Package ‘assertive.base’

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Description A minimal set of predicates and assertions used by the assertive package. This is mainly for use by other package developers who want to include run-time testing features in their own packages. End-users will usually want to use assertive directly.
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Description

Checks if the inputs are identical.
are_identical

Usage

are_identical(x, y, allow_attributes = FALSE,
    .xname = get_name_in_parent(x), .yname = get_name_in_parent(y))

are_identical_legacy(..., l = list())

assert_are_identical(x, y, allow_attributes = FALSE,
    severity = getOption("assertive.severity", "stop"))

assert_all_are_identical_legacy(..., l = list())

assert_any_are_identical_legacy(..., l = list())

Arguments

x
    An R object or expression.
y
    Another R object or expression.
allow_attributes
    If TRUE, The attributes of x and y are allowed to differ.
    .xname
    Not intended to be used directly.
    .yname
    Not intended to be used directly.
    ...
    Some R expressions, deprecated.
    l
    A list of R expressions, deprecated.
severity
    How severe should the consequences of the assertion be? Either "stop", "warning",
    "message", or "none".

Value

are_identical returns TRUE if x and y are identical. The assert_* function throws an error on
failure.

The legacy function are_identical_legacy allows an arbitrary number of inputs and returns a
symmetric square logical matrix which is TRUE where pairs of inputs are identical. (The new version
of the function is easier to work with, and it is recommended that you switch your code to it.)

See Also

identical, are_same_length

Examples

x <- 1:5
are_identical(c(1, -1), cos(c(0, pi)))
assertive.base::dont_stop(assert_are_identical(c(1, 1), cos(c(0, pi))))
assertionError  Condition classes

Description
Error, warning, and message classes derived from their simple equivalents.

Usage
assertionError(message, call = NULL, predicate_name = NULL)
assertionWarning(message, call = NULL, predicate_name = NULL)
assertionMessage(message, call = NULL, predicate_name = NULL)

Arguments
message A string describing the problem.
call A call describing the source of the condition.
predicate_name A string naming the predicate that was called when the condition occurred.

Value
An object of class assertionError, assertionWarning, or assertionMessage.

Note
These objects behave the same as the standard-issue simpleError, simpleWarning, and simpleMessage objects from base-R. The extra class allows you to provide custom handling for assertions inside tryCatch.

Examples
tryCatch(
  assert_all_are_true(FALSE),
  error = function(e)
  {
    if(inherits(e, "assertionCondition"))
    {
      # Handle assertions
      message("This is an assertion condition.")

      # Handle assertions cause by a specific predicate
      if(e$predicate_name == "is_true")
      {
      }
    } else
    {
    }
assert_engine

Throws an error if a condition isn’t met

Description

The workhorse of the package that creates an assertion from a predicate. If a condition isn’t met, then an error is thrown. This function is exported for use by package developers so that they can create their own assert functions.

Usage

assert_engine(predicate, ..., msg = "The assertion failed.", what = c("all", "any"), na_ignore = FALSE, severity = c("stop", "warning", "message", "none"))

Arguments

- **predicate**: Function that returns a logical value (possibly a vector).
- **...**: Passed to the predicate function.
- **msg**: The error message, in the event of failure.
- **what**: Either 'all' or 'any', to reduce vectorised tests to a single value.
- **na_ignore**: A logical value. If FALSE, NA values cause an error; otherwise they do not. Like na.rm in many stats package functions, except that the position of the failing values does not change.
- **severity**: How severe should the consequences of the assertion be? Either "stop", "warning", "message", or "none".

Value

FALSE with the attribute message, as provided in the input.

Note

Missing values are considered as FALSE for the purposes of whether or not an error is thrown.
Examples

# Basic usage is like do.call; pass a predicate and the arguments to it.

dont_stop(assert_engine(is_true, c(TRUE, FALSE, NA)))

# Customise the error message

dont_stop(
  assert_engine(is_true, c(TRUE, FALSE, NA), msg = "Not everything is true")
)

# Only fail when no values match the predicate's conditions

dont_stop(assert_engine(is_true, logical(3), what = "any"))

# You can use base predicates, but the error message isn't as informative

dont_stop(assert_engine(is.matrix, 1:5))

# Reduce the severity of failure

assert_engine(is_true, c(TRUE, FALSE, NA), severity = "message")

bapply  
Wrapper to vapply that returns booleans

Description

Wrapper to vapply for functions that return a boolean (logical scalar) value.

