
- Object Classes/Types

Using R as a Calculator

```
5 + 3 # summation
```

```
## [1] 8
```

```
4 - 7 # subtration
```

```
## [1] -3
```

```
5 * 6 # product
```

```
## [1] 30
```

```
7 / 3 # division
```

```
## [1] 2.333333
```

Using R as a Calculator Continued

```
7 %% 3 # modular (residual)
```

```
## [1] 1
```

```
2 ^ 6 # power
```

```
## [1] 64
```

```
(2 + 5) * 4 + 2 ^ 3 # note the order of calculation
```

```
## [1] 36
```

Objects

- In R, we store information as an object. Once we create an object, we can refer to it by its name.
- We assign values to an object using the assignment operator <-
  - Some R packages (tidyverse) also use the = symbol as an assignment operator, do not do this for now.
- Object class/type
  - what kind of information is stored in the object and how it is stored
  - typeof() or class() command to see the object type

Object Class/Type

- Data Types:
  - **Character**: character strings
  - **Numeric**: numbers
  - **Logical**: Boolean data (`TRUE/FALSE`)
  - *Factor*

Object Class/Type Continued

- Data Structures:
  - **Vector**: a single-dimension sequence of data of the same type
  - **Matrix**: a two-dimension sequence of data of the same type
  - **Data Frame:**: a two-dimension structure of data of varying data types
  - *List*
- In R, **Data Frames** and **Matrices** are composed of **Vectors** denoted by a $ in front of their names, thus for the data frame `starwars`, a dataset on star wars characters, the species is denoted by `starwars$species`.

Objects Example

```r
# Numeric vector
num.1 <- c(4, -2, -7, 6, 8, 5, -3, 6, -4)
num.2 <- c(4, 6, 5, 2, 3)
# Character vector
program.lang <- c("R", "Python", "C", "Java")
# Logical vector
comparison <- (num.1 >= 5)
comparison
```

```
## [1] FALSE FALSE FALSE  TRUE  TRUE  TRUE FALSE  TRUE FALSE
```

Objects Example Continued

```
# Object class/type
class(num.1)
```

```
## [1] "numeric"
```

```
class(num.2)
```

```
## [1] "numeric"
```

```
class(program.lang)
```

```
## [1] "character"
```

```
class(comparison)
```

```
## [1] "logical"
```

Logical Operators

Operator	Meaning
>	greater than
<	less than
>=	greater than or equal to
<=	less than or equal to
==	equal to
!=	not equal to
|	or
&	and
`is.na()`	TRUE if missing
`!is.na()`	FALSE if missing

Logical Operators Example

```
7 < 5
```

```
## [1] FALSE
```

```
(6 > 4) | (8 < 5)
```

```
## [1] TRUE
```

```
(7 > 3) & (9 <= 11)
```

```
## [1] TRUE
```

Exercises!

- Perform the following calculations:
  - 0.0098 * 0.005
  - 9 * (log(3) - $\sqrt{2}$) + 7
  - Create a vector of Star Wars characters with missing homeworlds in the star wars dataset.
  - Assign a new vector to the `starwars` data frame `'density'` composed of character `height` divided by character `mass`.