Package ‘container’

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R topics documented:

add ................................................................. 3
addleft ...................................................... 4
at ................................................................. 5
R topics documented:

at2 .................................................. 6
clear ............................................. 8
clone .............................................. 9
Container ...................................... 10
ContainerS3 .................................... 17
container_options .............................. 24
count ............................................ 25
delete ............................................ 26
delete_at ......................................... 27
deprecated ..................................... 28
Deque ............................................ 29
DequeS3 ......................................... 31
Dict ............................................... 33
dict.table ....................................... 37
DictS3 ............................................ 42
discard .......................................... 44
discard_at ....................................... 45
has ............................................... 46
has_name ....................................... 47
is_empty ........................................ 48
Iterable ......................................... 49
Iterator ......................................... 50
iterS3 ............................................ 53
OpsArithmetic ................................. 55
OpsCompare .................................... 56
OpsExtract .................................... 58
OpsLogic ....................................... 59
OpsReplace ................................... 59
OrderedSet ..................................... 61
peek ............................................. 62
peek_at ......................................... 63
peek_at2 ........................................ 64
pop ................................................ 66
rename .......................................... 67
replace ......................................... 69
replace_at ..................................... 70
rev ............................................... 72
rotate ........................................... 73
Set ............................................... 74
SetS3 ............................................ 76
unpack .......................................... 78
update .......................................... 79

Index ........................................... 81
add  Add Elements to Containers

Description

Add elements to container-like objects.

Usage

add(.x, ...)
ref_add(.x, ...)

## S3 method for class 'Container'
add(.x, ...)

## S3 method for class 'Container'
ref_add(.x, ...)

## S3 method for class 'Dict'
add(.x, ...)

## S3 method for class 'Dict'
ref_add(.x, ...)

## S3 method for class 'dict.table'
add(.x, ...)

## S3 method for class 'dict.table'
ref_add(.x, ...)

Arguments

.x an R object of the respective class.
...

Value

For Container, an object of class Container (or one of the respective derived classes).
For dict.table an object of class dict.table.

Note

While add uses copy semantics ref_add works by reference.
If .x is a Container, Set or Deque object, the elements being added can (but must not) be named.
If .x is a Dict or dict.table object, all elements must be of the form key = value. If one of the keys already exists, an error is given.
Examples

```r
c = container(1)
add(c, 1, b = 2, c = container(1:3))

d = dict(a = 1)
add(d, b = 2, c = container(1:3))

## Not run:
add(d, a = 7:9)  # key 'a' already in Dict

## End(Not run)

dit = dict.table(a = 1:3)
add(dit, b = 3:1, d = 4:6)

## Not run:
add(dit, a = 7:9)  # column 'a' already exists

## End(Not run)
```

addleft

---

Add Elements to the Left of Deques

Description

Add elements to left side of Deque objects.

Usage

```r
addleft(.x, ...)
```

```
ref_addleft(.x, ...)
```

## S3 method for class 'Deque'
addleft(.x, ...)

## S3 method for class 'Deque'
ref_addleft(.x, ...)
**at**

**Arguments**

- `.x` a [Deque] object
- `...` elements to be added.

**Value**

For Deque, an object of class Deque with the elements being added to the left of `.x`.

**Note**

While addleft uses copy semantics ref_addleft work by reference.

**Examples**

```r
d = deque(0)
add(d, a = 1, b = 2) # |0, a = 1, b = 2|
addleft(d, a = 1, b = 2) # |b = 2, a = 1, 0|
```

---

**at**

*Extract Elements Safely*

**Description**

Extract parts of a Container at given indices. If an index is invalid, an error is signaled. If given as a string, the element matching the name is returned. If there are two or more identical names, the value of the first match (i.e. leftmost element) is returned. Indices can be letters or numbers, or both at the same time.

**Usage**

```r
at(.x, ...)
```

## S3 method for class 'Container'

```r
at(.x, ...)
```

## S3 method for class 'dict.table'

```r
at(.x, ...)
```

**Arguments**

- `.x` an R object of the respective class.
- `...` indices of elements to be extracted

**Value**

For Container, returns the values at the given indices.
For dict.table, returns the columns at the given indices.
at2

Extract Single Elements Safely

Description

Extracts the value of a Container at the given index. If the index is invalid, an error is signaled. If given as a string, the element matching the name is returned. If there are two or more identical names, the value of the first match (i.e. leftmost element) is returned. Extract value at index. If index is invalid or not found, an error is signaled. If given as a string, the element matching the name is returned. If there are two or more identical names, the value of the first match (i.e. leftmost element) is returned.
Usage

```r
at2(x, ...)
```

## S3 method for class 'Container'
```r
at2(x, index, ...)
```

## S3 method for class 'dict.table'
```r
at2(x, index, ...)
```

Arguments

- **x**: an R object of the respective class.
- **index**: character name or numeric position of the sought value.
- **...**: other arguments passed to or from methods.

Value

For Container, returns the value at the given index.

For `dict.table`, returns the column at the given index or signals an error if not found.

See Also

- `peek_at2()` for less strict extraction

Examples

```r
# Container
co = container(a = 1, 2, b = 3, 4)
at2(co, 1)
at2(co, "a")
at2(co, 2)
## Not run:
at2(co, "x")  # index 'x' not found
at2(co, 5)    # index 5 exceeds length of Container

## End(Not run)

# Dict
d = dict(a = 1, b = 3)
at2(d, 1)
at2(d, "a")
at2(d, 2)
## Not run:
at2(d, "x")  # index 'x' not found
at2(d, 5)    # index 5 exceeds length of Dict

## End(Not run)

# dict.table
dit = dict.table(a = 1:3, b = 4:6)
```
at2(dit, 1)
at2(dit, "a")
at2(dit, 2)
## Not run:
at2(dit, "x") # index 'x' not found
at2(dit, 5)  # index 5 exceeds length of dict.table

## End(Not run)

clear Clear a Container

Description

Removes all elements from the container object.

Usage

clear(x)

ref_clear(x)

## S3 method for class 'Container'
clear(x)

## S3 method for class 'Container'
ref_clear(x)

## S3 method for class 'dict.table'
clear(x)

## S3 method for class 'dict.table'
ref_clear(x)

Arguments

x any R object.

Value

For Container, an object of class Container (or one of the respective derived classes).
For dict.table an object of class dict.table.
Examples

```r
c = container(1, 2, mean)
clear(c)
c
c refer to clear(c)
c

d = dict.table(a = 1, b = 2)
clear(d)
d # original was not touched
refer to clear(d)
d # original was cleared
```

clone

**Clone an Object**

Description

Creates a copy of the object.

Usage

```r
clone(x)
```

## S3 method for class 'Container'
clone(x)

## S3 method for class 'dict.table'
clone(x)

Arguments

- `x` any R object.

Value

A copy of the object.

Examples

```r
c = container(1, 2, 3)
c2 = clone(c)
c == c2

d = dict.table(a = 1:2, b = 3:4)
d2 = clone(d)
refer to clear(d)
print(d2)
```
Description

This class implements a container data structure with typical member functions to insert, delete and access elements from the container. For the standard S3 interface, see `container()`.

Details

This class inherits from class `Iterable` and serves as the base class for `Deque`, `Set`, and `Dict`.

Super class

```
container::Iterable -> Container
```

Methods

Public methods:

- `Container$new()`
- `Container$add()`
- `Container$at()`
- `Container$at2()`
- `Container$clear()`
- `Container$count()`
- `Container$delete()`
- `Container$delete_at()`
- `Container$discard()`
- `Container$discard_at()`
- `Container$empty()`
- `Container$get_compare_fun()`
- `Container$has()`
- `Container$has_name()`
- `Container$is_empty()`
- `Container=length()`
- `Container$names()`
- `Container$peek_at()`
- `Container$peek_at2()`
- `Container$pop()`
- `Container$print()`
- `Container$rename()`
- `Container$replace()`
- `Container$replace_at()`
- `Container$remove()`
- `Container$size()`
- `Container$type()`
- `Container$update()`
- `Container$values()`
- `Container$clone()`

**Method** `new()`: constructor

*Usage:*
```r
Container$new(...)
```

*Arguments:*
- `...` initial elements put into the Container

*Returns:* the Container object

**Method** `add()`: add element

*Usage:*
```r
Container$add(value, name = NULL)
```

*Arguments:*
- `value` value of ANY type to be added to the Container.
- `name` character optional name attribute of the value.

*Returns:* the Container object

**Method** `at()`: Same as at2 (see below) but accepts a vector of indices and always returns a Container object.

*Usage:*
```r
Container$at(index)
```

*Arguments:*
- `index` vector of indices.

*Returns:* Container object with the extracted elements.

**Method** `at2()`: Extract value at index. If index is invalid or not found, an error is signaled. If given as a string, the element matching the name is returned. If there are two or more identical names, the value of the first match (i.e. leftmost element) is returned.

*Usage:*
```r
Container$at2(index)
```

*Arguments:*
- `index` Must be a single number > 0 or a string.

*Returns:* If given as a number, the element at the corresponding position, and if given as a string, the element at the corresponding name matching the given string is returned.

**Method** `clear()`: delete all elements from the Container

*Usage:*
Container$clear()
Returns: the cleared Container object

**Method count():** Count number of element occurrences.

*Usage:*
Container$count(elem)

*Arguments:*
elem element to be counted.

*Returns: integer number of elem occurrences in the Container()*

**Method delete():** Search for occurrence(s) of elem in Container and remove first one that is found. If elem does not exist, an error is signaled.

*Usage:*
Container$delete(elem)

*Arguments:*
elem element to be removed from the Container.

*Returns: the Container object*

**Method delete_at():** Delete value at given index. If index is not found, an error is signaled.

*Usage:*
Container$delete_at(index)

*Arguments:*
index character or numeric index

*Returns: the Container object*

**Method discard():** Search for occurrence(s) of elem in Container and remove first one that is found.

*Usage:*
Container$discard(elem)

*Arguments:*
elem element to be discarded from the Container. If not found, the operation is ignored and the object is not altered.

*Returns: the Container object*

**Method discard_at():** Discard value at given index. If index is not found, the operation is ignored.

*Usage:*
Container$discard_at(index)

*Arguments:*
index character or numeric index

*Returns: the Container object*
**Method** empty(): This function is deprecated. Use `is_empty()` instead.

*Usage:*
Container$empty()

**Method** get_compare_fun(): Get comparison function used internally by the Container object to compare elements.

*Usage:*
Container$get_compare_fun()

**Method** has(): Determine if Container has some element.

*Usage:*
Container$has(elem)

*Arguments:*

elem element to search for

*Returns:* TRUE if Container contains elem else FALSE

**Method** has_name(): Determine if Container object contains an element with the given name. If called with no argument, the function determines whether *any* element is named.