Usage

bapply(x, predicate, ...)

Arguments

x  A vector (atomic or list).
predicate  A predicate (function that returns a bool) to apply. elementwise to x.
...  Passed to vapply.

Value

A logical vector.

Note

USE.NAMES is set to TRUE

See Also

vapply.
\textit{call\_and\_name} \hspace{1cm} \textit{Call a function, and give the result names.}

\subsection*{Description}
Calls a function, and names the result with the first argument.

\subsection*{Usage}
\begin{verbatim}
call_and_name(fn, x, ...)
\end{verbatim}

\subsection*{Arguments}
\begin{itemize}
  \item \texttt{fn} \hspace{0.5cm} A function to call. See note below.
  \item \texttt{x} \hspace{0.5cm} The first input to \texttt{fn}.
  \item \ldots \hspace{0.5cm} Optional additional inputs to \texttt{fn}.
\end{itemize}

\subsection*{Value}
The result of \texttt{fn(x, ...)}, with names given by the argument \texttt{x}.

\subsection*{Note}
The function, \texttt{fn}, should return an object with the same length as the input \texttt{x}. For speed and simplicity, this isn’t checked; it is up to the developer of the assertion to make sure that this condition holds.

\subsection*{See Also}
\texttt{cause} and \texttt{na}.

\subsection*{Examples}
\begin{verbatim}
call_and_name(is.finite, c(1, Inf, NA))
# Make sure that the output is the same size as the input.
# Don\'t do this:
dont_stop(call_and_name(isTRUE, list(TRUE, FALSE, NA)))
# Do this instead:
call_and_name(
  Vectorize(isTRUE, SIMPLIFY = FALSE),
  list(TRUE, FALSE, NA)
)
\end{verbatim}
cause  Get or set the "cause" attribute

Description

Gets or sets the "cause" (of failure) attribute of a variable.

Usage

cause(x)

cause(x) <- value

Arguments

x  Any variable.
value  Passed to gettextf and stored in the "cause" attribute.

Value

The get method returns the "cause" attribute.

See Also

set_cause

Examples

# Scalar case
yn <- is_identical_to_true(FALSE)
cause(yn)

# Vector case
yn <- is_true(c(TRUE, FALSE, NA))
cause(yn)

coerce_to  Coerce variable to a different class

Description

Coerce the input to a different class, with a warning. More reliable than as, and supports coercion to multiple classes.

Usage

coerce_to(x, target_class, .xname = get_name_in_parent(x))
Arguments

- **x**: Input to coerce.
- **target_class**: The desired class of x. Multiple values allowed (see note).
- **.xname**: Not intended to be used directly.

Value

The input x after attempted coercion to the target class.

Note

If x does not already have the target class, a warning is given before coercion. The function will try and convert the x to each of the classes given in target_class, in order, until it succeeds or runs out of classes to try. It will first try and convert x using a dedicated as.target_class function if that exists. If it does not exist, or throws an error then coerce_to will try to use as(x, target_class).

See Also

- is and as.

Examples

```r
# Numbers can be coerced to characters but not to calls.
dont_stop(coerce_to(1:5, c("call", "character")))
```

---

**dont_stop**  
Run code without stopping

Description

Runs code without stopping for warnings or errors.

Usage

dont_stop(expr)

Arguments

- **expr**: Code to execute.

Value

A list containing the results of evaluating each call in expr.

Note

This function is dangerous, since it overrides warnings and errors. Its intended use is for documenting examples of warnings and errors.
See Also

warning and stop for generating warnings and errors respectively; try and conditions for handling them.

Examples

dont_stop({
  warning("a warning")
  x <- 1
  stop("an error")
  y <- sqrt(exp(x + 1))
  assert_is_identical_to_true(y)
  y > 0
})

false

FALSE, with a cause of failure.

Description

Always returns the value FALSE, with a cause attribute.

Usage

false(...)

Arguments

... Passed to gettextf to create a cause of failure message.

Value

FALSE with the attribute cause, as provided in the input.

See Also

cause and na.
get_name_in_parent

Get the name of a variable in the parent frame

Description

Gets the name of the input in the parent frame.

