

Package ‘fuj’

May 7, 2024

Type Package

Title Functions and Utilities for Jordan

Version 0.2.0

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Description Provides core functions and utilities for packages and other code developed by Jordan Mark Barbone.

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Encoding UTF-8

Language en-US

RoxygenNote 7.3.1

Depends R (>= 3.6)

Suggests spelling, testthat (>= 3.0.0)

Config/testthat/edition 3

URL <https://jmbarbone.github.io/fuj/>, <https://github.com/jmbarbone/fuj>

BugReports <https://github.com/jmbarbone/fuj/issues>

NeedsCompilation no

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Repository CRAN

Date/Publication 2024-05-07 07:40:06 UTC

R topics documented:

alias_arithmetic	2
alias_extract	2
collapse	3
colons	4
exattr	5
flip	5

fp	6
if_null	7
include	8
list0	10
match_ext	10
muffle	12
names	13
new_condition	14
os	15
quick_df	15
require_namespace	16
struct	17
verbose	18

Index 21

alias_arithmetic	<i>Arithmetic wrappers</i>
------------------	----------------------------

Description

Arithmetic wrappers

Value

See [base::Arithmetic](#)

Examples

```

add(7, 2) # +
subtract(7, 2) # -
multiply(7, 2) # *
divide(7, 2) # /
raise_power(7, 2) # ^
remainder(7, 2) # %%
divide_int(7, 2) # %/%

```

alias_extract	<i>Extract and replace aliases</i>
---------------	------------------------------------

Description

Extract and replace aliases

Value

See [base::Extract](#)

Examples

```
df <- quick_df1(a = 1:5, b = 6:10)
# alias of `[`
subset1(df, 1)
subset1(df, 1, )
subset1(df, , 1)
subset1(df, , 1, drop = FALSE)

# alias of `[[`
subset2(df, 1)
subset2(df, 1, 2)

# alias of `$`
subset3(df, a)
subset3(df, "b")
subset3(df, "foo")

# alias of `[<-`
subassign1(df, "a", , 2)
```

collapse

Collapse

Description

Simple wrapper for concatenating strings

Usage

```
collapse(..., sep = "")
```

Arguments

... one or more R objects, to be converted to character vectors.
sep a character string to separate the terms. Not [NA_character_](#).

Value

A character vector of concatenated values. See [base::paste](#) for more details.

Examples

```
collapse(1:10)
collapse(list("a", b = 1:2))
collapse(quick_df1(a = 1:3, b = 4:6), sep = "-")
```

colons

Colons

Description

Get an object from a namespace

Usage

```
package %::% name
```

```
package %:::% name
```

```
package %colons% name
```

Arguments

package	Name of the package
---------	---------------------

name	Name to retrieve
------	------------------

Details

The functions mimic the use of `::` and `:::` for extracting values from namespaces. `%colons%` is an alias for `%::%`.

Value

The variable name from package `package`

WARNING

To reiterate from other documentation: it is not advised to use `:::` in your code as it will retrieve non-exported objects that may be more likely to change in their functionality than exported objects.

See Also

```
help("::")
```

Examples

```
identical("base" %::% "mean", base::mean)
"fuj" %:::% "colons_example" # unexported value
```

exattr	<i>Exact attributes</i>
--------	-------------------------

Description

Get the exact attributes of an object

Usage

```
exattr(x, which)
```

```
x %attr% which
```

Arguments

x an object whose attributes are to be accessed.

which a non-empty character string specifying which attribute is to be accessed.

Value

See [base::attr](#)

Examples

```
foo <- struct(list(), "foo", aa = TRUE)
attr(foo, "a") # TRUE : partial match successful
exattr(foo, "a") # NULL : partial match failed
exattr(foo, "aa") # TRUE : exact match
```

flip	<i>Flip</i>
------	-------------

Description

Flip an object.