*Usage:*
Container$has_name(name)

*Arguments:*

name character the name

*Returns:* TRUE if Container has the name otherwise FALSE

**Method** is_empty(): Check if Container is empty

*Usage:*
Container$is_empty()

*Returns:* TRUE if the Container is empty else FALSE.

**Method** length(): Number of elements of the Container.

*Usage:*
Container$length()

*Returns:* integer length of the Container, that is, the number of elements it contains.

**Method** names(): Names of the elements.

*Usage:*
Container$names()

*Returns:* character the names of the elements contained in x

**Method** peek_at(): Same as peek_at2 (see below) but accepts a vector of indices and always returns a Container object.

*Usage:*
Container$peek_at(index, default = NULL)
Arguments:
index  vector of indices.
default  the default value to return in case the value at index is not found.

Returns: Container object with the extracted elements.

Method peek_at2(): Peek at index and extract value. If index is invalid, missing, or not not found, return default value.

Usage:
Container$peek_at2(index, default = NULL)

Arguments:
index  numeric or character index to be accessed.
default  the default value to return in case the value at index is not found.

Returns: the value at the given index or (if not found) the given default value.

Method pop(): Get value at index and remove it from Container. If index is not found, raise an error.

Usage:
Container$pop(index)

Arguments:
index  Must be a single number > 0 or a string.

Returns: If given as a number, the element at the corresponding position, and if given as a string, the element at the corresponding name matching the given string is returned.

Method print(): Print object representation

Usage:
Container/print(...) 

Arguments: 
...  further arguments passed to format()

Returns: invisibly returns the Container object

Method rename(): Rename a key in the Container. An error is signaled, if either the old key is not in the Container or the new key results in a name-clash with an existing key.

Usage:
Container$rename(old, new)

Arguments:
old  character name of key to be renamed.
new  character new key name.

Returns: the Container object

Method replace(): Replace one element by another element. Search for occurrence of old and, if found, replace it by new. If old does not exist, an error is signaled, unless add was set to TRUE, in which case new is added.
Usage:
Container$replace(old, new, add = FALSE)

Arguments:
old  element to be replaced
new  element to be put instead of old
add  logical if TRUE the new element is added in case old does not exists.

Returns: the Container object

Method replace_at(): Replace value at given index. Replace value at index by given value. If index is not found, an error is signalled, unless add was set to TRUE, in which case new is added.

Usage:
Container$replace_at(index, value, add = FALSE)

Arguments:
index  character or numeric index
value  ANY new value to replace the old one.
add  logical if TRUE the new value element would be added in case index did not exists.

Returns: the Container object

Method remove(): This function is deprecated. Use delete() instead.

Usage:
Container$remove(elem)

Arguments:
elem  element to be deleted from the Container. If element is not found in the Container, an error is signaled.

Returns: the Container object

Method size(): This function is deprecated. Use length() instead.

Usage:
Container$size()

Returns: the Container length

Method type(): This function is deprecated and of no real use anymore.

Usage:
Container$type()

Returns: type (or mode) of internal vector containing the elements

Method update(): Add elements of other to this if the name is not in the Container and update elements with existing names.

Usage:
Container$update(other)

Arguments:
other  Iterable object used to update this.
Returns: returns the Container

Method values(): Get Container values
Usage:
Container$values()
Returns: elements of the container as a base list

Method clone(): The objects of this class are cloneable with this method.
Usage:
Container$clone(deep = FALSE)
Arguments:
deep Whether to make a deep clone.

Author(s)
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See Also
container(), Iterable, Deque, Set, and Dict

Examples

c = Container$new(1:5, c = Container$new("a", 1), l = list())
c$print()
c$length()
c$names()
c$clear()

# Extract
c = Container$new(a = 1, b = 2, c = 3, d = 4)
c$at(1:2)
c$at(c(1, 4))
c$at(list("d", 2))
c$at2(1)

## Not run:
c$at(0:2) # index must be > 0
## End(Not run)

c$peek_at(0:2)
c$peek_at(0:2, default = 1)

# Replace
c$replace(4, 9)
c$replace(9, 11)
c$replace_at(1, -1)

## Not run:
co$replace_at(11, 1) # index 11 exceeds length of Container

## End(Not run)

# Delete
co$delete(-1)
co$delete_at(3)

## Not run:
co$delete_at(3) # index 3 exceeds length of Container

## End(Not run)

codiscard(3)

c2 = Container$new(b = 0)
c2$add(0, name = "a")
c2$update(c2)
c2$pop(1)
c

---

**ContainerS3**  
*Container - Enhancing R's list*

**Description**

A container is a data structure with typical member functions to insert, delete and access elements from the container object. It can be considered as a base R list with extended functionality. The Container class also serves as the base class for Deque, Set, and Dict objects.

**Usage**

```r
container(...)
cont(...)
as.container(x)
as.cont(x)
is.container(x)
```

## S3 method for class 'Container'
as.list(x, ...)

## S3 method for class 'Container'
length(x)

## S3 method for class 'Container'
names(x)

## S3 replacement method for class 'Container'
names(x) <- value

Arguments

... (possibly named) elements to be put into or removed from the Container, or additional arguments passed from and to methods.

x R object of ANY type for as.container and is.container or of class Container for the S3 methods.

value character vector of names.

Details

Methods that alter Container objects usually come in two versions providing either copy or reference semantics where the latter start with 'ref_' to note the reference semantic, for example, add() and ref_add().

- container(...) initializes and returns a Container object.
- cont(...) is a short cut for container(...).
- as.container(x) or as.cont(x) coerce x to a Container
- is.container(x) check if x is a Container
- as.list(x) converts container x to a base R list. All of the container’s elements are copied (deeply) during the conversion.
- length(x) return the number of elements contained in x.
- names(x) return the names of the elements contained in x.
- names(x) <-value sets the names of x.
- x + y combines x and y into a new container by appending y to x.
- x - y element-wise discards all items of y from x, given the element was contained in x. The result is always a container.
- x == y is TRUE if the contents of x and y are lexicographically equal.
- x != y is TRUE if the contents of x and y are not equal.
- x < y is TRUE if the contents of x are lexicographically less than the contents of y.
- x <= y is TRUE if the contents of x are lexicographically less than or equal to the contents of y.
- add(.x,...) and ref_add(.x,...) add elements to .x.
• `at(.x,...)` returns the value at the given indices. Indices can be letters or numbers or both. All indices must exist.

• `at2(x,index)` returns the value at the given index or signals an error if not found.

• `clear(x)` and `ref_clear(x)` remove all elements from `x`.

• `clone(x)` create a copy of `x`.

• `count(x,elem)` count how often `elem` occurs in `x`.

• `delete(.x,...)` and `ref_delete(.x,...)` find and remove elements. If one or more elements don’t exist, an error is signaled.

• `delete_at(.x,...)` and `ref_delete_at(.x,...)` find and remove values at given indices. If any given index is invalid, an error is signaled.

• `discard(.x,...)` and `ref_discard(.x,...)` find and discard elements. Elements that don’t exist, are ignored.

• `discard_at(.x,...)` and `ref_discard_at(.x,...)` find and discard values at given indices. Invalid indices are ignored.

• `has(x,elem)` TRUE if element is in `x` and otherwise FALSE.

• `has_name(x,name)` check if `name` is in `x`.

• `is_empty(x)` TRUE if object is empty otherwise FALSE.

• `peek_at(x,...,default = NULL)` returns the value at the given indices or (if not found) the given default value.

• `peek_at2(x,index,default)` returns the value at the given index or (if not found) the given default value.

• `ref_pop(.x,index)` return element at given index and remove it from the container object.

• `rename(.x,old,new)` and `ref_rename(.x,old,new)` rename one or more keys from `old` to `new`, respectively, by copy and in place (i.e. by reference).

• `replace(.x,old,new,add = FALSE)` and `ref_replace(.x,old,new,add = FALSE)` try to find element `old` and replace it with element `new`. If `old` does not exist, an error is raised, unless `add` was set to TRUE.

• `replace_at(.x,...,add = FALSE)` and `ref_replace_at(.x,...,add = FALSE)` replace values at given indices. If a given index is invalid, an error is signaled unless .add was set to TRUE.

See Also

For the class documentation see `Container`. Objects of the derived classes can be created by `deque`, `setnew`, and `dict`. 
Examples

co = container(1:5, c = container("a", 1), l = list())
is.container(co)
print(co)
length(co)
names(co)

unpack(co)  # flatten recursively similar to unlist

# Math
co = container(1, 2, -(3:5))
co
abs(co)
cumsum(co)
round(co)
exp(co)

# Summary
range(co)
min(co)
max(co)

# Arithmetic
c1 = container(1, 1:2)
c2 = container(2, 1:2)
c1 + c2  # same as c(c1, c2)
c2 + c1  # same as c(c2, c1)

c1 - c2
c2 - c1
c1 - c1

# Comparison
c1 = container(1, 2, 3)
c2 = container(1, 3, 2)
c1 == c1  # TRUE
c1 != c2  # TRUE
c1 <= c1  # TRUE
c1 == c2  # FALSE
c1 < c2   # TRUE
c1 < container(2)  # TRUE
c1 < container()  # FALSE

# Extract or replace
co = container(a = 1, b = 2, c = 3, d = 4)
co[1:2]
co[1, 4]
co["d", 2]
co[list("d", 2)]
co[0:10]

co = container(a = 1, b = 2)
co[1]
co["a"]
co["x"]
co = container(a = 1, b = "bar")
(co[1:2] <- 1:2)

## Not run:
co[3] <- 3 # index out of range

## End(Not run)
(co[list(1, "b")]) <- 3:4) # mixed numeric/character index

co = container(a = 1, b = 2)
co[[1]] <- 9
co["b"] <- 8
co["x"] <- 7
co$z <- 99
print(co)

# Replace 8 by 0
co[[8]]] <- 0
print(co)

co = container(a = 1, b = "bar")
co$f <- 3
co$b <- 2
co

co = container(1)
add(co, 1, b = 2, c = container(1:3))

co = container(a = 1, 2, b = 3, 4)
at(co, 1:3)
at(co, "a", "b", 2)
## Not run:
at(co, "x") # index 'x' not found
at(co, 1:10) # index 5 exceeds length of Container

## End(Not run)

co = container(a = 1, 2, b = 3, 4)
at2(co, 1)
at2(co, "a")
at2(co, 2)
## Not run:
at2(co, "x") # index 'x' not found
at2(co, 5) # index 5 exceeds length of Container