Usage

generate_in_parent(x, escape_percent = TRUE)

Arguments

x Variable to get the name of.

escape_percent Logical. If TRUE, percent signs are doubled, making the value suitable for use with sprintf (and hence by false and na).

Value

A string giving the name of the input in the parent frame.

Examples

outside <- 1
f <- function(inside, escape_percent)
{
    generate_in_parent(inside, escape_percent)
}
f(outside, TRUE)
f(10%, TRUE)
f(10%, FALSE)

is2

Alternative version of is

Description

If a function named is.class exists, call is.class(x). If not, call is(x, class).

Usage

is2(x, class, .xname = generate_in_parent(x))
merge.list

Arguments

  x  Input to check.
  class  Target class that x maybe belong to.
  .xname  Not intended to be used directly.

Value

  TRUE if x belongs to the class and FALSE otherwise.

See Also

  is, and assert_is_all_of for the corresponding assert fns.

Examples

  is2(1:5, "character")
  is2(matrix(1:5), "character")
  is2(1:5, c("character", "list", "numeric"))
  is2(mean, c("function", "data.frame"))
**merge_dots_with_list**

*Note*

In the event of elements that are duplicated between x and y, the versions from x are used.

**See Also**

*merge_dots_with_list, merge*

**Examples**

```r
merge(
  list(foo = 1, bar = 2, baz = 3),
  list(foo = 4, baz = 5, quux = 6)
)
```

# If unnamed elements are allowed, they are included at the end
```r
merge(
  list("a", foo = 1, "b", bar = 2, baz = 3, "c"),
  list(foo = 4, "a", baz = 5, "b", quux = 6, "d"),
  allow_unnamed_elements = TRUE
)
```

---

**merge_dots_with_list**  *Merge ellipsis args with a list.*

**Description**

Merges variable length ellipsis arguments to a function with a list argument.

**Usage**

```r
merge_dots_with_list(..., l = list(), warn_on_dupes = TRUE, allow_unnamed_elements = FALSE)
```

**Arguments**

- `...` Some inputs.
- `l` A list.
- `warn_on_dupes` TRUE or FALSE. Should a warning be given if both x and y have elements with the same name. See note.
- `allow_unnamed_elements` TRUE or FALSE. Should unnamed elements be allowed?

**Value**

A list containing the merged inputs.
Note

If any arguments are present in both the \ldots and \ldots arguments, the \ldots version takes preference, and a warning is thrown.

See Also

merge.list, merge

Examples

merge.dots_with_list(
  foo = 1,
  bar = 2,
  baz = 3,
  l = list(foo = 4, baz = 5, quux = 6)
)

na

NA, with a cause of failure.

Description

Always returns the value (logical) NA, with a cause attribute.

Usage

na(...)  

Arguments

\ldots

Passed to gettextf to create a cause of failure message.

Value

NA with the attribute cause, as provided in the input.

See Also

cause and false.
Parenthesise a character vector by wrapping elements in brackets, dashes or commas.

**Usage**

```r
c(m("round_brackets", "square_brackets", "curly_brackets", "angle_brackets", "chevrons", "hyphens", "en_dashes", "em_dashes", "commas"))
```

**Arguments**

- `x` Character vector to wrap in parentheses.
- `type` String naming the type of parenthesis.

**Value**

A character vector of the input wrapped in parentheses.

**Note**

English grammar terminology is awfully confusing. The verb ‘to parenthesise’ means to wrap a phrase in brackets or dashes or commas, thus denoting it as supplementary material that could be left out. A ‘parenthesis’ as a noun is often used as a synonym for a round bracket.

**See Also**

`squote`

**Examples**

```r
paste("There were three", parenthesise(3), "mice in the experiment.")
paste(  "I love parmos",  parenthesise("Teesside's finest culinary invention", "en_dashes");  "but they are sure to give me heart disease.")
parenthesise(letters[1:5], "curly")
paste0(  "The R language",  parenthesise("an offshoot of S and Scheme", "commas")
)
"is quite good for data analysis."
)

print.scalar_with_cause

*Print methods for objects with a cause attribute*

**Description**

Prints objects of class `scalar_with_cause` and `vector_with_cause`.

**Usage**

```r
# S3 method for class 'scalar_with_cause'
print(x, ...)

