Statistics for Geography (GEOG 533) Lab 0

For this lab we'll be using the swirl software package for R in order to illustrate some key concepts. The swirl package turns the R console into an interactive learning environment. Using swirl will also give you the opportunity to be completely immersed in an authentic R programming environment.

1. Install swirl

Since swirl is an R package, you can easily install it by entering a single command from the R console:

```
install.packages("swirl")
```

If you've installed swirl in the past make sure you have version 2.2.21 or later. You can check this with:

```
packageVersion("swirl")
```

2. Load swirl

Every time you want to use swirl, you need to first load the package. From the R console:

```
library(swirl)
```

3. Install the R Progroamming course

swirl offers a variety of interactive courses, but for our purposes, you want the one called R Programming. Type the following from the R prompt to install this course:

```
install_from_swirl("R Programming")
```

4. Start swirl and complete the lessons

Type the following from the R console to start swirl:

```
swirl()
```

Then, follow the menus and select the R Programming course when given the option. For this lab, you should complete the following lessons:

1. Basic Building Blocks
2. Workspace and Files
3. Sequences of Numbers
4. Vectors
5. Missing Values
6. Subsetting Vectors
7. Matrices and Data Frames
8. Logic
9. Functions

If at any time you want to quit swirl, just type bye() in the R console. For more information on swirl, visit http://swirlstats.com.