## End(Not run)
co = container(1, 2, mean)
clear(co)
print(co)  # Original was not touched
ref_clear(co)  # Clears original
print(co)

co = container(1, 2, 3)
co2 = clone(co)
co == co2

co = container("a", "b", "a", mean, mean)
count(co, "a")
count(co, mean)
count(co, "c")

c = container("a", 1:3, iris)
print(co)
delete(co, 1:3, "a")
delete(co, iris)
## Not run:
delete(co, "b")  # "b" is not in Container
## End(Not run)

c = container(a = 1, b = 2, 3)
delete_at(co, "a", "b")  # [3]
delete_at(co, 1:2)  # [3]
delete_at(co, "a", 3)  # [b = 2]
## Not run:
delete_at(co, 4)  # index out of range
delete_at(co, "x")  # names(s) not found: 'x'
## End(Not run)

c = container("a", num = 1:3, data = iris)
print(co)
discard(co, 1:3, "a")
discard(co, iris)
discard(co, "b")  # ignored

c = container(a = 1, b = 2, 3)
discard_at(co, "a", "b")  # [3]
discard_at(co, 1:2)  # [3]
discard_at(co, "a", 3)  # [b = 2]
discard_at(co, "x")  # ignored

c = container(1, 2, mean)
has(co, 1)  # TRUE
has(co, mean)  # TRUE
has(co, 1:2)  # FALSE

c = container(a = 1, 2, f = mean)
has_name(co, "a")  # TRUE
ContainerS3

```r
globalEnv$co <- container(1, 2)
has_name(co, "f") # TRUE
has_name(co, "2") # FALSE

c = container(a = 1, 2, b = 3, 4)
peek_at(c, 1)
peek_at(c, "a")
peek_at(c, "x")
peek_at(c, "x", .default = 0)
peek_at(c, "a", "x", 2, 9, .default = -1)

c = container(a = 1, 2, b = 3, 4)
peek_at2(c, 1)
peek_at2(c, "a")
peek_at2(c, "x")
peek_at2(c, "x", default = 0)

## Not run:
ref_pop(c, "x") # index 'x' not found
## End(Not run)

c = container(a = 1, b = 1:3, d = "foo")
ref_pop(c, "b")
ref_pop(c, 1)

## Not run:
ref_pop(c, "x") # index 'x' not found
## End(Not run)

c = container("x", 9)
replace(c, 9, 0)
replace(c, "x", 0)

## Not run:
replace(c, "z", 0) # old element ("z") is not in Container

## Not run:
replace(c, "z", 0, add = TRUE) # ok, adds the element

c = container(a = 0, b = "z")
replace_at(c, a = 1, b = 2)
replace_at(c, 1:2, 1:2) # same
replace_at(c, c("a", "b"), list(1, 2)) # same

## Not run:
replace_at(c, x = 1) # names(s) not found: 'x'

## Not run:
replace_at(c, x = 1, .add = TRUE) # ok (adds x = 1)
```

```r
c = container("x", 9)
replace(c, 9, 0)
replace(c, "x", 0)

## Not run:
replace(c, "z", 0) # old element ("z") is not in Container

## Not run:
replace(c, "z", 0, add = TRUE) # ok, adds the element

c = container(a = 0, b = "z")
replace_at(c, a = 1, b = 2)
replace_at(c, 1:2, 1:2) # same
replace_at(c, c("a", "b"), list(1, 2)) # same

## Not run:
replace_at(c, x = 1) # names(s) not found: 'x'

## Not run:
replace_at(c, x = 1, .add = TRUE) # ok (adds x = 1)
```
container_options

Set Container Package Options

Description
Set Container Package Options

Usage
container_options(..., .reset = FALSE)

getContainerOption(x, default = NULL)

Arguments
...
any options can be defined, using name = value.

.reset
logical if TRUE, the options are reset to their default and returned.

x
a character string holding an option name.

default
if the specified option is not set in the options list, this value is returned.

Value
• container_options() returns a list of all set options sorted by name.
• container_options(name), a list of length one containing the set value, or NULL if it is unset.
  Can also be multiple names (see Examples).
• container_options(key = value) sets the option with name key to value and returns the
  previous options invisibly.

Container Options
• compare (default = all.equal)
• useDots (default = TRUE) whether to abbreviate long container elements with . . . when ex-
  ceeding vec.len (see below). If FALSE, they are abbreviated as <<type(length)>>.
• vec.len (default = 4) the length limit at which container vectors are abbreviated.

Examples
co = container(1L, 1:10, as.list(1:5))
co

container_options(useDots = FALSE)
co

container_options(useDots = TRUE, vec.len = 6)
co
count

```r
has(co, 1.0)
container_options(compare = "identical")
has(co, 1.0) # still uses 'all.equal'

co2 = container(1L)
has(co2, 1.0)
has(co2, 1L)

container_options()
container_options(.reset = TRUE)
```

<table>
<thead>
<tr>
<th>count</th>
<th>Count Elements</th>
</tr>
</thead>
</table>

**Description**

Count the number of occurrences of some element.

**Usage**

```r
count(x, elem)
```

```r
## S3 method for class 'Container'
count(x, elem)
```

```r
## S3 method for class 'Set'
count(x, elem)
```

**Arguments**

- `x` any R object.
- `elem` element to counted.

**Value**

- integer number of how many times `elem` occurs in the object.

**Examples**

```r
c = container("a", "b", "a", mean, mean)
count(c, "a")
count(c, mean)
count(c, "c")
```
Delete Container Elements Safely

Description
Search and remove elements from an object. If the element is not found, an error is signaled.

Usage
```r
delete(.x, ...) ref_delete(.x, ...)
```
```
## S3 method for class 'Container'
delete(.x, ...)
```
```
## S3 method for class 'Container'
ref_delete(.x, ...)
```

Arguments
```
.x any R object.
...
```
elements to be deleted.

Value
For Container, an object of class Container (or one of the respective derived classes).

Examples
```r
s = setnew("a", 1:3, iris)
print(s)
delete(s, 1:3, "a")
delete(s, iris)
## Not run:
delete(s, "b") # "b" is not in Set

## End(Not run)
```
Delete Elements at Indices Safely

Description

Search and remove values at given indices, which can be numeric or character or both. If any given index is invalid, an error is signaled. Indices can be numbers or names or both.

Usage

```r
delete_at(.x, ...)
```

```r
ref_delete_at(.x, ...)
```

```r
## S3 method for class 'Container'
delete_at(.x, ...)
```

```r
## S3 method for class 'Container'
ref_delete_at(.x, ...)
```

```r
## S3 method for class 'dict.table'
delete_at(.x, ...)
```

```r
## S3 method for class 'dict.table'
ref_delete_at(.x, ...)
```

Arguments

- `.x` any R object.
- `...` indices at which values are to be deleted.

Value

For `Container`, an object of class `Container` (or one of the respective derived classes).

For `dict.table`, an object of class `dict.table`.

Examples

```r
c = container(a = 1, b = 2, 3)
delete_at(c, "a", "b") # [3]
delete_at(c, 1:2) # [3]
delete_at(c, "a", 3) # [b = 2]
## Not run:
delete_at(c, 4) # index out of range
delete_at(c, "x") # names(s) not found: 'x'
```
## End(Not run)

dit = as.dict.table(head(sleep))
dit
delete_at(dit, "ID")
delete_at(dit, "ID", 1)
## Not run:
delete_at(dit, "foo")  # Column 'foo' not in dict.table

## End(Not run)

deprecated

### Deprecated Functions

**Description**

These functions are provided for backwards-compatibility and may be defunct as soon as the next release.

**Usage**

```r
empty(x)

## S3 method for class 'Container'
empty(x)

size(x)

## S3 method for class 'Container'
size(x)

sortkey(x, decr = FALSE)

## S3 method for class 'Dict'
sortkey(x, decr = FALSE)

values(x)

## S3 method for class 'Container'
values(x)

## S3 method for class 'dict.table'
values(x)

keys(x)
```
Deque

Arguments

- **x**: any R object.
- **decr**: logical sort decreasingly?

Details

- `empty()` instead of `is_empty()`
- `set()` instead of `setnew()`
- `size()` instead of `length()`
- `sortkey()` keys of `Dict` objects are now always sorted
- `remove()` instead of `delete()`
- `type()` is not of use anymore
- `values()` instead of `as.list()`

---

**Description**

Deques are a generalization of stacks and queues typically with methods to add, delete and access elements at both sides of the underlying data sequence. As such, the Deque can also be used to mimic both stacks and queues. For the standard S3 interface, see `deque()`.

**Details**

This class inherits from class `Container()` and extends it by `popleft` and `peek` methods, and reverse and rotate functionality.

**Super classes**

```
container::Iterable -> container::Container -> Deque
```

**Methods**

**Public methods:**

- `Deque$addleft()`  
- `Deque$peek()`  
- `Deque$peekleft()`  
- `Deque$popleft()`  
- `Deque$rev()`  
- `Deque$rotate()`  
- `Deque$clone()`

**Method** `addleft()`: Add element to left side of the Deque.
**Usage:**
Deque$addleft(value, name = NULL)

**Arguments:**
- value: value of ANY type to be added to the Deque.
- name: character optional name attribute of the value.

**Returns:** the Deque object.

**Method peek()**: Peek at last element of the Deque.

**Usage:**
Deque$peek(default = NULL)

**Arguments:**
- default: returned default value if Deque is empty.

**Returns:** element 'peeked' on the right

**Method peekleft()**: Peek at first element of the Deque.

**Usage:**
Deque$peekleft(default = NULL)

**Arguments:**
- default: returned default value if Deque is empty.

**Returns:** element 'peeked' on the left

**Method popleft()**: Delete and return element from the left side of the Deque().

**Usage:**
Deque$popleft()

**Returns:** element 'popped' from the left side of the Deque()

**Method rev()**: Reverse all elements of the Deque() in-place.

**Usage:**
Deque$rev()

**Returns:** the Deque() object.

**Method rotate()**: Rotate all elements n steps to the right. If n is negative, rotate to the left.

**Usage:**
Deque$rotate(n = 1L)

**Arguments:**
- n: integer number of steps to rotate

**Returns:** returns the Deque() object.

**Method clone()**: The objects of this class are cloneable with this method.

**Usage:**
Deque$clone(deep = FALSE)

**Arguments:**
- deep: Whether to make a deep clone.
**DequeS3**

**See Also**

`Container()`, `deque()`

**Examples**

```r
# Create a deque
d = Deque$new(1, 2, s = "a", v = 1:3)
d$addleft(0)
d$peekleft()
d$peek()
d$popleft()
d$rev()
d$rotate()
d$rotate(2)
d$rotate(-3)
```

---

**Description**

Deques are a generalization of stacks and queues typically with methods to add, remove and access elements at both sides of the underlying data sequence. As such, the `deque` can also be used to mimic both stacks and queues.

