Bush 631: Swirl homework assignments

Instructions

This document provides you with instructions how to download the *Swirl* package and launch it in RStudio on your machine. Below, you will find a step-by-step details on downloading and launching the package, installing the relevant course, the tasks to complete, and how to submit it.

Getting Swirl into your machine

First, make sure you installed R, and RStudio. Then, after launching RStudio:

• Install the package swirl() using the menu on the right-hand panel.

Install Packages	Files Plots Packages Help Viewer 👝 🗔
Install from: ⑦ Configuring Repositories	Install Q Update Q C
Repository (CRAN)	Name Description Ve
Packages (separate multiple with space or comma):	anima A Gallery of Animations 2.6 in Statistics and Utilities to Create Animations
Install to Library: /Users/rotemdvir/Library/R/4.0/library [Default]	ash David Scott's ASH 1.0- # S Routines 15
✓ Install dependencies	bit Classes and Methods 4.0.4 ⊕ ⊗ for Fast Memory– Efficient Boolean Selections
Install	■ bit64 A S3 Class for Vectors 4.0.5 ⊕ ⊗ of 64bit Integers

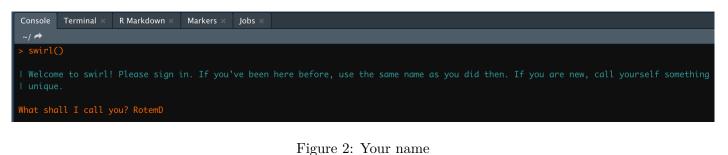
Figure 1: Installing the package

Working with Swirl tasks

• Upload the package into your console by typing library(swirl).

library(swirl)

• Enter your name (you can choose any name you want, but you will need to use the same name throughout the semester).



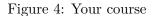
• Install the course: "R Programming: The basics of programming in R":





• After the installation is complete, select the course:





• Follow the instructions, it describes few commands you should remember.

• Choose the lesson you want to complete:

Please choose a lesson, or type 0 to return to course menu.				
1: Basic Building Blocks 6: Subsetting Vectors 11: vapply and tapply Selection: 1	2: Workspace and Files 7: Matrices and Data Frames 12: Looking at Data	3: Sequences of Numbers 8: Logic 13: Simulation	4: Vectors 9: Functions 14: Dates and Times	5: Missing Values 10: lapply and sapply 15: Base Graphics
1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 - 1966 -				

Figure 5: Select Lesson

- Follow the instructions and answer all questions (type everything in the console).
- When you finish, take a screenshot of the message about completing the lesson.

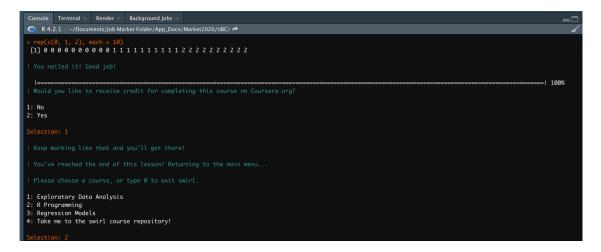


Figure 6: Completion

- To complete another lesson, type the number of the course and then select another lesson from the list.
- To exit, type 0.

Submit lessons

What to do after I'm done with this week's swirl()?

• Submit the screenshot of the completed task via email **before** next week's class.