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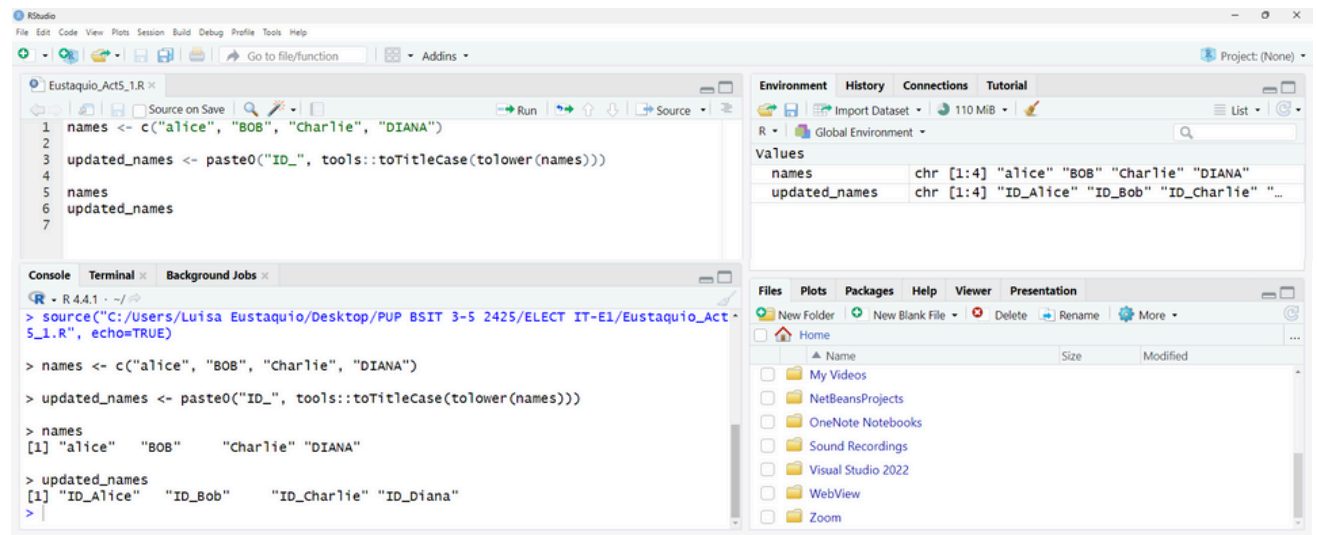
Year & Section: BSIT 3-5

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### ACTIVITY #5 - USING BUILT-IN FUNCTIONS AND CONTROL STRUCTURES

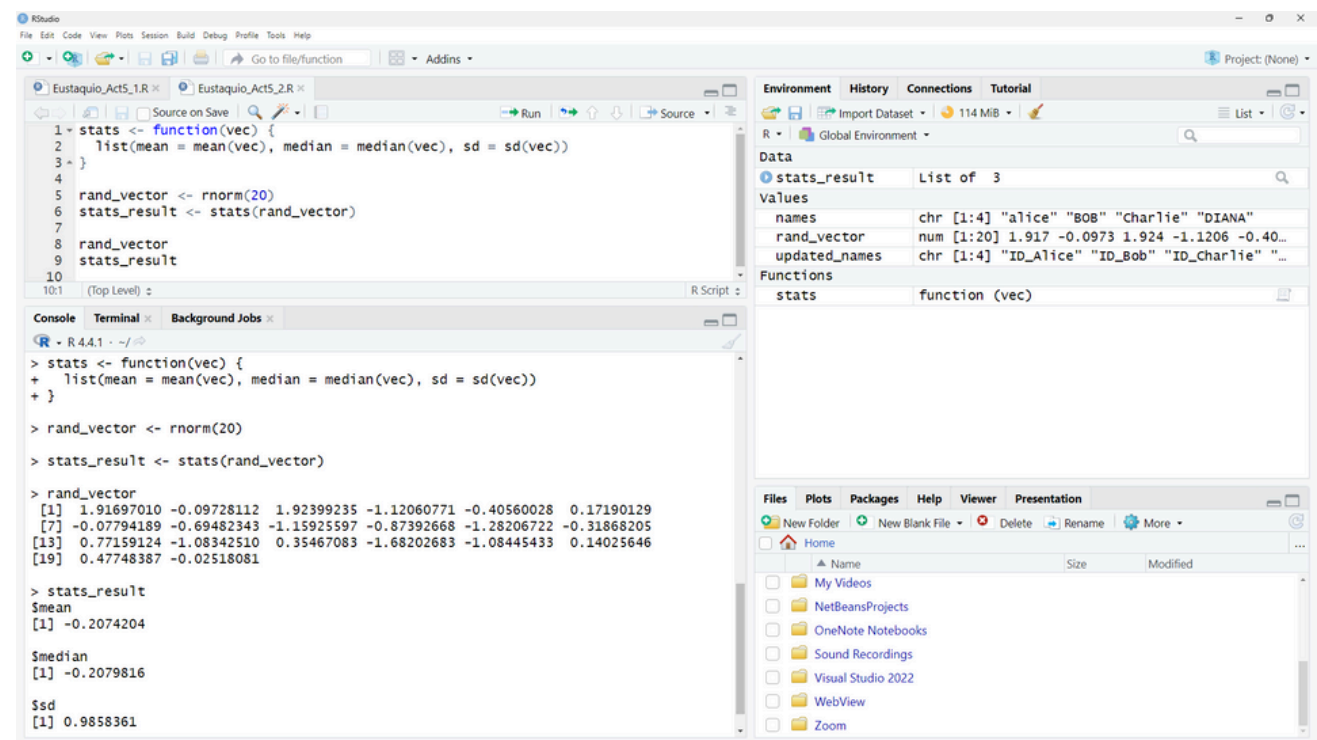
**Instructions:** Explore R's built-in functions and control structures. Provide R code and a brief explanation for each task. Test your solutions in an R environment.