**Usage**

```r
deque(...)  
```

```r
as.deque(x)
```

```r
is.deque(x)
```

**Arguments**

```r
...  
```

initial elements put into the Deque.

```r
x
```

R object of ANY type for `as.deque()` and `is.deque()` or of class Deque for the S3 methods.

**Details**

Methods that alter `Deque` objects usually come in two versions providing either copy or reference semantics where the latter start with 'ref_' to note the reference semantic, for example, `add()` and `ref_add()`.

- `deque(...)` initializes and returns an object of class Deque
• as.deque(x) coerces x to a deque.
• is.deque(x) returns TRUE if x is of class Deque and FALSE otherwise.
• x + y combines x and y into a new deque by appending y to x.
• x - y element-wise removes all items of y from x, given the element was contained in x.
• addleft(.x, ...) adds (possibly named) elements to left side of .x.
• ref_addleft(.x, ...) same as addleft(.x, ...) but adds by reference.
• peek(x, default = NULL) peek at last element. If x is empty, return default.
• peekleft(x, default = NULL) peek at first element. If x is empty, return default.
• ref_pop(.x) pop last element. If .x is empty, an error is given.
• ref_popleft(.x) pop first element. If .x is empty, an error is given.
• rev(x) and ref_rev(x) reverses all elements being done on a copy or in place, respectively.
• rotate(x, n) rotate all elements n steps to the right. If n is negative, rotate to the left.

See Also
See container() for all inherited methods. For the full class documentation see Deque() and it’s superclass Container().

Examples

d = deque(1, 2, s = "a", v = 1:3)
is.deque(d)
print(d)
length(d)
names(d)
as.list(d)
rev(d)

l = list(0, 1)
d2 = as.deque(l)
d + d2
c(d, d2) # same as d + d2
d2 + d
-d - d2
c(d2, d) # same as d2 + d
d2 - d
# Math
d = deque(1, 2, -(3:5))
d
abs(d)
cumsum(d)
round(d)
exp(d)
# Summary
range(d)
min(d)
max(d)

d1 = deque(1, 1:2)
d2 = deque(2, 1:2)
d1 + d2  # same as c(d1, d2)
d2 + d1  # same as c(d2, d1)

d1 - d2
d2 - d1
d1 - d1

d = deque(0)
add(d, a = 1, b = 2)  # |0, a = 1, b = 2|
addleft(d, a = 1, b = 2)  # |b = 2, a = 1, 0|

d = deque(1, 2, 3)
peek(d)
peekleft(d)
peek(deque())
peek(deque(), default = 0)
peekleft(deque(), default = 0)
d = deque(1, 2, 3)
ref_pop(d)
print(d)
ref_popleft(d)
print(d)

## Not run:
ref_pop(deque())  # pop at empty Deque

## End(Not run)

d = deque(a = 1, b = 2, 3)
rev(d)
print(d)
ref_rev(d)
print(d)

d = deque(1, 2, 3, 4)
rotate(d)
rotate(d, n = 2)
Dict

Description

The Dict() resembles Python’s dict type, and is implemented as a specialized associative Container(). For the standard S3 interface, see dict().

Details

This class inherits from class Container() and overwides some methods to account for the associative key-value pair semantic. Internally, all key-value pairs are stored in a hash-table and the elements are always sorted lexicographically by their keys.

Super classes

container::Iterable -> container::Container -> Dict

Methods

Public methods:

- Dict$new()
- Dict$add()
- Dict$discard_at()
- Dict$get()
- Dict$keys()
- Dict$remove()
- Dict$replace()
- Dict$set()
- Dict$sort()
- Dict$update()
- Dict$values()
- Dict$clone()

Method new(): Dict constructor

Usage:
Dict$new(...)

Arguments:
... initial elements put into the Dict

Returns: returns the Dict

Method add(): If name not yet in Dict, insert value at name, otherwise signal an error.

Usage:
Dict$add(name, value)

Arguments:
name character variable name under which to store value.
value the value to be added to the Dict.

Returns: the Dict object
**Method** discard_at(): Discard value at given index. If index is not found, the operation is ignored.

*Usage:*  
Dict$discard_at(index)

*Arguments:*  
index character or numeric index

*Returns:* the Dict object

**Method** get(): This function is deprecated. Use at2() instead.

*Usage:*  
Dict$get(key)

*Arguments:*  
key character name of key.

*Returns:* If key in Dict, return value at key, else throw error.

**Method** keys(): Get all keys.

*Usage:*  
Dict$keys()

*Returns:* character vector of all keys.

**Method** remove(): This function is deprecated. Use delete() instead.

*Usage:*  
Dict$remove(key)

*Arguments:*  
key character name of key.

*Returns:* If key in Dict, remove it, otherwise raise an error.

**Method** replace(): Replace one element by another element. Search for occurrence of old and, if found, replace it by new. If old does not exist, an error is signaled.

*Usage:*  
Dict$replace(old, new)

*Arguments:*  
old element to be replaced  
new element to be put instead of old

*Returns:* the Dict object

**Method** set(): This function is deprecated. Use replace() instead.

*Usage:*  
Dict$set(key, value, add = FALSE)

*Arguments:*  
key character name of key.  
value the value to be set
add logical if TRUE the value is set regardless whether key already exists in Dict.

Returns: returns the Dict

**Method** sort(): Sort elements according to their keys. This function is deprecated as keys are now always sorted.

*Usage:*

Dict$sort(decr = FALSE)

*Arguments:*

decr logical if TRUE sort in decreasing order.

*Returns:*

returns the Dict

**Method** update(): Add elements of other to this if the name is not in the Dict and update elements with existing names.

*Usage:*

Dict$update(other)

*Arguments:*

other Iterable object used to update this.

*Returns:*

returns the updated Dict object.

**Method** values(): Get Container values

*Usage:*

Dict$values()

*Returns:*

a copy of all elements in a list

**Method** clone(): The objects of this class are cloneable with this method.

*Usage:*

Dict$clone(deep = FALSE)

*Arguments:*

deep Whether to make a deep clone.

**See Also**

Container(), dict()

**Examples**

d = Dict$new(o = "one", na = NA, a = 1)
d
d$keys()

d$add("li", list(1, 2))
d$discard_at("na")
d$replace(1, 9)

d2 = Dict$new(a = 0, b = 1)
d$update(d2)
**dict.table**

Combining Dict and data.table

**Description**

The `dict.table` is a combination of `dict` and `data.table` and basically can be considered a `data.table` with unique column names and an extended set of functions to add, extract and remove data columns with the goal to further facilitate code development using `data.table`. A `dict.table` object provides all `dict` and `data.table` functions and operators at the same time.

**Usage**

```
dict.table(...)  # initializes and returns a dict object.
as.dict.table(x, ...)  # coerce x to a dict.table
is.dict.table(x)  # check if x is a dict.table
rbind(x, ...)  # add columns to x. If the column name already exists, an error is given.
```

**Arguments**

- `...` elements put into the `dict.table` and/or additional arguments to be passed on.
- `x` any R object or a `dict.table` object.
- `copy` if TRUE creates a copy of the `data.table` object otherwise works on the passed object by reference.

**Details**

Methods that alter `dict.table` objects usually come in two versions providing either copy or reference semantics where the latter start with `ref_` to note the reference semantic, for example, `add()` and `ref_add()`.

- `dict.table(...)` initializes and returns a `dict` object.
- `as.dict.table(x, ...)` coerce `x` to a `dict.table`
- `is.dict.table(x)` check if `x` is a `dict.table`
- `rbind(x, ...)` add columns to `x`. If the column name already exists, an error is given.
• `at(.x,...)` returns the columns at the given indices. Indices can be letters or numbers or both. All columns must exist.

• `at2(x,index)` returns the column at the given index or signals an error if not found.

• `clear(x)` and `ref_clear(x)` remove all elements from `x`.

• `clone(x)` create a copy of `x`.

• `delete_at(.x,...)` and `ref_delete_at(.x,...)` find and remove columns either by name or index (or both). If one or more columns don’t exist, an error is signaled.

• `discard_at(.x,...)` and `ref_discard_at(.x,...)` find and remove columns either by name or index (or both). Invalid column indices are ignored.

• `has(x,column)` check if some column is in dict.table object.

• `has_name(x,name)` check if `x` has the given column name.

• `is_empty(x)` TRUE if object is empty otherwise FALSE

• `peek_at(x,...,default = NULL)` returns the columns at the given indices or (if not found) columns with the given default value.

• `peek_at2(x,index,default = NULL)` return column named `index` if it exist otherwise the given default value. If the default length does not match the number of rows, it is recycled accordingly and a warning is given, unless the default value has a length of 1, in which case recycling is done silently.

• `ref_pop(.x,index)` return element at given column index and remove the column from the dict.table object.

• `rename(.x,old,new)` and `ref_rename(.x,old,new)` rename one or more columns from `old` to `new`, respectively, by copy and in place (i.e. by reference).

• `replace_at(.x,...,add = FALSE)` and `ref_replace_at(.x,...,add = FALSE)` replace values at given indices. If a given index is invalid, an error is signaled unless `.add` was set to `TRUE`.

• `update(object,other)` and `ref_update(object,other)` adds columns of `other` dict that are not yet in `object` and replaces the values at existing columns.

**See Also**

dict, data.table
## Examples

# Some basic examples using some typical data.table and dict operations.
# The constructor can take the 'key' argument known from data.table():
require(data.table)
dit = dict.table(x = rep(c("b","a","c"), each = 3), y = c(1,3,6), key = "y")
print(dit)
setkey(dit, "x")
# sort by 'x'
print(dit)
(add(dit, "v" = 1:9))
# add column v = 1:9
dit[y > 5]
# discard column 'y'

## Not run:
at(dit, "x")
# index 'x' not found
replace_at(dit, x = 0)
# cannot be replaced, if it does not exist

## End(Not run)

dit = replace_at(dit, x = 0, .add = TRUE)
# ok - re-adds column 'x' with all 0s
peek_at(dit, "x")
# glance at column 'x'
has_name(dit, "x")
# TRUE
ref_pop(dit, "x")
# get column and remove it
has_name(dit, "x")
# FALSE

# Copy and reference semantics when coercing *from* a data.table
dat = data.table(a = 1, b = 2)
dit = as.dict.table(dat)
is.dict.table(dit)
# TRUE
is.dict.table(dat)
# FALSE
ref_replace_at(dit, "a", 9)
dit[["a"]]
# 9
dat[["a"]]
# 1
dit.dat = as.dict.table(dat, copy = FALSE)
# init by reference
ref_replace_at(dit.dat, "a", 9)
dat[["a"]]
# 9
is.dict.table(dit.dat)
# TRUE
is.dict.table(dat)
# TRUE now as well!