# S3 method for class 'vector_with_cause'
print(x, na_ignore = FALSE, n_to_show = 10, ...)
```

**Arguments**

- `x`:
  - An object of class `scalar_with_cause` or `vector_with_cause`.
- `...`:
  - Currently unused.
- `na_ignore`:
  - A logical value. If FALSE, NA values are printed; otherwise they do not. Like `na.rm` in many stats package functions, except that the position of the failing values does not change.
- `n_to_show`:
  - A natural number. The maximum number of failures to show.

---

**print_and_capture**

*Print a variable and capture the output*

**Description**

Prints a variable and captures the output, collapsing the value to a single string.

**Usage**

```r
print_and_capture(x, ...)
```

**Arguments**

- `x`:
  - A variable.
- `...`:
  - Arguments passed to `print` methods.
**safe_deparse**

Value

A string.

See Also

print, capture.output

Examples

# This is useful for including data frames in warnings or errors
mmessage("This is the sleep dataset:\n", print_and_capture(sleep))

---

| safe_deparse | Safe version of deparse |

Description

A version of `deparse` that is guaranteed to always return a single string.

Usage

```r
safe_deparse(expr, ...)
```

Arguments

- `expr` Any R expression.
- `...` Passed to `deparse`.

Value

A character vector or length one.

Note

By default the RStudio IDE truncates output in the console at 1000 characters. Consequently, if you use `safe_deparse` on large or complex objects, you won't see the full value. You can change the setting using Tools -> "Global Options..." -> Code -> Display -> Console -> "Limit length of lines displayed in console to: ".

Examples

