

Hands On Programming With R Write Your Own Functions And Simulations Garrett Golemund

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This is the website for "Hands-On Programming with R". This book will teach you how to program in R, with hands-on examples. I wrote it for non-programmers to provide a friendly introduction to the R language. You'll learn how to load data, assemble and disassemble data objects, navigate R's environment system, write your own functions, and use all of R's programming tools.

[Hands-On Programming with R](#)

By crafting routines to handle data, to manipulate it, and to run it multiple times to obtain frequencies and trend patterns, the approach is to programme R and feed it data sets as arguments. This gives the novice the perspective of R as a language with which to express and test ideas using data.

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Work hands-on with three practical data analysis projects based on casino games. Store, retrieve, and change data values in your computer's memory. Write programs and simulations that outperform those written by typical R users. Use R programming tools such as if else statements, for loops, and S3 classes.

[Hands-On Programming with R: Write Your Own Functions and ...](#)

Hands-On Programming with R ISBN: 978-1-449-35901-0 US \$39.99 CAN \$41.99 * Hands-On Programming with R is friendly, conversational, and active. It's the next-best thing to learning R programming from me or Garrett in person. I hope you enjoy reading it as much as I have." --Hadley Wickham Chief Scientist at RStudio
Twitter: @oreillymedia

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Work hands-on with three practical data analysis projects based on casino games Store, retrieve, and change data values in your computer's memory Write programs and simulations that outperform those written by typical R users Use R programming tools such as if else statements, for loops, and S3 classes Learn how to write lightning-fast vectorized R code Take advantage of R's package system and debugging tools Practice and apply R programming concepts as you learn them

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To create an R object, choose a name and then use the less-than symbol, <, followed by a minus sign, -, to save data into it. This combination looks like an arrow, <-. R will make an object, give it your name, and store in it whatever follows the arrow. So a <- 1 stores 1 in an object named a. When you ask R what's in a, R tells you on the next line.

[2 The Very Basics | Hands-On Programming with R](#)

This book will teach you how to program in R, with hands-on examples. I wrote it for non-programmers to provide a friendly introduction to the R language. You'll learn how to load data, assemble and disassemble data objects, navigate R's environment system, write your own functions, and use all of R's programming tools.

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First, they cover the breadth of the R language. You will learn how to load data, assemble and disassemble data objects, navigate R's environment system, write your own functions, and use all of R's programming tools, such as if else statements, for loops, S3 classes, R's package system, and R's debugging tools. The projects will also teach you how to write vectorized R code, a style of lightning-fast code that takes advantage of all of the things R does best.

[Preface | Hands-On Programming with R](#)

Work hands-on with three practical data analysis projects based on casino games. Store, retrieve, and change data values in your computer's memory. Write programs and simulations that outperform those written by typical R users. Use R programming tools such as if else statements, for loops, and S3 classes.

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