

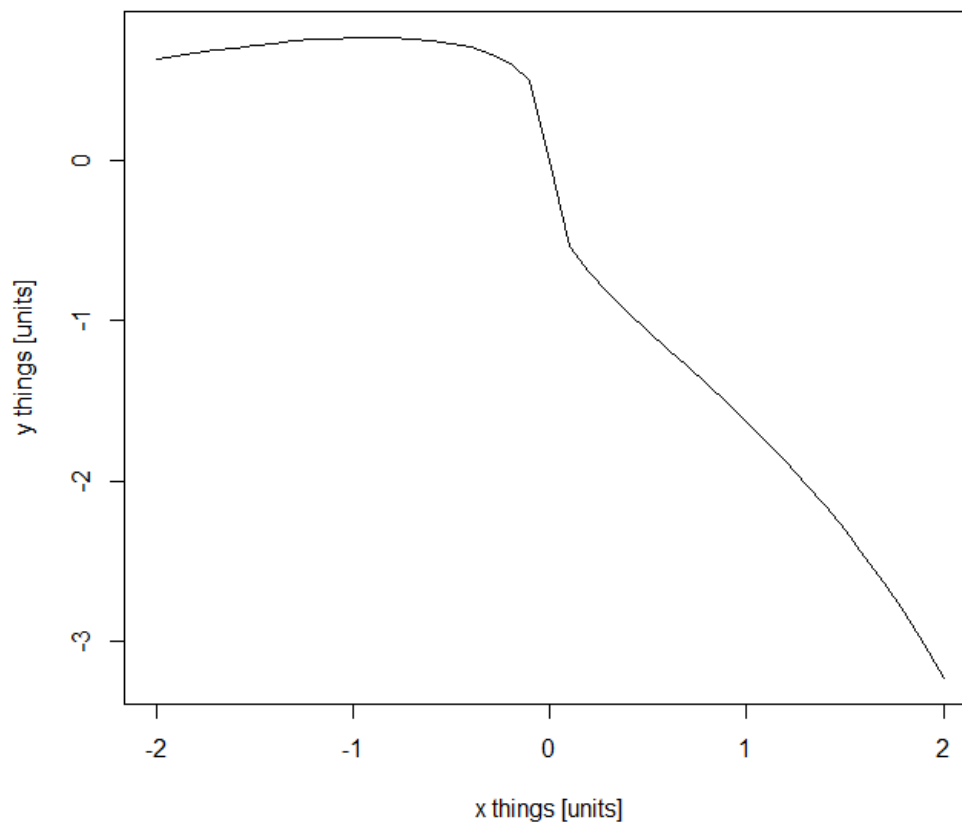
Name : _____

Date : _____

Lab 1

Problem 1

```
x <- seq(-2, 2, 0.1)
### My comment here, (It can be a note to yourself, or note to me)
y <- sign(x)*abs(x)^(1/3)/(log(x+3)-2)
plot(x,y,type='l', xlab='x things [units]', ylab='y things [units]')
```



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Problem 2

(a) The original code is,

```
# real program start here, start reading below!  
num <- round(runif(1) * 100, digits = 0) # choose a number between 0 and 100, rounding to 0 decimals  
guess <- -1 # initialies the guess variable  
cat("Guess a number between 0 and 100.\n")
```

I changed the 100 to 50, (highlight the important changes in any peaceful color, in this case green)

```
# real program start here, start reading below!  
num <- round(runif(1) * 50, digits = 0) # choose a number between 0 and 100, rounding to 0 decimals  
guess <- -1 # initialies the guess variable  
cat("Guess a number between 0 and 50.\n")
```

(For demonstration purposes, add the screen print information.)

After running the code, the screen prints:

```
Guess a number between 0 and 50.
```

```
Enter an integer:
```

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(b) To add personalized message for inputs greater than 100, change the code to:

After running the code, the screen prints:

```
Guess a number between 0 and 50.  
Enter an integer: 110  
This is an angry message!
```

```
Enter an integer:
```

```
}  
else if(guess > num)  
{  
    cat("It's smaller!\n")  
}  
else if(guess > 100)  
{  
    cat("This is an angry message!\n")  
}  
}
```
