A (VERY) BEGINNER'S GUIDE TO R

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BEGINNINGSTEPS

3.0.1)

§ You should have installed the base system (R)

§ There are also add-on packages that we will be using today

Packages:

- Collection of functions, examples and documentation (SUPER useful)
- Usually designed for a specific task or set of tasks (usually created by users!)

You should already have the current R version (4.0.2) and RStudio (requires R at least

RSTUDIO

This is where computations are performed

§ An expression is inputted into the console and the expression is evaluated, saved objects appear in your workspace **Expression**:

- Combination of one or more constants, variables, operations, or functions
- Interpreted by the programming language to produce a value = evaluation

R is CASE SENSITIVE! (Reminder: You will make many typos!!)

§ The system will output results to the console or by creating a graph in the plots window

§ Recalling and reexecuting previous commands: vertical arrow keys on the keyboard can be used to scroll forward and backward through a command history

§ To get the value of the last evaluated expression type ".Last.value " into the console

§ Press "Esc" to stop evaluating the current expression

§ Tab completion: Type the first few characters of a command or filename, and press "tab"

GETTING HELP

GOOGLE!

Look at the documentation for a specific function from a loaded package,

- function name
- help(function name)

To search the documentation of all installed packages for key words,

- ??"key words"
- help.search("key words")

To run the example included with the documentation, example(function name)

CALCULATOR

- Binary Operators: + * / ^ %%
- Math Functions: abs sqrt log exp log10 factorial
- Trigonometric Functions: sin cos tan asin acos atan
- Rounding: round ceiling floor trunc signif
- Math Quantities: Inf -Inf NaN pi exp(1) 1i

CALCULATOR

Relational Operators

Operator	Description
!	Logical NOT
&	Element-wise logical AND
&&	Logical AND
	Element-wise logical OR
	Logical OR

Logical Operators

Operator	Description
<	Less than
>	Greater than
<=	Less than or equal to
>=	Greater than or equal to
==	Equal to
!=	Not equal to

ASSIGNMENT

<-, <<-, =

are evaluated, = is only allowed at the top level

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- Use the operator <- for assignments (except for passing arguments in function calls)
- The operators <- and = can be used to assign values into the environment in which they

OBJECT-ORIENTATION

- **EVERYTHING** in **R** is an object
- (=name)
 - § Objects may have attributes, such as type (mode: numeric, character, etc.), dimension, and class (more on that in later classes)
 - **§** Attributes are part of the object
 - **§ Assign an object a name "x" to be able to retrieve its value, using: x <- object**

Object: any value in memory (e.g., variable, function) that is referenced by an identifier

HEADING OVER TO THE R CODE!

We will finish up on RStudio

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