- Given a vector of names `c("alice", "BOB", "Charlie", "DIANA")`, write code to: Convert all names to title case (e.g., "Alice", "Bob"). Add a prefix "ID\_" to each name, resulting in names like "ID\_Alice".



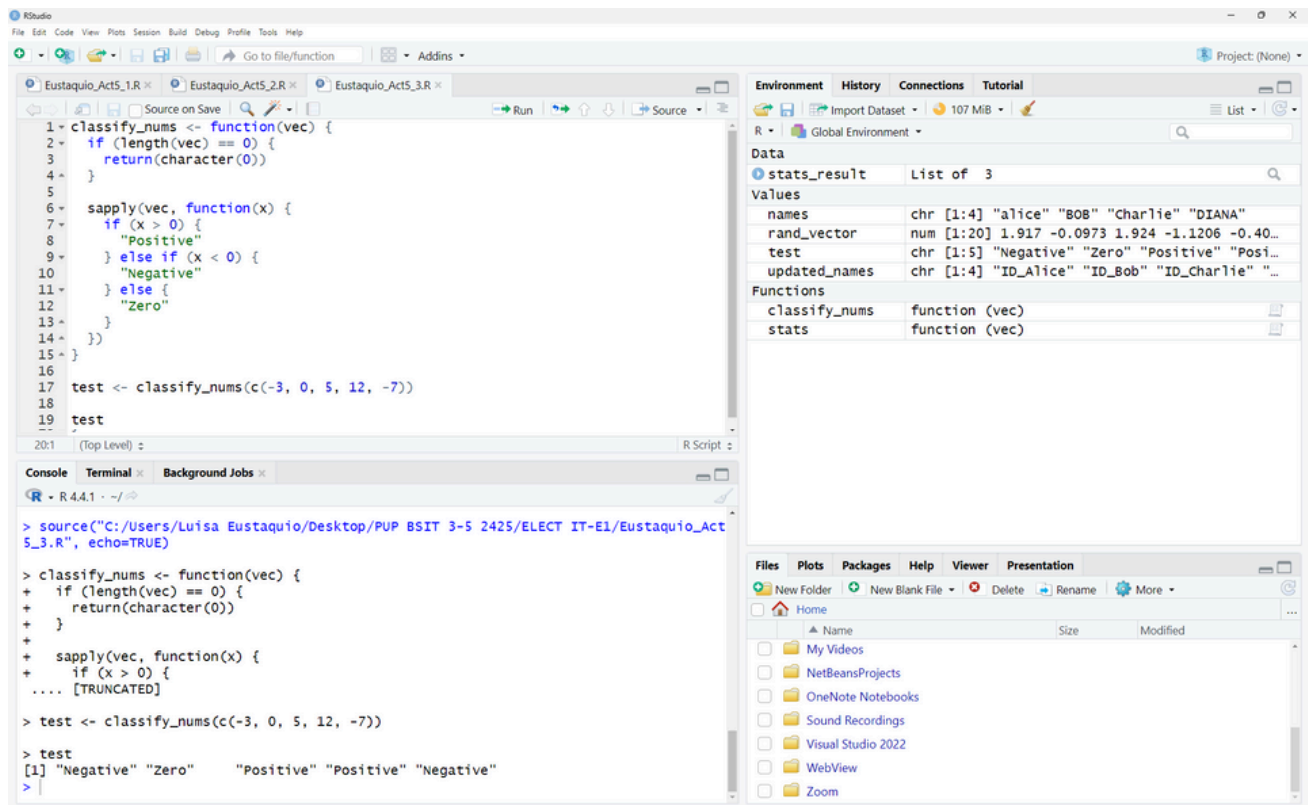
The code starts with a list of names in the **names vector**, some in uppercase and some in lowercase. It converts all the names to lowercase using **tolower()**, then changes them to title case (capitalizing only the first letter) using **tools::toTitleCase()**. Finally, it adds the prefix "ID\_" to each name using **paste0()**. The original names vector stays the same, while the **updated\_names vector** becomes `c("ID_Alice", "ID_Bob", "ID_Charlie", "ID_Diana")`.