Usage

```
flip(x, ...)
```

```
## Default S3 method:
```

```
flip(x, ...)
```

```
## S3 method for class 'matrix'
```

```
flip(x, by = c("rows", "columns"), keep_rownames = NULL, ...)
```

```
## S3 method for class 'data.frame'
```

```
flip(x, by = c("rows", "columns"), keep_rownames = NULL, ...)
```

Arguments

x	An object
...	Additional arguments passed to methods
by	Flip by "rows" or "columns" (partial matches accepted)
keep_rownames	Logical, if TRUE will not reset row names; NULL

Value

A vector of values, equal length of x that is reversed or a data frame with flipped rows/columns

Examples

```
flip(letters[1:3])
flip(seq.int(9, -9, by = -3))
flip(head(iris))
flip(head(iris), keep_rownames = TRUE)
flip(head(iris), by = "col")
```

fp	<i>File path</i>
----	------------------

Description

[is_path\(\)](#) checks for either a `file_path` class or an `fs_path`, the latter useful for the `fs` package. [file_path\(\)](#) is an alias for [fp\(\)](#) and [is_file_path\(\)](#) is an alias for [is_path\(\)](#).

Usage

```
fp(...)

file_path(...)

is_path(x)

is_file_path(x)
```

Arguments

...	Path components, passed to file.path()
x	An object to test

Details

Lightweight file path functions

Value

- `fp()/file_path()`: A character vector of the normalized path with a "file_path" class
- `is_path()/is_file_path()`: A TRUE or FALSE value

Examples

```
fp("here")
fp("~/there")
fp("back\\slash")
fp("remove//extra\\\slashes")
fp("a", c("b", "c"), "d")
```

if_null

Default value for NULL or no length

Description

Replace if NULL or not length

Usage

```
x %||% y
```

```
x %|||% y
```

```
x %len% y
```

Arguments

x, y If x is NULL returns y; otherwise x

Details

A mostly copy of `rlang`'s `%||%` except does not use `rlang::is_null()`, which, currently, calls the same primitive `base::is.null` function.

Note: `%||%` is copied from {base} if available (**R** versions ≥ 4.4)

Value

x if it is not NULL or has length, depending on check

Examples

```
# replace NULL (for R < 4.4)
NULL %||% 1L
2L %||% 1L

# replace empty
"" %|||% 1L
NA %|||% 1L
double() %|||% 1L
NULL %|||% 1L

# replace no length
logical() %len% TRUE
FALSE %len% TRUE
```

include	<i>Include exports in Search Path</i>
---------	---------------------------------------

Description

`include()` checks whether or not the namespace has been loaded to the `base::search()` path. It uses the naming convention `include:{package}` to denote the differences from loading via `base::library()` or `base::require()`. When `exports` is `NULL`, the environment is detached from the search path if found. When `exports` is not `NULL`,

Note: This function has the specific purpose of affecting the search path. Use `options(fuj.verbose = TRUE)` or `options(verbose = TRUE)` for more information.

Usage

```
include(package, exports = NULL, lib = .libPaths(), pos = 2L, warn = NULL)
```

Arguments

package	A package name. This can be given as a name or a character string. See section package class handling.
exports	A character vector of exports. When named, these exports will be aliases as such.
lib	See <code>lib.loc</code> in <code>base::loadNamespace()</code> .
pos	An integer specifying the position in the <code>search()</code> path to attach the new environment.
warn	See <code>warn.conflicts</code> in <code>base::attach()</code> , generally. The default <code>NULL</code> converts all messages with masking errors to <code>verboseMessages</code> , <code>TRUE</code> converts to <code>includeConflictsWarning</code> messages, <code>NA</code> uses <code>packageStartupMessages</code> , and <code>FALSE</code> silently ignores conflicts.