# Coerce from dict
d = dict(a = 1, b = 1:3)
as.dict.table(d)

dit = dict.table(a = 1:2, b = 1:2)
rbind(dit, dit)

# rbind ...
dit = dict.table(a = 1:2, b = 1:2)
rbind(dit, dit)

# ... can be mixed with data.tables
dat = data.table(a = 3:4, b = 3:4)
rbind(dit, dat) # yields a dict.table
rbind(dat, dit) # yields a data.table

# cbind ...
dit = dict.table(a = 1:2, b = 1:2)
dit2 = dict.table(c = 3:4, d = 5:6)
cbind(dit, dit2)

# ... can be mixed with data.tables
dat = data.table(x = 3:4, y = 3:4)
cbind(dit, dat)

dit = dict.table(a = 1:3)
add(dit, b = 3:1, d = 4:6)

## Not run:
add(dit, a = 7:9) # column 'a' already exists

## End(Not run)
dit = dict.table(a = 1:3, b = 4:6)
at(dit, "a")
at(dit, 2)
at(dit, "a", 2)
## Not run:
at(dit, "x") # index 'x' not found
at(dit, 1:3) # index 3 exceeds length of dict.table

## End(Not run)
dit = dict.table(a = 1:3, b = 4:6)
at2(dit, 1)
at2(dit, "a")
at2(dit, 2)
## Not run:
at2(dit, "x") # index 'x' not found
at2(dit, 5) # index 5 exceeds length of dict.table

## End(Not run)
dit = dict.table(a = 1, b = 2)
clear(dit)
dit
ref_clear(dit)
dit
d = dict.table(a = 1:2, b = 3:4)
d2 = clone(d)
ref_clear(d)
print(d2)

(dit = as.dict.table(head(sleep)))
delete_at(dit, "ID")
**dict.table**

```
delete_at(dit, "ID", 1)

## Not run:
delete_at(dit, "foo")  # Column 'foo' not in dict.table

## End(Not run)

dit = as.dict.table(head(sleep))
discard_at(dit, "ID")
discard_at(dit, "ID", 1)
discard_at(dit, "foo")  # ignored

dit = dict.table(a = 1:3, b = as.list(4:6))
has(dit, 1:3)  # TRUE
has(dit, 4:6)  # FALSE
has(dit, as.list(4:6))  # TRUE

dit = dict.table(a = 1, b = 2)
has_name(dit, "a")  # TRUE
has_name(dit, "x")  # FALSE

d = dict.table(a = 1:4, b = 4:1)
is_empty(d)
is_empty(clear(d))

dit = dict.table(a = 1:3, b = 4:6)
peek_at(dit, "a")
peek_at(dit, 1)
peek_at(dit, 3)
peek_at(dit, "x")
peek_at(dit, "x", .default = 0)
peek_at(dit, "a", "x", .default = 0)

dit = dict.table(a = 1:3, b = 4:6)
peek_at2(dit, "a")
peek_at2(dit, 1)
peek_at2(dit, 3)
peek_at2(dit, 3, default = 9)
peek_at2(dit, "x")
peek_at2(dit, "x", default = 0)

dit = dict.table(a = 1:3, b = 4:6)
ref_pop(dit, "a")
ref_pop(dit, 1)

## Not run:
ref_pop(dit, "x")  # index 'x' not found

## End(Not run)

dit = dict.table(a = 1, b = 2, c = 3)
rename(dit, c("a", "b"), c("a1", "y"))
print(dit)
```
ref_rename(dit, c("a", "b"), c("a1", "y"))
print(dit)

dit = dict.table(a = 1:3)
replace_at(dit, "a", 3:1)

## Not run:
replace_at(dit, "b", 4:6) # column 'b' not in dict.table

## End(Not run)
replace_at(dit, "b", 4:6, .add = TRUE) # ok, adds column

# Update parts of tables (second overwrites columns of the first)
dit1 = dict.table(a = 1:2, b = 3:4)
dit2 = dict.table(b = 5:6, c = 8:9)
update(dit1, dit2)
update(dit2, dit1)

______________________

DictS3  
A Dictionary

Description

The Dict initially was developed to resemble Python’s dict type, but by now offers both more features and flexibility, for example, by providing both associative key-value pair as well as positional array semantics. It is implemented as a specialized associative Container thus sharing all Container methods with some of them being adapted to account for the key-value pair semantic. All elements must be named.

Usage

dict(...)  
as.dict(x)  
is.dict(x)

Arguments

... elements put into the Dict.
x R object of ANY type for as.dict() and is.dict() or of class Dict for the S3 methods.

Details

Internally, all key-value pairs are stored in a hash-table and the elements are sorted lexicographically by their keys. Methods that alter Dict objects usually come in two versions providing either copy or reference semantics where the latter start with ‘ref_’ to note the reference semantic, for example, add() and ref_add().
• `dict(...)` initializes and returns an object of class `Dict`

• `as.dict(x)` coerces `x` to a dictionary

• `is.dict(x)` returns `TRUE` if `x` is of class `Dict` and `FALSE` otherwise.

• `x + y` combines `x` and `y` into a new dict by updating `x` by `y` (see also `[update()]`).

• `x - y` removes all keys from `x` that appear in `y`.

• `x & y` returns a copy of `x` keeping only the keys that are common in both (key intersection), that is, all keys in `x` that do not exist in `y` are removed.

• `x | y` returns a copy of `x` extended by all elements of `y` that are stored at keys (or names) that do not exist in `x`, thereby combining the keys of both objects (set union of keys).

• `add(.x,...)` and `ref_add(.x,...)` adds `key = value` pairs to `.x`. If any of the keys already exists, an error is given.

• `replace(.x,old,new)` and `ref_replace(.x,old)` try to find element `old` and replace it with element `new`. If `old` does not exist, an error is raised.

• `update(object,other)` and `ref_update(object,other)` adds elements of `other` dict for keys not yet in `object` and replaces the values of existing keys.

See Also

See `container()` for all inherited methods. For the full class documentation see `Dict` and it's superclass `Container`.

Examples

```r
# Examples

d = dict(b = "one", a = 1, f = mean, na = NA)
print(d)
names(d)

## Not run:
dict(a = 1, 2)  # all elements must be named

## End(Not run)

# Coercion
as.dict(list(A = 1:3, B = "b"))
as.dict(c(x = 1, y = "x", z = 2 + 3))
# Math
d = dict(a = rnorm(1), b = rnorm(1))
abs(d)
cumsum(d)
round(d)
exp(d)

# Summary
```

```
range(d)
min(d)
max(d)

d1 = dict(a = 1, b = list(1, 2))
d2 = dict(a = 2, b = list(1, 2))
d1 + d2  # same as update(d, d2)
d2 + d1  # same as update(d2, d)
## Not run:
c(d1, d2)  # duplicated keys are not allowed for Dict

## End(Not run)
d1 - d2
d2 - d1
d1 - d1

d1 = dict(a = 1, b = 2)
d2 = dict(a = 10, x = 4)
d1 & d2  # {a = 1}
d1 | d2  # {a = 1, b = 2, x = 4}

d = dict(a = 1)
add(d, b = 2, co = container(1:3))

## Not run:
add(d, a = 7:9)  # key 'a' already in Dict

## End(Not run)
d = dict(a = 1, b = "z")
replace(d, 1, 1:5)
replace(d, "z", "a")

## Not run:
replace(d, "a", 2)  # old element ("a") is not in Dict

## End(Not run)
d1 = dict(a = 1, b = 2)
d2 = dict(b = 0, c = 3)
update(d1, d2)  # {a = 1, b = 0, c = 3}
update(d2, d1)  # {a = 1, b = 2, c = 3}

discard

---

**Discard Container Elements**

**Description**

Search and remove an element from an object. If the element is not found, ignore the attempt.
Usage

discard(.x, ...)

ref_discard(.x, ...)

## S3 method for class 'Container'
discard(.x, ...)

## S3 method for class 'Container'
ref_discard(.x, ...)

Arguments

.x any R object.

... elements to be discarded.

Value

For Container, an object of class Container (or one of the respective derived classes).

Examples

s = setnew("a", num = 1:3, data = iris)
print(s)
discard(s, 1:3, "a")
discard(s, iris)
discard(s, "b") # ignored

---

discard_at

Discard Elements at Indices

Description

Search and remove values at given indices, which can be numeric or character or both. Invalid indices are ignored.

Usage

discard_at(.x, ...)

ref_discard_at(.x, ...)

## S3 method for class 'Container'
discard_at(.x, ...)

## S3 method for class 'Container'
ref_discard_at(x, ...)

## S3 method for class 'dict.table'
discard_at(x, ...)

## S3 method for class 'dict.table'
ref_discard_at(x, ...)

Arguments

.x any R object.

... indices at which values are to be discarded.

Value

For Container, an object of class Container (or one of the respective derived classes).
For dict.table, an object of class dict.table.

Examples

co = container(a = 1, b = 2, 3)
discard_at(co, "a", "b")  # [3]
discard_at(co, 1:2)  # [3]
discard_at(co, "a", 3)  # [b = 2]
discard_at(co, "x")  # ignored

dit = as.dict.table(head(sleep))
discard_at(dit, "ID")
discard_at(dit, "ID", 1)
discard_at(dit, "foo")  # ignored

has Check for Element

Description

Check for Element

Usage

has(x, ...)

## S3 method for class 'Container'
has(x, elem, ...)

## S3 method for class 'dict.table'
has(x, column, ...)
has_name

Arguments

x any R object.
...
additional arguments to be passed to or from methods.

elem some element to be found.

column vector of values with the same length as the number of rows of the dict.table.

Value

TRUE if element is in x and otherwise FALSE.

For dict.table, TRUE if column exists in x otherwise FALSE.

See Also

has_name()

Examples

c = container(1, 2, mean)
has(c, 1) # TRUE
has(c, mean) # TRUE
has(c, 1:2) # FALSE

d = dict.table(a = 1:3, b = as.list(4:6))
has(d, 1:3) # TRUE
has(d, 4:6) # FALSE
has(d, as.list(4:6)) # TRUE

Description

Check for Name

Usage

has_name(x, name)

## S3 method for class 'Container'
has_name(x, name)

## S3 method for class 'dict.table'
has_name(x, name)
Arguments

- `x`: any R object.
- `name`: character the name to be found.

Value

TRUE if name is in `x` and otherwise FALSE.

For `dict.table` TRUE if the `dict.table` objects has the given column name, otherwise FALSE.

See Also

`has()`

Examples