- Write an R function that takes a numeric vector as input and returns a list with the following: Mean, Median, Standard Deviation. Test this function with a random vector of 20 values generated using `rmnorm()`



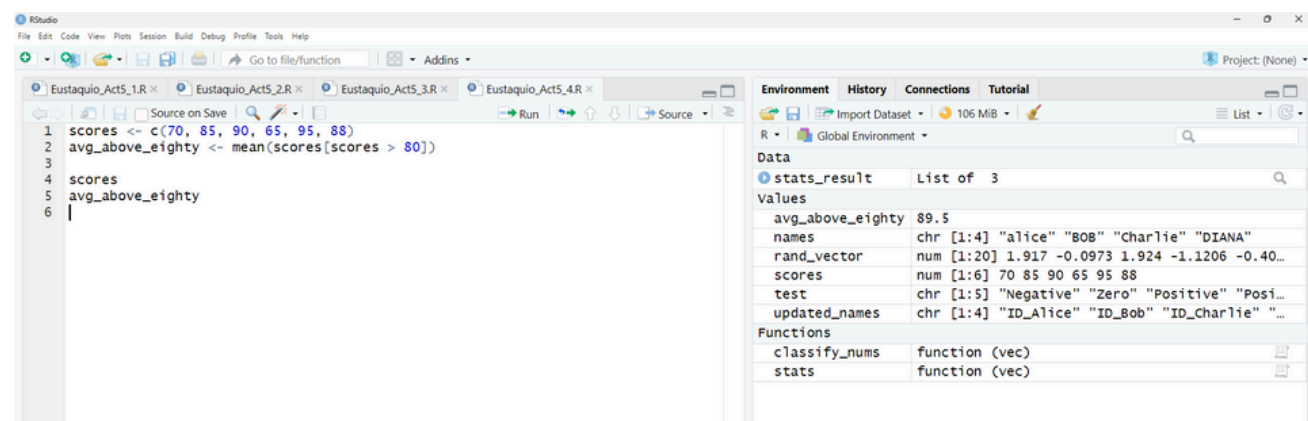
The **stats function** takes a numeric vector as input and uses the **mean()**, **median()**, and **sd() functions** to calculate its respective mean, median, and standard deviation. The results are returned as a list using the **list() function**, which organizes these three values together. A random vector of 20 numbers is generated using **rnorm(20)** and passed to the stats function, which then outputs the calculations as a list, such as list(mean = ..., median = ..., sd = ...). The exact values will vary because the numbers are randomly generated.

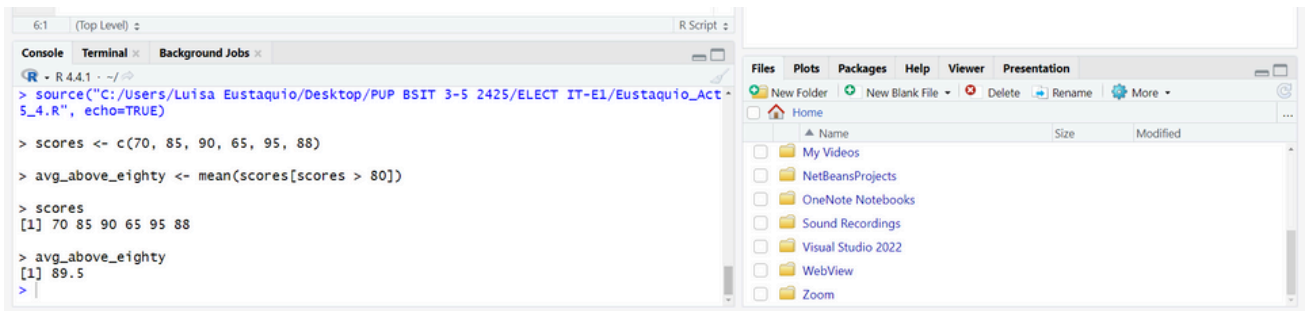
- Create a script that takes a numeric vector and classifies each number into: "Positive" if greater than 0 "Negative" if less than 0 "Zero" otherwise. Ensure the script handles edge cases (e.g., empty vector).



