

1. R as a Calculator (for Scalars)

Command	Meaning	Example
Arithmetic: <code>x [+*/^] y</code> <code>x %/% y</code> <code>x %% y</code>	$x + y, x - y, xy, x/y, x^y$ integer division modulo (remainder)	<code>7 / 3, 8^(1/3)</code> <code>7 %/% 3</code> <code>7 %% 3</code>
Calculator functions: <code>exp()</code> <code>log(x, base = exp(1))</code> <code>(“=” indicates default)</code> <code>cos(), sin(), tan()</code> <code>sqrt()</code>	exponential logarithm trigonometry square root	<code>exp(1)</code> <code>log(9, base = 3)</code> <code>e = exp(1); log(e^2)</code> <code>sin(pi/2)</code> <code>sqrt(9)</code>
Other easy functions: <code>abs(x)</code> <code>floor(x)</code> <code>ceiling(x)</code> <code>round(x, digits = 0)</code> <code>signif(x, digits = 6)</code>	absolute value greatest int $\leq x$ smallest int $\geq x$ round to #decimal places round to #significant	<code>abs(-3)</code> <code>floor(-1.5)</code> <code>ceiling(-1.5)</code> <code>round(4/3, 2)</code> <code>signif(4/3, 2)</code>
Statistics distributions: <code>dnorm(x, mean = 0, sd = 1)</code> <code>pnorm(q, mean = 0, sd = 1)</code> <code>qnorm(p, mean = 0, sd = 1)</code> <code>rnorm(n, mean = 0, sd = 1)</code> <code>[dpqr][t, chisq, f, binom]()</code>	$f(x)$ $P(X \leq q)$ for $X \sim N(\text{mean}, \text{sd})$ x with $P(X \leq x) = p$ random from $N(0, 1)$ other distributions	<code>dnorm(0) # density</code> <code>pnorm(-1, 0, 1) # probability</code> <code>qnorm(.16, 0, 1) # quantile</code> <code>rnorm(1, 7, .01) # random</code> <code>?pt, pt(-2, 100)</code>
Miscellaneous: <code>?name</code> <code>??topic</code> <code><- (or =)</code> <code>variable.name</code> <code>ls()</code> <code>rm(list = ls())</code> <code>list.files()</code> <code>#</code> <code>quit()</code> <code>source(file)</code> <code>setwd(dir)</code>	<code>help("name")</code> <code>help.search("topic")</code> assign variable <code>print(variable.name)</code> list variables clear all variables list all files comment rest of line quit R read code from file set working directory	<code>?pt</code> (help includes Description, Usage, Arguments, Value, Examples) <code>??deviation</code> <code>x <- 3 (or x = 3)</code> <code>x</code> <code>N <- 3 # number of points</code> <code>source("quiz1.R")</code> <code>setwd("/Users/jgillett/Desktop/327")</code>
Shortcuts <code>...</code> <code>↑, ↓ (up-, down-arrow)</code> <code>Esc</code> <code>...</code>	previous command, next interrupt current command	Help > Keyboard Shortcuts