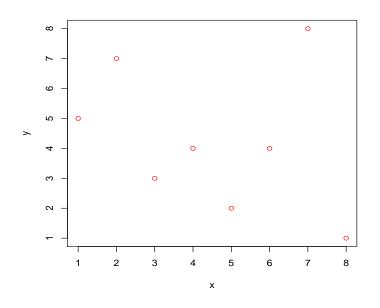
## A Very Basic Introduction to $\mathbf{R}$ – Part II

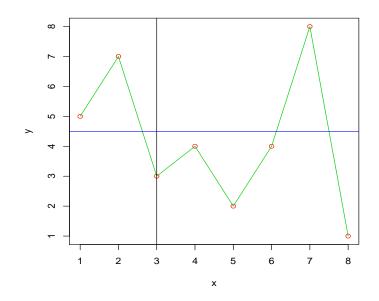
```
Vectors
> y <- c(5, 7, 3, 4, 2, 4, 8, 1)
> max(y)
[1] 8
> min(y)
[1] 1
> which.min(y) # which element of y is the minimum?
[1] 8
> which.max(y)
[1] 7
> sort(y) # sort y in increasing order
[1] 1 2 3 4 4 5 7 8
> sort(y, decreasing=FALSE)
[1] 1 2 3 4 4 5 7 8
> y < 6
[1] TRUE FALSE TRUE
                           TRUE TRUE FALSE TRUE
                      TRUE
> y[y < 6] # list all elements smaller than 6
[1] 5 3 4 2 4 1
```

**Basic Scatterplots** 

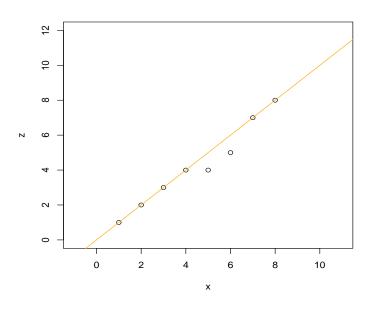
```
> x <- 1:8
> plot(x, y, col="red") # plot y against x
```



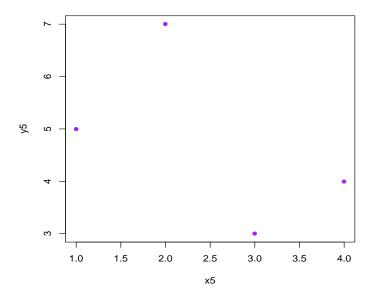
> plot(y ~ x, col=2) # plot y against x
> lines(y ~ x, col=3) # add a broken line to the plot
> abline(h=4.5, col=4) # add a horizontal line through x=4.5
> abline(v=3, col=1) # add a vertical line through y=3



```
> z <- sort(y)
> # changing range of x and y axes:
> plot(z ~ x, ylim=c(0, 12), xlim=c(-1, 11))
> abline(0, 1, col="orange") # line of slope 1 and intercept 0
```



> x5 <- x[x < 5] > y5 <- y[x < 5] > # change plotting character to a dot: > plot(y5 ~ x5, col="purple", pch=16)



## Exercises

- 1. Assign the data 1, 4, 3, 7, 8, 15, 22, 18, 19 to a vector called z.
- 2. Find the maximum and minimum of z.
- 3. Which element is the maximum?
- 4. Sort z in increasing order.
- 5. Sort z in decreasing order.
- 6. Assign 1, 3, 5, 7, 2, 4, 6, 8, 9 to a vector called y.
- 7. Plot z against y, with z on the vertical axis and y on the horizontal axis. Re-do the plot using green plotting characters.
- 8. Overlay the plot with a red horizontal line through z = 2.
- 9. Overlay the plot with a blue line having intercept 3 and slope 1.5.
- 10. Assign 21, 3, 17, 9, 11 to x and 2, 5, 4, 5, 9 to the vector y.
- 11. Obtain a scatterplot of y against x, using red for the plotting characters.
- 12. Overlay the plot with a black line having intercept 11.5 and slope 0.3.
- 13. Assign the sorted values of x to z, and plot y against z, using yellow plotting characters.
- 14. Assign the elements of z that are larger than 3 to a vector called z3. Assign the corresponding elements of y to a vector called y3.
- 15. Plot z3 against y3, using a black dot as the plotting character.
- 16. Repeat the previous plot, but this time, ensure that the range of the vertical axis is from 0 through 25 and the range of the horizontal axis from -5 through 15.