

Practice interactively with swirl: Instructions

[Help](#)

This assignment allows you to earn some extra credit points while practicing interactively some of the basic R programming concepts we've covered in Week 1. You'll use the [Statistics with Interactive R Learning \(swirl\)](#) R package.

You must have the latest version of swirl (which requires R version 3.0.2 or later) to complete this assignment. To get started, type the following commands from the R console (feel free to copy and paste):

```
install.packages("swirl") # Installs swirl  
library(swirl) # Loads swirl  
swirl() # Runs swirl
```

When prompted, select the option to automatically download and install the *R Programming swirl* course.

You'll need to complete all of the lessons in the *R Programming* course in order to get full credit for this assignment. If you skip more than one question in a lesson, you will not receive credit for that lesson. You're free to complete any of the lessons as many times as you'd like, but you will only receive credit once per lesson.

We've created a special Sub-forum in the Discussion Forums called *swirl Programming Assignment*. The creators of swirl will be monitoring it to answer any questions that you have related to this assignment.

IMPORTANT: At the end of each lesson, swirl will ask if you'd like to notify Coursera. Select Yes and input the requested information to receive credit for your work. Note that your submission password is different from your Coursera password and can be found at the top of the *Programming Assignments* page.

