Package ‘ThreeWiseMonkeys’

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Title The Japanese Pictorial Maxim “See No Evil, Hear No Evil, Speak No Evil”

Version 0.1.0

Description Does nothing useful, but perhaps does that nothing in an entertaining or informative fashion.

Imports tuneR, stringr

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Encoding UTF-8

LazyData true

RoxygenNote 7.1.0

Suggests testthat (>= 2.1.0)

NeedsCompilation no

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Hear  

hear no evil

Description

A function that will only "hear" an input containing variants on the string "no evil". 'Hear' is not case sensitive and will remove punctuation so "no_Evil" and "nO- eVil" will also be heard. 'Hear' is also sensitive to value names so passing an object 'no_evil <- "asdf"'; containing any arbitrary strings will also be heard. Anything that is not specifically "no evil" or some acceptable variant is assumed to be evil and will not be heard.

Usage

Hear(x)

Arguments

x  
an input

Value

The string "No Evil.".

Author(s)

Greg Pilgrim <gpilgrim2670@gmail.com>

Examples

Hear(1)  
Hear("No Evil")  
no_evil <- "good stuff"  
Hear(no_evil)  
evil <- "good_stuff"  
Hear(evil)  
Hear(NA)

See

See No Evil

Description

Allows the user to see no evil - specifically a plot containing the text "No evil.". Fun for the whole family.

Usage

See(...)
Speak

Arguments
   ...
   an input, doesn't matter, isn't used

Value
   A plot depicting "No evil."

Author(s)
   Greg Pilgrim <gpilgrim2670@gmail.com>

Examples
   See()

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Speak speak no evil

Description
   Plays an audioclip of the words "No evil". On Windows and Linux machines the function should di-
rectly call the system default player of .wav files. On Mac machines it might be necessary to set the
default with something like tuneR::setWavPlayer("/Applications/QuickTime Player.app'/Contents/MacOS/QuickTime
Player'").

Usage
   Speak(...)

Arguments
   ...
   an input, doesn’t matter, isn’t used

Value
   Plays an audio clip of the words "No Evil.".

Author(s)
   Greg Pilgrim <gpilgrim2670@gmail.com>

Examples
   ## Not run:
   Speak()
   ## End(Not run)
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