Details

Include (attach) a package and specific exports to Search Path

Value

The attached environment, invisibly.

package class handling

When package is a [name](#) or [AsIs](#), assumed an installed package. When package is a file path (via [is_path\(\)](#)) then package is assumed a file path. When just a string, a viable path is checked first; if it doesn't exist, then it is assumed a package.

When the package is [source\(\)](#)'d the name of the environment defaults to the base name of x (file extension removed). However, if the object `.AttachName` is found in the sourced file, then that is used as the environment name for the [search\(\)](#) path.

Note: [include\(\)](#) won't try to *attach* an environment a second time, however, when package is a path, it must be [source\(\)](#)ed each time to check for the `.AttachName` object. If there are any side effects, they will be repeated each time `include(path)` is called.

Examples

```
# include(package) will ensure that the entire package is attached
include(fuj)
head(ls("include:fuj"), 20)
detach("include:fuj", character.only = TRUE)

# include a single export
include(fuj, "collapse")

# include multiple exports, and alias
include(fuj, c(
  no_names = "remove_names",
  match_any = "any_match"
))

# include an export where the alias has a warn conflict
include(fuj, c(attr = "exattr"))

# note that all 4 exports are included
ls("include:fuj")

# all exports are the same
identical(collapse, fuj::collapse)
identical(no_names, fuj::remove_names)
identical(match_any, fuj::any_match)
identical(attr, fuj::exattr)
```

list0	<i>Listing for dots</i>
-------	-------------------------

Description

Tries to not complain about empty arguments

Usage

```
list0(...)
```

```
lst(...)
```

Arguments

... Arguments to collect in a list

Value

A list of ...

Examples

```
try(list(1, ))  
list0(1, )  
try(list(a = 1, ))  
list0(a = 1, )  
try(list(a = 1, , c = 3, ))  
list0(a = 1, , c = 3, )
```

match_ext	<i>Value matching - Extensions</i>
-----------	------------------------------------

Description

Non matching alternatives and supplementary functions.

Usage

```
is_in(x, table)
```

```
is_out(x, table)
```

```
x %out% table
```

```
is_within(x, table)
```

```
x %wi% table
is_without(x, table)
x %wo% table
no_match(x, table)
any_match(x, table)
```

Arguments

`x` vector or NULL: the values to be matched. [Long vectors](#) are supported.

`table` vector or NULL: the values to be matched against. [Long vectors](#) are not supported.

Details

Contrast with [base::match\(\)](#), [base::intersect\(\)](#), and [base::%in%\(\)](#). The functions of [%wi%](#) and [%wo%](#) can be used in lieu of [base::intersect\(\)](#) and [base::setdiff\(\)](#). The primary difference is that the base functions return only unique values, which may not be a desired behavior.

Value

- `%out%`: A logical vector of equal length of `x`, `table`
- `%wo%`, `%wi%`: A vector of values of `x`
- `any_match()`, `no_match()`: TRUE or FALSE
- `is_in()`: see [base::%in%\(\)](#)

Examples

```
1:10 %in% c(1, 3, 5, 9)
1:10 %out% c(1, 3, 5, 9)
letters[1:5] %wo% letters[3:7]
letters[1:5] %wi% letters[3:7]

# base functions only return unique values

c(1:6, 7:2) %wo% c(3, 7, 12) # -> keeps duplicates
setdiff(c(1:6, 7:2), c(3, 7, 12)) # -> unique values

c(1:6, 7:2) %wi% c(3, 7, 12) # -> keeps duplicates
intersect(c(1:6, 7:2), c(3, 7, 12)) # -> unique values
```

muffle

Muffle messages

Description

Aliases for `base::suppressMessages()` and `base::suppressWarnings()`

Usage

```
muffle(expr, fun, classes = "message")
```

```
wuffle(expr, fun, classes = "warning")
```

Arguments

<code>expr</code>	An expression to evaluate
<code>fun</code>	A function to <i>muffle</i> (or <i>wuffle</i>)
<code>classes</code>	A character vector of classes to suppress

