

Completing the 14.310x R Course:

STEP 1: Download our Intro to R Course Zip Folder

Step 1 is downloading the Intro to R Course from the course website.

Please remember the location where you saved the zip file, you will need to enter the path to the file in Step 2.

STEP 2: Install swirl

Swirl is an open source software package for the R programming language that turns the R console into an interactive learning environment. The 14.310x team has combined a series of self-paced lessons using swirl to help you get acquainted with R.

To install swirl, open RStudio (or plain R if you don't have RStudio) and type the following into the console:

```
install.packages("swirl")
```

STEP 3: Load swirl library

You will need to repeat this step every time you want to run swirl in R.

Load the installed package using the `library()` function by typing the following into the R console then pressing the Enter key:

```
library("swirl")
```

STEP 4: Install the 14.310x R Course

Once you have downloaded the file and loaded the swirl library, you will need to run RStudio (or R), and enter the following in the console:

```
install_course_zip("YOUR_PATH/14_310x_Intro_to_R.zip",multi=FALSE)
```

Where YOUR_PATH is the folder path where you saved the zip file you downloaded in step 1. This usually looks something like this:

- Mac: /Users/johndoe/Desktop
- Windows: C:\Users\johndoe\Desktop

For Mac users, if you are having trouble finding the file path, you can drag a folder into terminal to display its file path location.

***NOTE:** Depending on the device and operating system you are using, copy-pasting may alter the quotation marks. So we highly recommend you type this into the console yourself, and that you **do not copy and paste this**.

STEP 5: Run swirl and start the course!

Call the swirl function to start the interactive mode. To do so, just enter the following in your R console:

```
swirl()
```

Follow the instructions prompted by Swirl and select "14 310x Intro to R" when asked to select a course.

REMINDER: Whenever you see "..." make sure to hit **ENTER !**