```r
# safe_deparse only differs from deparse when the deparse string is longer
# than width.cutoff
deparse(CO2, width.cutoff = 500L) # has length 6
safe_deparse(CO2) # has length 1
```
set_cause  

Set a cause and return the input

Description

Sets the cause attribute of an object and returns that object.

Usage

set_cause(x, false_value, missing_value = "missing")

Arguments

x  A variable.
false_value  A character vector to set the cause to, where x is FALSE.
missing_value  A character vector to set the cause to, where x is NA.

Details

If x is TRUE everywhere, this returns the input without setting a cause. Otherwise, the cause is an empty string where x is TRUE, false_value where it is FALSE, and missing_value where it is NA.

Value

x, with a new cause attribute.

See Also

cause, setNames

strip_attributes  

Strip all attributes from a variable

Description

Strips all the attributes from a variable.

Usage

strip_attributes(x)

Arguments

x  Input to strip.
Truth

Value
x, without attributes.

Examples
x <- structure(c(foo = 1, bar = 2), some_attr = 3)
x2 <- strip_attributes(x)
attributes(x)
attributes(x2)

<table>
<thead>
<tr>
<th>Truth</th>
<th>Is the input TRUE/FALSE/NA?</th>
</tr>
</thead>
</table>

Description
Checks to see if the input is TRUE, FALSE or NA.

Usage
assert_is_identical_to_false(x, allow_attributes = FALSE, severity = getOption("assertive.severity", "stop"))
assert_is_identical_to_na(x, allow_attributes = FALSE, severity = getOption("assertive.severity", "stop"))
assert_is_identical_to_true(x, allow_attributes = FALSE, severity = getOption("assertive.severity", "stop"))
assert_all_are_false(x, severity = getOption("assertive.severity", "stop"))
assert_any_are_false(x, severity = getOption("assertive.severity", "stop"))
assert_all_are_na(x, severity = getOption("assertive.severity", "stop"))
assert_any_are_na(x, severity = getOption("assertive.severity", "stop"))
assert_all_are_true(x, severity = getOption("assertive.severity", "stop"))
assert_any_are_true(x, severity = getOption("assertive.severity", "stop"))
assert_all_are_not_false(x, severity = getOption("assertive.severity", "stop"))
assert_any_are_not_false(x, severity = getOption("assertive.severity", "stop"))
assert_all_are_not_na(x, severity = getOption("assertive.severity", "stop"))
assert_any_are_not_na(x, severity = getOption("assertive.severity", "stop"))
assert_all_are_not_true(x, severity = getOption("assertive.severity", "stop"))
assert_any_are_not_true(x, severity = getOption("assertive.severity", "stop"))
is_identical_to_false(x, allow_attributes = FALSE,
    .xname = get_name_in_parent(x))
is_identical_to_na(x, allow_attributes = FALSE,
    .xname = get_name_in_parent(x))
is_identical_to_true(x, allow_attributes = FALSE,
    .xname = get_name_in_parent(x))
is_false(x, .xname = get_name_in_parent(x))
is_na(x, coerce_to_logical = FALSE, .xname = get_name_in_parent(x))
is_not_na(x, coerce_to_logical = FALSE, .xname = get_name_in_parent(x))
is_not_false(x, .xname = get_name_in_parent(x))
is_not_true(x, .xname = get_name_in_parent(x))
is_true(x, .xname = get_name_in_parent(x))

Arguments

x            Input to check. See note.
allow_attributes
    If TRUE, a scalar value of TRUE with attributes is allowed.
severity      How severe should the consequences of the assertion be? Either "stop", "warning",
                "message", or "none".
.xname        Not intended to be used directly.
coerce_to_logical
    Logical: should the input be coerced to logical before checking? See note.

Value

The is* functions return TRUE if the input is TRUE/FALSE. The assert_* functions return nothing
but throw an error if the corresponding is_* function returns FALSE.

Note

is_identical_to_true wraps the base function isTRUE, providing more information on failure.
Likewise, is_identical_to_false checks that the input is identical to FALSE. If allow_attributes
is TRUE, a scalar value of TRUE with attributes is allowed. is_true and is_false are vectorized, returning TRUE when the inputs are TRUE and FALSE respectively.

The for is_true, is_false, is_not_true and is_not_false, x argument will be coerced to be a logical vector if it isn’t already.

Coercion to logical is optional for is_na and is_not_na. If you do coerce, it means that is_na differs in behaviour from base::is.na for character vector, list and data frame inputs. To replicate the behaviour of is.na, ensure the argument coerce_to_logical is FALSE (this is the default).

Note that in assertive version 0.1-4 and prior, is_identical_to_true/false were named is_true/false and the vectorized versions were not present.

See Also

isTRUE.

Examples

# Checks against logical values using base::identical
assert_is_identical_to_true(TRUE)
assert_is_identical_to_false(FALSE)
assert_is_identical_to_na(NA)

# Other NA types match
assert_is_identical_to_na(NA_complex_)

# NaN is not NA
dont_stop(assert_is_identical_to_na(NaN))

# For a slightly less strict test, you can ignore attributes
assert_is_identical_to_true(c(truth = TRUE), allow_attributes = TRUE)
assert_is_identical_to_false(matrix(FALSE), allow_attributes = TRUE)
assert_is_identical_to_na(structure(NA, class = "nanana"), allow_attributes = TRUE)

# Vectorized predicates (package name explicitly given to prevent # problems with testthat name clash)
x <- c(TRUE, FALSE, NA)
assertive.base::is_true(x)
assertive.base::is_false(x)
is_na(x)

# ...and their opposites
is_not_true(x)
is_not_false(x)
is_not_na(x)

# Check that at least one element fits the condition
assert_any_are_true(x)
assert_any_are_false(x)
assert_any_are_na(x)

# These checks should fail:
dont_stop({
assert_is_identical_to_true(c(truth = TRUE))
assert_is_identical_to_true(1)
assert_is_identical_to_true(c(TRUE, TRUE))
assert_is_identical_to_false(matrix(FALSE))
assert_is_identical_to_na(structure(NA, class = "nanana"))
assert_all_are_true(x)
assert_all_are_false(x)
assert_all_are_na(x)
}

# base::is.na has non-standard behaviour for data.frames and lists.
# is.na and is.not.na coerce to logical vectors (except character input).
# unlist the input or use an apply function.
d <- data.frame(  
x = c(TRUE, FALSE, NA),
y = c(0, NA, 2),
z = c("a", "NA", NA)
)
is.na(d)
is.na(unlist(d))

use_first

Only use the first element of a vector

Description

If the input is not scalar, then only the first element is returned, with a warning.

Usage

use_first(x, indexer = c("[[", "]"), .xname = get_name_in_parent(x))

Arguments

x Input that should be scalar.
indexer Either double indexing, "[[" (the default) or single indexing "]".
.xname Not intended to be used directly.

Value

If x is scalar, it is returned unchanged, otherwise only the first element is returned, with a warning.

Examples

dont_stop(use_first(1:5))
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