Value

The result of `expr` or a function wrapping `fun`

Examples

```
# load function
foo <- function(...) {
  message("You entered :", paste0(...))
  c(...)
}

# wrap around function or muffle the function ti's
muffle(foo(1, 2))
muffle(fun = foo)(1, 2)
sapply(1:3, muffle(fun = foo))

# silence warnings
wuffle(as.integer("a"))
sapply(list(1, "a", "0", ".2"), wuffle(fun = as.integer))
```

names	<i>Set names</i>
-------	------------------

Description

Sets or removes names

Usage

```
set_names(x, nm = x)
```

```
remove_names(x)
```

```
x %names% nm
```

```
is_named(x, zero_ok = TRUE)
```

Arguments

x A vector of values

nm A vector of names

zero_ok If TRUE allows use of "" as a *special* name

Value

x with nm values assigned to names (if x is NULL, NULL is returned)

Examples

```
set_names(1:5)
set_names(1:5, c("a", "b", "c", "d", "e"))

x <- c(a = 1, b = 2)
remove_names(x)
x %names% c("c", "d")
is_named(x)
```

new_condition	<i>New condition</i>
---------------	----------------------

Description

Template for a new condition. See more at [base::conditions](#)

Usage

```
new_condition(
  msg = "",
  class = NULL,
  call = NULL,
  type = c("error", "warning", NA_character_),
  message = msg,
  pkg = TRUE
)
```

Arguments

msg, message	A message to print
class	Character string of a single condition class
call	A call expression
type	The type (additional class) of condition: either "error", "warning" or NA, which is treated as NULL
pkg	Control or adding package name to condition. If TRUE will try to get the current package name (via .packageName) from, presumably, the developmental package. If FALSE, no package name is prepended to the condition class as a new class. Otherwise, a package can be explicitly set with a single length character.

Details

The use of .packageName when pkg = TRUE may not be valid during active development. When the attempt to retrieve the .packageName object is unsuccessful, the error is quietly ignored. However, this should be successful once the package is build and functions can then utilize this created object.

Value

A condition with the classes specified from class and type

Examples

```
# empty condition
x <- new_condition("informative error message", class = "foo")
try(stop(x))

# with pkg
```

```
x <- new_condition("msg", class = "foo", pkg = "bar")
# class contains multiple identifiers, including a "bar:fooError"
class(x)
# message contains package information at the end
try(stop(x))
```

os

Determine operating systems

Description

Determine operating systems

Usage

```
is_windows()
```

```
is_macos()
```

```
is_linux()
```

Value

TRUE or FALSE

Examples

```
is_windows()
is_macos()
is_linux()
```

quick_df

Quick DF

Description

This is a speedier implementation of `as.data.frame()` but does not provide the same sort of checks. It should be used with caution.

Usage

```
quick_df(x = NULL)
```

```
empty_df()
```

```
quick_dfl(...)
```

Arguments

x A list or NULL (see return)
 ... Columns as tag = value (passed to list())

Value

A data.frame; if x is NULL a data.frame with 0 rows and 0 columns is returned (similar to calling data.frame() but faster). empty_df() returns a data.frame with 0 rows and 0 columns.

Examples

```
# unnamed will use make.names()
x <- list(1:10, letters[1:10])
quick_df(x)

# named is preferred
names(x) <- c("numbers", "letters")
quick_df(x)

# empty data.frame
empty_df() # or quick_df(NULL)
```

require_namespace	<i>Require namespace</i>
-------------------	--------------------------