```r
co = container(a = 1, 2, f = mean)
has_name(co, "a")  # TRUE
has_name(co, "f")  # TRUE
has_name(co, "2")  # FALSE

dit = dict.table(a = 1:2, b = 3:4)
has_name(dit, "a")  # TRUE
has_name(dit, "x")  # FALSE
```

Description

Check if Object is Empty

Usage

```r
is_empty(x)
```

### S3 method for class 'Container'

```r
is_empty(x)
```

### S3 method for class 'dict.table'

```r
is_empty(x)
```

Arguments

- `x`: any R object.
Value

TRUE if object is empty otherwise FALSE.

Examples

```r
co = container(1, 2)
is_empty(co)
is_empty(clear(co))

d = dict.table(a = 1:4, b = 4:1)
is_empty(d)
is_empty(clear(d))
```

---

**Iterable abstract class interface**

Description

An *Iterable* is an object that provides an `iter()` method, which is expected to return an *Iterator* object. This class defines the abstract class interface such that each class inheriting this class provides an `iter()` method and must implement a private method `create_iter()`, which must return an *Iterator* object.

Methods

**Public methods:**

- `Iterable$new()`
- `Iterable$iter()`
- `Iterable$clone()`

**Method** `new()`: *Iterable* is an abstract class and thus cannot be instantiated.

*Usage:*

`Iterable$new()`

**Method** `iter()`: Create iterator

*Usage:*

`Iterable$iter()`

*Returns:* returns the *Iterator* object.

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

`Iterable$clone(deep = FALSE)`

*Arguments:*

deep Whether to make a deep clone.
Iterator

Description

An **Iterator** is an object that allows to iterate over sequences. It implements `next_iter` and `get_value` to iterate and retrieve the value of the sequence it is associated with. For the standard S3 interface, see `iter()`.

Methods

**Public methods:**

- `Iterator$new()`
- `Iterator$begin()`
- `Iterator$get_value()`
- `Iterator$get_next()`
- `Iterator$has_next()`
- `Iterator$has_value()`
- `Iterator$length()`
- `Iterator$pos()`
- `Iterator$next_iter()`
- `Iterator$print()`
- `Iterator$reset_iter()`
- `Iterator$clone()`

**Method** `new()`: Iterator constructor

*Usage:*

`Iterator$new(x, .subset = .subset2)`

*Arguments:*

- `x` object to iterate over
- `.subset` accessor function

*Returns:*

invisibly returns the `Iterator` object

**Method** `begin()`: set iterator to the first element of the underlying sequence unless length of sequence is zero, in which case it will point to nothing.

*Usage:*

```
Iterator

Iterator\$begin()
*Returns:* invisibly returns the Iterator object

**Method** `get_value()`: get value where the iterator points to

*Usage:*
Iterator\$get_value()

*Returns:* returns the value the Iterator is pointing at.

**Method** `get_next()`: get next value

*Usage:*
Iterator\$get_next()

*Returns:* increments the iterator and returns the value the Iterator is pointing to.

**Method** `has_next()`: check if iterator has more elements

*Usage:*
Iterator\$has_next()

*Returns:* TRUE if iterator has next element else FALSE

**Method** `has_value()`: check if iterator points at value

*Usage:*
Iterator\$has_value()

*Returns:* TRUE if iterator points at value otherwise FALSE

**Method** `length()`: iterator length

*Usage:*
Iterator\$length()

*Returns:* number of elements to iterate

**Method** `pos()`: get iterator position

*Usage:*
Iterator\$pos()

*Returns:* integer if iterator has next element else FALSE

**Method** `next_iter()`: increment iterator

*Usage:*
Iterator\$next_iter()

*Returns:* invisibly returns the Iterator object

**Method** `print()`: print method

*Usage:*
Iterator\$print()

**Method** `reset_iter()`: reset iterator to '0'
Usage:
Iterator$reset_iter()

Returns: invisibly returns the Iterator object

Method clone(): The objects of this class are cloneable with this method.
Usage:
Iterator$clone(deep = FALSE)

Arguments:
deeplWhether to make a deep clone.

Author(s)
Roman Pahl

Examples

# Numeric Vector
v = 1:3
it = Iterator$new(v)
it

## Not run:
it$get_value() # iterator does not point at a value

## End(Not run)

it$has_value()
it$has_next()
it$next_iter()
it$get_value()
it$get_next()
it$get_next()
it
it$has_next()
it$begin()
it$get_value()
it$reset_iter()

# Works by reference for Container
co = Container$new(1, 2, 3)
it = co$iter()
it$get_next()
co$discard(2)
it
it$get_value()
co$discard(1)
it
it$get_value()
it$begin()
Description
An Iterator is an object that allows to iterate over sequences. It implements `next_iter()` and `get_value()` to iterate and retrieve the value of the sequence it is associated with. For documentation of the methods see Iterator.

Usage
```
iter(x, ...)
## S3 method for class 'Container'
iter(x, ...)
## Default S3 method:
iter(x, ...)
```

```
is.iterator(x)

is.iterable(x)

begin(it)

get_value(it)

get.next(it)

has.next(it)

has_value(it)

pos(it)

next_iter(it)

reset_iter(it)
```

```
## S3 method for class 'Iterator'
length(x)
```

Arguments
- `x` an object of class `Iterable` or any other R object. In the latter case, `x` will always be coerced to a base R `list` prior to creating the `Iterator`.
- `...` other parameters passed to or from methods
Value

length returns the number of elements that can be iterated over.

See Also

For the class documentation see Iterator.

Examples

# Numeric Vector
v = 1:3
it = iter(v)

## Not run:
it$get_value() # iterator does not point at a value

## End(Not run)

has_value(it)
has_next(it)
next_iter(it)
get_value(it)
get_next(it)
get_next(it)
it
has_next(it)
begin(it)
get_value(it)
reset_iter(it)

# Works on copy of Container
co = container(1, 2, 3)
it = iter(co)
get_next(it)
ref_discard(co, 2)
co
it
get_next(it)
ref_clear(co)
co
it
get_next(it)
begin(it)
Description

Binary arithmetic operators for `Container()` objects and derived classes.

Usage

```r
## S3 method for class 'Container'
x + y
## S3 method for class 'Container'
x - y
## S3 method for class 'Deque'
x + y
## S3 method for class 'Deque'
x - y
## S3 method for class 'Dict'
x + y
## S3 method for class 'Dict'
x - y
## S3 method for class 'Set'
x + y
## S3 method for class 'Set'
x - y
```

Arguments

`x, y` Depending on the operator at least one must be of class `Container()` or the respective derived class and the other at least be coercible to the respective class.

Value

For `Container`, `x + y` combines `x` and `y` into a new container by appending `y` to `x`.

For `Container`, `x - y` element-wise discards all items of `y` from `x`, given the element was contained in `x`. The result is always a container.

For `Deque`, `x + y` combines `x` and `y` into a new deque by appending `y` to `x`.

For `Deque`, `x - y` element-wise removes all items of `y` from `x`, given the element was contained in `x`.

For `Dict`, `x + y` combines `x` and `y` into a new dict by updating `x` by `y` (see also `[update()]`).
For Dict, $x - y$ removes all keys from $x$ that appear in $y$.
For Set, $x + y$ performs the set union.
For Set, $x - y$ performs the set difference.

**Examples**

```python
c1 = container(1, 1:2)
c2 = container(2, 1:2)
c1 + c2  # same as c(c1, c2)
c2 + c1  # same as c(c2, c1)

c1 - c2
c2 - c1
c1 - c1
    # Arithmetic
d1 = deque(1, 1:2)
d2 = deque(2, 1:2)
d1 + d2  # same as c(d1, d2)
d2 + d1  # same as c(d2, d1)

d1 - d2
d2 - d1
d1 - d1
    # Arithmetic
d1 = dict(a = 1, b = list(1, 2))
d2 = dict(a = 2, b = list(1, 2))
d1 + d2  # same as update(d, d2)
d2 + d1  # same as update(d2, d)
    ## Not run:
c(d1, d2)  # duplicated keys are not allowed for Dict
    ## End(Not run)

d1 - d2
d2 - d1
d1 - d1
    # Arithmetic
s1 = setnew(1, 1:2)
s2 = setnew(2, 1:2)
s1 + s2  # same as s1 | s2 or c(c1, s2)
s2 + s1  # same

s1 - s2
s2 - s1
```
Description

Binary comparison operators for `Container()` objects and derived classes.

Usage

```r
## S3 method for class 'Container'
x == y

## S3 method for class 'Container'
x != y

## S3 method for class 'Container'
x < y

## S3 method for class 'Container'
x > y

## S3 method for class 'Container'
x <= y

## S3 method for class 'Container'
x >= y
```

Arguments

`x, y` at least one must be a `Container()` object (or an object of one of the derived classes) while the other must be at least iterable.

Details

- `x == y` is TRUE if the contents of `x` and `y` are lexicographically equal.
- `x != y` is TRUE if the contents of `x` and `y` are not equal.
- `x < y` is TRUE if the contents of `x` are lexicographically less than the contents of `y`.
- `x <= y` is TRUE if the contents of `x` are lexicographically less than or equal to the contents of `y`.

Examples

```r
c1 = container(1, 2, 3)
c2 = container(1, 3, 2)
c1 == c1  # TRUE
c1 != c2  # TRUE
c1 <= c1  # TRUE
c1 == c2  # FALSE
c1 < c2   # TRUE
c1 < container(2)  # TRUE
c1 < container()   # FALSE
```
OpsExtract

Extract Parts of a Container Object

Description

Extract parts of a Container object similar to R’s base extract operators on lists.

Usage

## S3 method for class 'Container'
x[...]  

## S3 method for class 'Container'
x[[i]]

Arguments

x  
Container object from which to extract elements.

i,...  
indices specifying elements to extract. Indices are numeric or character vectors or a list containing both.

Details

[ selects multiple values. The indices can be numeric or character or both. They can be passed as a vector or list or, for convenience, just as a comma-separated sequence (see Examples). Non-existing indices are ignored.

[[ selects a single value using a numeric or character index.

Examples

c = container(a = 1, b = 2, c = 3, d = 4)
c[1:2]
c[1, 4]
c["d", 2]
c[list("d", 2)]
c[0:10]

c = container(a = 1, b = 2)
c[[1]]
c["a"]
c["x"]
Description

Binary logic operators for `Container()` objects and derived classes.

Usage

```r
## S3 method for class 'Dict'
x & y

## S3 method for class 'Dict'
x | y

## S3 method for class 'Set'
x & y

## S3 method for class 'Set'
x | y
```

Arguments

`x, y`

Depending on the operator at least one must be of class `Container()` or the respective derived class and the other at least be coercible to the respective class.

