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```
> #2.9(a)
> set.seed(12345)
> number <- sample(0:100, 1000, replace=T)
> a <- 0
> b <- 1
    for(i in number){
>
    if(i \%\% 2 == 0){
       a <- a + 1
     if (b == 100){
        even <- number[i]
         b <- i
         break
+
      }
    }
+
+ }
> cat("出現的位置", b, "\n")
出現的位置 1
> cat("數字", a, "\n")
數字 510
> #2.9(b)
> a <- 0
> b <- 1
> repeat{
    if(i \%\% 2 == 0){
       a <- a + 1
      if (b == 100){
         even <- number[i]
         b <- i
         break
+
      }
+
    }
+ }
```

> cat("出現的位置", b, "\n")

```
> cat("數字", a, "\n")
數字 0
> #2.9(c)
> a <- 0
> b <- 1
> while(i %% 2 == 0){
      a <- a + 1
      if (b == 100){
        even <- number[i]
        b <- i
        break
      }
+
+ }
> cat("出現的位置", b, "\n")
出現的位置 1
> cat("數字", a, "\n")
數字 0
> #2.53
> str(mtcars)
'data.frame': 32 obs. of 11 variables:
 $ mpg: num 21 21 22.8 21.4 18.7 18.1 14.3 24.4 22.8 19.2 ...
 $ cyl: num 6646868446...
 $ disp: num 160 160 108 258 360 ...
 $ hp : num 110 110 93 110 175 105 245 62 95 123 ...
 $ drat: num 3.9 3.9 3.85 3.08 3.15 2.76 3.21 3.69 3.92 3.92 ...
 $ wt : num 2.62 2.88 2.32 3.21 3.44 ...
 $ qsec: num 16.5 17 18.6 19.4 17 ...
 $ vs : num 0011010111...
 $ am : num 1110000000...
 $ gear: num 4443333444...
 $ carb: num 4411214224...
> tapply(mtcars$disp, mtcars$cyl, mean)
       4
                 6
                           8
105.1364 183.3143 353.1000
> tapply(mtcars$hp, mtcars$cyl, mean)
                   6
 82.63636 122.28571 209.21429
```

```
> tapply(mtcars$drat, mtcars$cyl, mean)
                               4
                                                                       6
                                                                                                                8
4.070909 3.585714 3.229286
> tapply(mtcars$wt, mtcars$cyl, mean)
                                                                        6
2.285727 3.117143 3.999214
> tapply(mtcars$qsec, mtcars$cyl, mean)
                               4
                                                                       6
                                                                                                                8
19.13727 17.97714 16.77214
> #2.62(a)
> win <- function(x){
                 x <- sample(1:3, 1, replace=T)
+
                 if(x == 1){
                          print("剪刀")
+
                 ellipse elli
+
                          print("石頭")
+
+
                 } else{
+
                           print("布")
                 }
+
+ }
> win()
[1] "石頭"
> #2.62(b)
> win2 <- function(input){
                  input <- readline("請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):")
                 switch(input,
+
                                                 a="玩家出:剪刀",
                                                 b="玩家出:石頭",
                                                 c="玩家出:布",
+
                                                 d="玩家:不玩了")
+ }
> win2()
請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):a
[1] "玩家出:剪刀"
> #2.62(c)
> game <- function(x){
```

```
+
    repeat{
    input <- readline("請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):")
    cat("1: ", input)
+
    if(input=="d") break
+
    z <- switch(input,
                 a="剪刀",
+
                 b="石頭",
                 c="布",
                 d="不玩了")
+ win <- function(x){
+
      x <- sample(1:3, 1, replace=T)
+
      if(x == 1){
        print("剪刀")
+
      else if(x == 2){
+
        print("石頭")
+
+
      } else{
+
        print("布")
      }
+
+ }
+ win()
    if(z[a] > win(3)){
      cat("電腦出["win(3)"]", "你出["z[a]"]", "你[ 贏]了!")
錯誤: unexpected symbol in:
" if(z[a] > win(3)){
    cat("電腦出["win"
> } else if(z[b] > win(1)){
錯誤: 未預期的 '}' in " }"
      cat("電腦出["win(1)"]", "你出["z[b]"]", "你[ 贏]了!")
錯誤: unexpected symbol in " cat("電腦出["win"
> } else if(z[c] > win(2)){
錯誤: 未預期的 '}' in " }"
      cat("電腦出["win(2)"]", "你出["z[c]"]", "你[ 贏]了!")
錯誤: unexpected symbol in " cat("電腦出["win"
> } else{
錯誤: 未預期的 '}' in " }"
      cat("謝謝再會!")
>
```

```
謝謝再會!> } 錯誤: 未預期的 '}' in " }"
> } 錯誤: 未預期的 '}' in " }"
>}
錯誤: 未預期的 '}' in " }"
>}
錯誤: 未預期的 '}' in "}"
> set.seed(12345)
> game()
請輸入你要出的拳頭(a: 剪刀, b: 石頭, c: 布, d: 不玩了):a
1: a[1] "石頭"
[1] "布"
Error in if (z[a] > win(3)) {: 引數長度為零
>
```