The **function classify\_nums** takes a numeric vector and classifies each number as "Positive," "Negative," or "Zero." It first checks if the vector is empty using **length(vec) == 0**. If the vector is empty, it returns an empty character vector. Otherwise, it uses **sapply()** to iterate over each element of the vector and applies a **conditional check**. Numbers greater than 0 are labeled "Positive," less than 0 are labeled "Negative," and equal to 0 are labeled "Zero." For the input `c(-3, 0, 5, 12, -7)`, the function returns a **character vector**: `c("Negative", "Zero", "Positive", "Positive", "Negative")`.

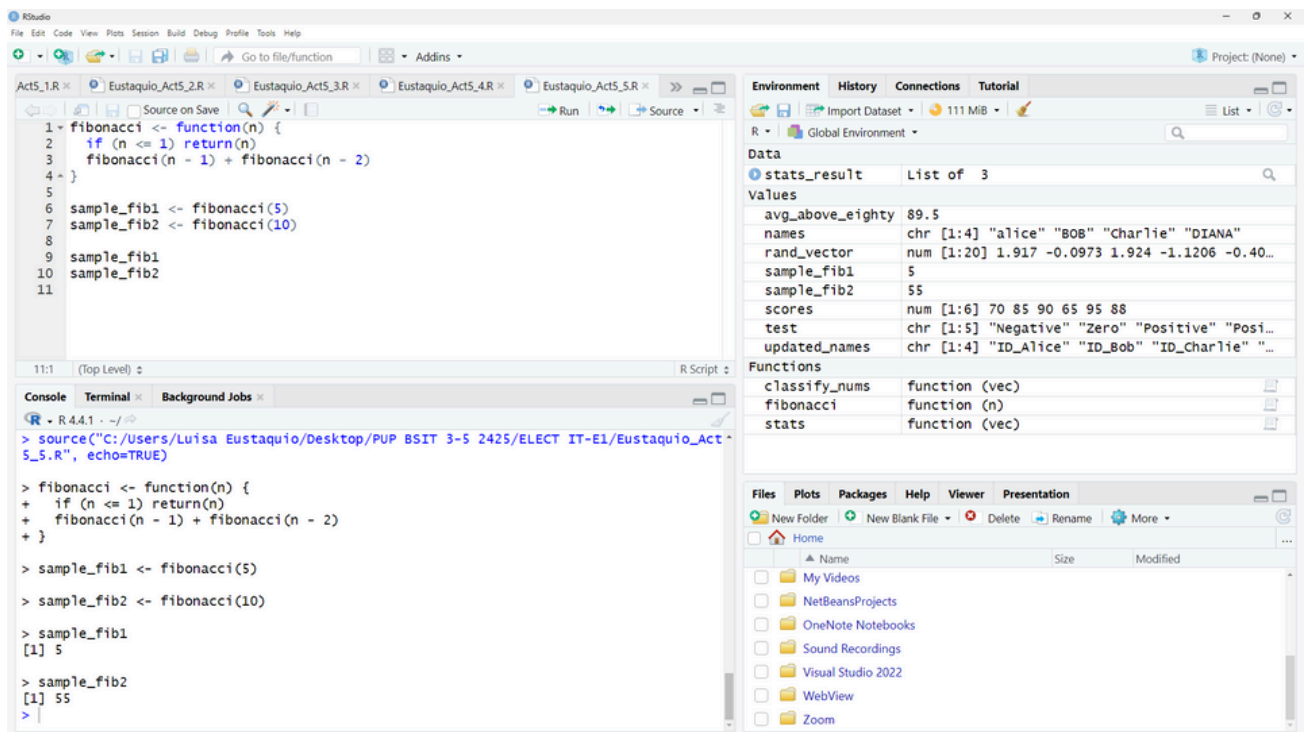
- Given a vector of scores `c(70, 85, 90, 65, 95, 88)`, write code to calculate the average score only for scores above 80.





The code starts with a vector `scores` containing a list of numeric values. It uses a **condition** `scores > 80` to filter only the scores greater than 80, resulting in a **subset of the vector**: `c(85, 90, 95, 88)`. The `mean()` function then calculates the average of this subset. The original `scores` vector remains unchanged, and the calculated `avg_above_eighty` is 89.5, representing the average of the values above 80.

- Write a recursive R function to compute the nth Fibonacci number. Demonstrate the function with inputs `n = 5` and `n = 10`.



The **fibonacci** function calculates the nth Fibonacci number using **recursion**. If the input `n` is less than or equal to 1, it directly returns `n`. Otherwise, it calculates the Fibonacci number by summing the results of the function called with `n - 1` and `n - 2`. For `fibonacci(5)`, the result is 5 (the fifth Fibonacci number in the sequence 0, 1, 1, 2, 3, 5). For `fibonacci(10)`, the result is 55 (the tenth Fibonacci number in the sequence).