Examples

```r
d1 = dict(a = 1, b = 2)
d2 = dict(a = 10, x = 4)
d1 & d2  # {a = 1}
```

Description

Replace parts of a `Container` object similar to R’s base replace operators on lists.
Usage

```r
## S3 replacement method for class 'Container'
x[i] <- value

## S3 replacement method for class 'Container'
x[[i]] <- value

## S3 replacement method for class 'Container'
x$name <- value
```

Arguments

- `x` Container object in which to replace elements.
- `i` indices specifying elements to replace. Indices are numeric or character vectors or a list containing both.
- `value` the replacing value of ANY type
- `name` character string (possibly backtick quoted)

Details

[<- replaces multiple values. The indices can be numeric or character or both. They can be passed as a vector or list. Values can be added by `replacing` at new indices, which only works for character indices.

[[<- replaces a single value at a given numeric or character index. Instead of an index, it is also possible to replace certain elements by passing the element in curly braces (see Examples), that is, the object is searched for the element and then the element is replaced by the value.

$<- replaces a single element at a given name.

Examples

```r
c = container(a = 1, b = "bar")
(co[1:2] <- 1:2)

## Not run:
c[3] <- 3 # index out of range

## End(Not run)
(co[[list(1, "b")]] <- 3:4) # mixed numeric/character index

c = container(a = 1, b = 2)
c[[1]] <- 9
c[["b"]]<- 8
c[["x"]]<- 7
c$z <- 99
print(co)

# Replace 8 by 0
c[[8]] <- 0
print(co)
```
co = container(a = 1, b = "bar")
co$f <- 3
co$b <- 2
co

**OrderedSet**

**OrderedSet Class**

### Description

The **OrderedSet** is a **Set** where all elements are always ordered.

### Details

The order of elements is determined sequentially as follows:

- element’s length
- whether it is an atomic element
- the element’s class(es)
- by numeric value (if applicable)
- it’s representation when printed
- the name of the element in the Set

### Super classes

`container::Iterable -> container::Container -> container::Set -> OrderedSet`

### Methods

**Public methods:**

- `OrderedSet$new()`
- `OrderedSet$add()`
- `OrderedSet$clone()`

**Method** `new()`: OrderedSet constructor

*Usage:*

`OrderedSet$new(...)`

*Arguments:*

... initial elements put into the OrderedSet

*Returns:*

returns the OrderedSet object

**Method** `add()`: Add element

*Usage:*


OrderedSet$add(value, name = NULL)

**Arguments:**
- value: value of ANY type to be added to the OrderedSet.
- name: character optional name attribute of the value.

**Returns:** the OrderedSet object.

**Method clone():** The objects of this class are cloneable with this method.

**Usage:**
OrderedSet$clone(deep = FALSE)

**Arguments:**
- deep: Whether to make a deep clone.

**See Also**
- Container, Set

**Examples**
```r
s1 = OrderedSet$new(2, 1)
s1
```

---

**peek**

*Peek at Left or Right of a Deque*

**Description**

Try to access first or last element and return some default value if not found. In contrast to [at2()], this function provides a less stricter element access, that is, it remains valid even if peeked elements don't exist.

**Usage**

```r
peekleft(x, default = NULL)
```

```r
peek(x, default = NULL)
```

```r
## S3 method for class 'Deque'
peek(x, default = NULL)
```

```r
## S3 method for class 'Deque'
peekleft(x, default = NULL)
```

**Arguments**

- `x`: a Deque object.
- `default`: value to be returned if peeked value does not exist.
**Details**

peek peek at last element of a Deque.
peekleft peek at first element of a Deque.

**Value**

The first (peekleft) or last (peek) element.

**See Also**

at2() for strict element extraction

**Examples**

```r
# Deque
d = deque(1, 2, 3)
peek(d)
peekleft(d)
peek(deque())
peek(deque(), default = 0)
peekleft(deque(), default = 0)
```

---

**Description**

Try to access elements and return default values if not found. In contrast to [at()], this function provides a less stricter element access, that is, it remains valid even if elements don’t exist.

**Usage**

```r
peek_at(.x, ...)
```

### S3 method for class 'Container'
```r
peek_at(.x, ..., .default = NULL)
```

### S3 method for class 'dict.table'
```r
peek_at(.x, ..., .default = NULL)
```

**Arguments**

- `.x` an R object of the respective class.
- `...` indices of elements to be extracted
- `.default` value to be returned if peeked value does not exist.
Details

peek_at tries to access specific values.

Value

For Container, returns the value at the given indices or (if not found) the given default value.

For dict.table, returns the columns at the given indices or (if not found) columns with the given default value.

See Also

at() for strict element extraction

Examples

```r
# Container
c = container(a = 1, 2, b = 3, 4)
peek_at(c, 1)
peek_at(c, "a")
peek_at(c, "x")
peek_at(c, "x", .default = 0)
peek_at(c, "a", "x", 2, 9, .default = -1)

# Dict
d = dict(a = 1, b = 1:3)
peek_at(d, "b")
peek_at(d, "x")
peek_at(d, "x", .default = 4:7)

# dict.table
dt = dict.table(a = 1:3, b = 4:6)
peek_at(dt, "a")
peek_at(dt, 1)
peek_at(dt, 3)
peek_at(dt, "x")
peek_at(dt, "x", .default = 0)
peek_at(dt, "a", "x", .default = 0)
```

peek_at2  
*Peek at Single Index*

Description

Try to access element and return some default value if not found. In contrast to [at2()], this function provides a less stricter element access, that is, it remains valid even if peeked elements don’t exist.
Usage

peek_at2(x, index, default = NULL)

## S3 method for class 'Container'
peek_at2(x, index, default = NULL)

## S3 method for class 'dict.table'
peek_at2(x, index, default = NULL)

Arguments

x
an R object of the respective class.

index
character name or numeric position of the sought value.

default
value to be returned if peeked value does not exist.

Value

For Container, returns the value at the given index or (if not found) the given default value.

For dict.table, returns the column named index if it exist otherwise the given default value. If the default length does not match the number of rows, it is recycled accordingly and a warning is given, unless the default value has a length of 1, in which case recycling is done silently.

See Also

at2() for strict element extraction

Examples

# Container
c = container(a = 1, 2, b = 3, 4)
peek_at2(c, 1)
peek_at2(c, "a")
peek_at2(c, "a")
peek_at2(c, "x", default = 0)

# Dict
d = dict(a = 1, b = 1:3)
peek_at2(d, "b")
peek_at2(d, "x")
peek_at2(d, "x", default = 4:7)

# dict.table
dt = dict.table(a = 1:3, b = 4:6)
peek_at2(dt, "a")
peek_at2(dt, 1)
peek_at2(dt, 3)
peek_at2(dt, 3, default = 9)
peek_at2(dt, "x")
peek_at2(dt, "x", default = 0)
Description
Search and return an element and remove it afterwards from the object. If the element is not found, signal an error.

Usage
ref_pop(.x, ...)
ref_popleft(.x, ...)

## S3 method for class 'Deque'
ref_pop(.x, ...)

## S3 method for class 'Deque'
ref_popleft(.x, ...)

## S3 method for class 'Container'
ref_pop(.x, index, ...)

## S3 method for class 'dict.table'
ref_pop(.x, index, ...)

Arguments
.x any R object.
... additional arguments to be passed to or from methods.
index character name or numeric position of value to be popped

Details
All functions work by reference, that is, the original object is altered. ref_pop(.x) tries to access specific values.
ref_popleft(.x) pops first element of a Deque.

Value
For Deque the first (ref_popleft) or last (ref_pop) element of the deque after it was removed.
For Container the value at the given index after it was removed from the Container object. If index is not found, an error is raised.
For dict.table, returns the column at the given index after it was removed from the dict.table. If column does not exist, an error is raised.
rename

### See Also
peek()

### Examples

```r
# Deque
d = deque(1, 2, 3)
ref_pop(d)
ref_popleft(d)

## Not run:
ref_pop(deque()) # pop at empty Deque

## End(Not run)

# Container
c = container(a = 1, b = 1:3, d = "foo")
ref_pop(c, "b")
ref_pop(c, 1)

## Not run:
ref_pop(c, "x") # index 'x' not found

## End(Not run)

# dict.table
d = dict.table(a = 1:3, b = 4:6)
ref_pop(d, "a")
ref_pop(d, 1)

## Not run:
ref_pop(d, "x") # index 'x' not found

## End(Not run)
```

### Description

Search for old name and replace it by new name. If either the old name does not exist or the name would result in a name-clash with an already existing name, an error is signaled.

### Usage

rename(.x, old, new)

ref_rename(.x, old, new)
rename

## S3 method for class 'Container'
rename(.x, old, new)

## S3 method for class 'dict.table'
rename(.x, old, new)

## S3 method for class 'dict.table'
ref_rename(.x, old, new)

## Default S3 method:
rename(.x, old, new)

Arguments
.x dict.table object
old character old name
new character new name

Details
The passed old and new names can be vectors but always must have the same length and must be unique to prevent double-renaming.

rename uses copy semantics while ref_rename works by reference, that is, it renames elements in place.

Value
For standard R vectors renames old to new and returns the renamed vector.
For Container, an object of class Container (or one of the respective derived classes).
For dict.table renames key old to new in place (i.e. by reference) and invisibly returns the dict.table() object.

Examples

# Container
co = container(a = 1, b = 2, 3)
rename(co, c("a", "b"), c("a1", "y"))
print(co)
ref_rename(co, c("a", "b"), c("a1", "y"))
print(co)

# dict.table
dit = dict.table(a = 1, b = 2, c = 3)
rename(dit, c("a", "b"), c("a1", "y"))
print(dit)
ref_rename(dit, c("a", "b"), c("a1", "y"))
print(dit)
replace

Replace Values in Containers Safely

Description

Try to find and replace elements and signal an error if not found, unless it is stated to explicitly add the element (see option add).

Usage

replace(.x, ...)
ref_replace(.x, ...)

## S3 method for class 'Container'
replace(.x, old, new, add = FALSE, ...)

## S3 method for class 'Container'
ref_replace(.x, old, new, add = FALSE, ...)

## S3 method for class 'Dict'
replace(.x, old, new, ...)

## S3 method for class 'Dict'
ref_replace(.x, old, new, ...)

Arguments

.x          any R object.
...         additional arguments to be passed to or from methods.
old         old element to be found and replaced.
new         the new element replacing the old one.
add         logical if FALSE (default) and element was not found, an error is given. In contrast, if set to TRUE the new element is added regardless of whether it is used as a replacement for an existing element or just added as a new element.