Description

Require namespace

Usage

```
require_namespace(package, ...)
```

Arguments

package, ... Package names

Value

TRUE (invisibly) if found; otherwise errors

Examples

```
isTRUE(require_namespace("base")) # returns invisibly
try(require_namespace("1package")) # (using a purposefully bad name)
require_namespace("base", "utils")
try(require_namespace("base>=3.5", "utils>4.0", "fuj==10.0"))
```

struct	<i>Simple structures</i>
--------	--------------------------

Description

Create simple structures

Usage

```
struct(x, class, ..., .keep_attr = FALSE)
```

Arguments

<code>x</code>	An object; if NULL, coerced to <code>list()</code>
<code>class</code>	A vector of classes; can also be NULL
<code>...</code>	Named attributes to set to <code>x</code> ; overwrites any attributes in <code>x</code> even if defined in <code>.keep_attr</code>
<code>.keep_attr</code>	Control for keeping attributes from <code>x</code> : TRUE will retain all attributes from <code>x</code> ; a character vector will pick out specifically defined attributes to retain; otherwise only attributes defined in <code>...</code> will be used

Details

Unlike `base::structure()` this does not provide additional checks for special names, performs no `base::storage.mode()` conversions for factors (`x` therefor has to be an integer), attributes from `x` are not retained, and `class` is specified outside of other attributes and assigned after `base::attributes()` is called.

Essentially, this is just a wrapper for calling `base::attributes()` then `base::class()`.

Note that `base::structure()` provides a warning when the first argument is NULL. `struct()` does not. The coercion from NULL to `list()` is done, and documented, in `base::attributes()`.

Value

An object with class defined as `class` and attributes `...`

Examples

```
x <- list(a = 1, b = 2)
# structure() retains the $names attribute of x but struct() does not
structure(x, class = "data.frame", row.names = 1L)
struct(x, "data.frame", row.names = 1L)
struct(x, "data.frame", row.names = 1L, names = names(x))

# structure() corrects entries for "factor" class
# but struct() demands the data to be an integer
structure(1, class = "factor", levels = "a")
try(struct(1, "factor", levels = "a"))
```

```

struct(1L, "factor", levels = "a")

# When first argument is NULL -- attributes() coerces
try(structure(NULL)) # NULL, no call to attributes()
struct(NULL, NULL) # list(), without warning
x <- NULL
attributes(x) <- NULL
x # NULL
attributes(x) <- list() # struct() always grabs ... into a list
x # list()

# Due to the use of class() to assign class, you may experience some
# other differences between structure() and struct()
x <- structure(1, class = "integer")
y <- struct(1, "integer")
str(x)
str(y)

all.equal(x, y)

# Be careful about carrying over attributes
x <- quick_df(list(a = 1:2, b = 3:4))
# returns empty data.frame
struct(x, "data.frame", new = 1)

# safely changing names without breaking rownames
struct(x, "data.frame", names = c("c", "d")) # breaks
struct(x, "data.frame", names = c("c", "d"), .keep_attr = TRUE)
struct(x, "data.frame", names = c("c", "d"), .keep_attr = "row.names")

# safely adds comments
struct(x, "data.frame", comment = "hi", .keep_attr = TRUE)
struct(x, "data.frame", comment = "hi", .keep_attr = c("names", "row.names"))

# assignment in ... overwrites attributes
struct(x, "data.frame", names = c("var1", "var2"), .keep_attr = TRUE)

```

verbose

Verbose

Description

Simple verbose condition handling

Usage

```

verbose(
  ...,
  .fill = getOption("fuj.verbose.fill"),
  .label = getOption("fuj.verbose.label"),

```

```

    .verbose = getOption("fuj.verbose", getOption("verbose"))
  )

make_verbose(opt)

```

Arguments

...	A message to display. When ... is NULL (and only NULL), no message will display.
.fill	When TRUE, each new line will be prefixed with the verbose label (controlled through options("fuj.verbose.fill"))
.label	A label to prefix the message with (controlled through options("fuj.verbose.label"))
.verbose	When TRUE (or is a function when returns TRUE) prints out the message.
opt	An option to use in lieu of fun.verbose. Note: options("fuj.verbose") is temporarily set to isTRUE(getOption(opt)) when the function is evaluate, but is reset to its original value on exit.

Details

`verbose()` can be safely placed in scripts to signal additional message conditions. `verbose()` can be controlled with `options("verbose")` (the default) and an override, `options("fuj.verbose")`. The latter can be set to a function whose result will be used for conditional evaluation.

`make_verbose()` allows for the creation of a custom verbose function.

Value

None, called for its side-effects. When conditions are met, will signal a `verboseMessage` condition.

Examples

```

op <- options(verbose = FALSE)
verbose("will not show")

options(verbose = TRUE)
verbose("message printed")
verbose("multiple lines ", "will be ", "combined")
options(op)

op <- options(fuj.verbose = function() TRUE)
verbose("function will evaluate")
verbose(NULL) # nothing
verbose(NULL, "something")
verbose(if (FALSE) {
  "`if` returns `NULL` when not `TRUE`, which makes for additional control"
})
options(op)

# make your own verbose
verb <- make_verbose("fuj.foo.bar")

```

```
verb("will not show")  
options(fuj.foo.bar = TRUE)  
verb("will show")
```

Index

`%::%` (colons), 4
`%::%` (colons), 4
`%attr%` (exattr), 5
`%colons%` (colons), 4
`%len%` (if_null), 7
`%names%` (names), 13
`%out%` (match_ext), 10
`%wi%` (match_ext), 10
`%wo%` (match_ext), 10

`add` (alias_arithmetic), 2
`alias_arithmetic`, 2
`alias_extract`, 2
`any_match` (match_ext), 10
`AsIs`, 9

`base::%in%`(), 11
`base::Arithmetic`, 2
`base::attach`(), 8
`base::attr`, 5
`base::attributes`(), 17
`base::class`(), 17
`base::conditions`, 14
`base::Extract`, 2
`base::intersect`(), 11
`base::is.null`, 7
`base::library`(), 8
`base::loadNamespace`(), 8
`base::match`(), 11
`base::paste`, 3
`base::require`(), 8
`base::search`(), 8
`base::setdiff`(), 11
`base::storage.mode`(), 17
`base::structure`(), 17
`base::suppressMessages`(), 12
`base::suppressWarnings`(), 12

`collapse`, 3
`colons`, 4

`divide` (alias_arithmetic), 2
`divide_int` (alias_arithmetic), 2

`empty_df` (quick_df), 15
`exattr`, 5

`file.path`(), 6
`file_path` (fp), 6
`file_path`(), 6, 7
`flip`, 5
`fp`, 6
`fp`(), 6, 7

`if_null`, 7
`include`, 8
`include`(), 8, 9
`is_file_path` (fp), 6
`is_file_path`(), 6, 7
`is_in` (match_ext), 10
`is_linux` (os), 15
`is_macos` (os), 15
`is_named` (names), 13
`is_out` (match_ext), 10
`is_path` (fp), 6
`is_path`(), 6, 7, 9
`is_windows` (os), 15
`is_within` (match_ext), 10
`is_without` (match_ext), 10

`list0`, 10
Long vectors, 11
`lst` (list0), 10

`make_verbose` (verbose), 18
`make_verbose`(), 19
`match_ext`, 10
`muffle`, 12
`multiply` (alias_arithmetic), 2

`NA_character_`, 3
`name`, 8, 9

names, 13
new_condition, 14
no_match(match_ext), 10

os, 15

quick_df, 15
quick_dfl(quick_df), 15

raise_power(alias_arithmetic), 2
remainder(alias_arithmetic), 2
remove_names(names), 13
require_namespace, 16

search(), 8, 9
set_names(names), 13
source(), 9
struct, 17
subassign1(alias_extract), 2
subassign2(alias_extract), 2
subassign3(alias_extract), 2
subset1(alias_extract), 2
subset2(alias_extract), 2
subset3(alias_extract), 2
subtract(alias_arithmetic), 2

verbose, 18
verbose(), 19

wuffle(muffle), 12