Details

replace uses copy semantics while ref_replace works by reference.

Value

For Container, an object of class Container (or one of the respective derived classes).
For Dict an object of class Dict.
Examples

```r
co = container("x", 9)
replace(co, 9, 0)
replace(co, "x", 0)
## Not run:
replace(co, "z", 0)  # old element ("z") is not in Container
## End(Not run)
replace(co, "z", 0, add = TRUE)  # just add the zero without replacement

d = dict(a = 1, b = "z")
replace(d, 1, 1:5)
replace(d, "z", "a")
## Not run:
replace(d, "a", 2)  # old element ("a") is not in Dict
## End(Not run)
```

---

**replace_at**

*Replace Values at Indices Safely*

**Description**

Try to find and replace elements at given indices and signal an error if not found, unless it is stated to explicitly add the element (see option `add`).

**Usage**

```r
replace_at(.x, ...)

ref_replace_at(.x, ...)

## S3 method for class 'Container'
replace_at(.x, ..., .add = FALSE)

## S3 method for class 'Container'
ref_replace_at(.x, ..., .add = FALSE)

## S3 method for class 'dict.table'
replace_at(.x, ..., .add = FALSE)

## S3 method for class 'dict.table'
ref_replace_at(.x, ..., .add = FALSE)
```
replace_at

Arguments

.x any R object.
... either name = value pairs or two vectors/lists with names/values to be replaced.
.add logical if FALSE (default) and index is invalid, an error is given. If set to TRUE
the new element is added at the given index regardless whether the index existed
or not. Indices can consist of numbers or names or both, except when adding
values at new indices, which is only allowed for names.

Details

replace_at uses copy semantics while ref_replace_at works by reference.

Value

For Container, an object of class Container (or one of the respective derived classes).
For dict.table an object of class dict.table.

Examples

c = container(a = 0, b = "z")
replace_at(c, a = 1, b = 2)
replace_at(c, 1:2, 1:2)  # same
replace_at(c, c("a", "b"), list(1, 2))  # same

## Not run:
replace_at(c, x = 1)  # names(s) not found: 'x'
## End(Not run)
replace_at(c, x = 1, .add = TRUE)  # ok (adds x = 1)

d = dict.table(a = 1:3, b = 4:6)
replace_at(d, a = 3:1)
replace_at(d, 1, 3:1)  # same
replace_at(d, "a", 3:1)  # same
replace_at(d, a = 3:1, b = 6:4)
replace_at(d, 1:2, list(3:1, 6:4))  # same

## Not run:
replace_at(d, x = 1)  # column(s) not found: 'x'
## End(Not run)
replace_at(d, x = 1, .add = TRUE)  # ok (adds column)
Reverse Elements

Description

rev provides a reversed version of its argument.

Usage

ref_rev(x)

## S3 method for class 'Deque'
ref_rev(x)

## S3 method for class 'Deque'
rev(x)

Arguments

x Deque object

Details

rev uses copy semantics while ref_rev works by reference, that is, it reverse all elements in place.

Value

For Deque, an object of class Deque

See Also

base::rev()

Examples

d = deque(a = 1, b = 2, 3)
rev(d)
print(d)
ref_rev(d)
print(d)
print(d)
rotate

Description

Rotate all elements n steps to the right. If n is negative, rotate to the left.

Usage

rotate(x, n = 1L)

ref_rotate(x, n = 1L)

## S3 method for class 'Deque'
rotate(x, n = 1L)

## S3 method for class 'Deque'
ref_rotate(x, n = 1L)

Arguments

x  any R object.
n  integer number of steps to rotate

Details

While rotate uses copy semantics, ref_rotate works by reference, that is, rotates in place on the original object.

Value

For Deque returns the rotated Deque() object.

Examples

d = deque(1, 2, 3, 4)
rotate(d)
rotate(d, n = 2)
Set

<table>
<thead>
<tr>
<th>Set Class</th>
</tr>
</thead>
</table>

**Description**

The **Set** is considered and implemented as a specialized **Container**, that is, elements are always unique in the **Container** and it provides typical set operations such as union and intersect. For the standard S3 interface, see `setnew()`.

**Super classes**

`container::Iterable -> container::Container -> Set`

**Methods**

**Public methods:**

- `Set$new()`
- `Set$add()`
- `Set$diff()`
- `Set$intersect()`
- `Set$union()`
- `Set$is_equal()`
- `Set$is_subset()`
- `Set$is_proper_subset()`
- `Set$values()`
- `Set$clone()`

**Method** `new()`: Set constructor

*Usage:*

`Set$new(...)`

*Arguments:*

... initial elements put into the Set

*Returns:* returns the Set object

**Method** `add()`: Add element

*Usage:*

`Set$add(value, name = NULL)`

*Arguments:*

value value of ANY type to be added to the Set.
name character optional name attribute of the value.

*Returns:* the Set object.

**Method** `diff()`: Set difference
Usage: Set\$diff(s)
Arguments: 
s  Set object to 'subtract'
Returns: the Set object updated as a result of the set difference between this and s.

Method intersect(): Set intersection
Usage: Set\$intersect(s)
Arguments: 
s  Set object to 'intersect'
Returns: the Set object as a result of the intersection of this and s.

Method union(): Set union
Usage: Set\$union(s)
Arguments: 
s  Set object to be 'unified'
Returns: the Set object as a result of the union of this and s.

Method is_equal(): Set equality
Usage: Set\$is_equal(s)
Arguments: 
s  Set object to compare against
Returns: TRUE if this is equal to s, otherwise FALSE

Method is_subset(): Set proper subset
Usage: Set\$is_subset(s)
Arguments: 
s  Set object to compare against
Returns: TRUE if this is subset of s, otherwise FALSE

Method is_proper_subset(): Set subset
Usage: Set\$is_proper_subset(s)
Arguments: 
s  Set object to compare against
Returns: TRUE if this is proper subset of s, otherwise FALSE
Method values(): Get Set values

Usage:
Set$values()

Returns: elements of the set as a base list

Method clone(): The objects of this class are cloneable with this method.

Usage:
Set$clone(deep = FALSE)

Arguments:
deep Whether to make a deep clone.

See Also
Container, set()

Examples

s1 = Set$new(1, 2)
s1
s1$add(1)
s1$add(3)
s2 = Set$new(3, 4, 5)
s1$union(s2)
s1

s1 = Set$new(1, 2, 3)
s1$intersect(s2)
s1

s1$diff(s2)
s1$diff(s1)
s1

SetS3

Set and ordered Set

Description

The Set is considered and implemented as a specialized Container, that is, Set elements are always unique. It provides typical set operations such as union and intersect.
Usage

setnew(..., .ordered = FALSE)

as.set(x)

as.orderedset(x)

is.set(x)

is.orderedset(x)

Arguments

... initial elements put into the Set.

.ordered logical if TRUE all elements in the Set will be ordered.

x R object of ANY type for as.set() and is.set() or of class Set for the S3 methods.

Details

Methods that alter Set objects usually come in two versions providing either copy or reference semantics where the latter start with 'ref_' to note the reference semantic, for example, add() and ref_add().

• setnew(...) initializes and returns a Set() object.

• as.set(x) coerces x to a set.

• as.orderedset(x) coerces x to an ordered set.

• is.set(x) returns TRUE if x is of class Set and FALSE otherwise.

• is.orderedset(x) returns TRUE if x is of class OrderedSet and FALSE otherwise.

• x & y performs the set intersection of x and y

• x | y performs the set union of x and y

See Also

See container() for all inherited methods. For the full class documentation see Set and it's superclass Container.
Examples

s = setnew(1, b = NA, 1:3, c = container("a", 1))
is.set(s)
print(s)
length(s)
names(s)
as.list(s)
unpack(s)  # flatten recursively similar to unlist

so = setnew(2, 1, .ordered = TRUE)
print(so)
add(so, 0)
# Math
s = setnew(5:3, 1, 2)
s
abs(s)
cumsum(s)
round(s)
exp(s)

# Summary
range(s)
min(s)
max(s)

s1 = setnew(1, 1:2)
s2 = setnew(2, 1:2)
s1 + s2  # same as s1 | s2 or c(c1, s2)
s2 + s1  # same

s1 - s2
s2 - s1

s1 = setnew(1, b = 2)
s2 = setnew(1, b = 4)
s1 & s2  # {1}
s1 | s2  # {1, b = 2, b = 4}

unpack

Unpack Nested Objects

Description

Similarly to \texttt{unlist()} recursively unpacks any (possibly nested) structure into a flat list. In contrast to \texttt{unlist()}, \texttt{unpack()} also works with (possibly nested) \texttt{Container()} objects. In principle, it works for any object that can be transformed to a list via \texttt{as.list}. 
Usage

unpack(x, recursive = TRUE, use.names = TRUE)

Arguments

x any R object
recursive logical descend recursively into nested objects?
use.names logical Should names be preserved?

Value

a list

Description

Takes an object and updates it with values from another object by replacing the values at existing names and adding values at new names of the other object. A common use case is to update parameter lists.

Usage

ref_update(object, other, ...)

## S3 method for class 'Container'
update(object, other, ...)

## S3 method for class 'Container'
ref_update(object, other, ...)

## S3 method for class 'dict.table'
update(object, other, ...)

## S3 method for class 'dict.table'
ref_update(object, other, ...)

## S3 method for class 'list'
update(object, other, ...)

Arguments

object any R object
other any object of the same type as object
... additional arguments to be passed to or from methods.
**Details**

update uses copy semantics while ref_update works by reference, that is, updates in place.

**Value**

For Container, an object of class Container (or one of the respective derived classes).

For dict.table an object of class dict.table.

For list, an updated object of class list.

**Examples**

```python
d1 = dict(a = 1, b = 2)
d2 = dict(b = 0, c = 3)
update(d1, d2)  # {a = 1, b = 0, c = 3}
update(d2, d1)  # {a = 1, b = 2, c = 3}

dt1 = dict.table(a = 1:2, b = 3:4)
dt2 = dict.table(b = 5:6, c = 8:9)
update(dt1, dt2)
update(dt2, dt1)

l1 = list(1, b = 2)
l2 = list(b = 0, c = 3)
update(l1, l2)
update(l2, l1)
```
Index

!=.Container (OpsCompare), 56
+.Container (OpsArithmetic), 55
+.Deque (OpsArithmetic), 55
+.Dict (OpsArithmetic), 55
+.Set (OpsArithmetic), 55
-.Container (OpsArithmetic), 55
-.Deque (OpsArithmetic), 55
-.Dict (OpsArithmetic), 55
-.Set (OpsArithmetic), 55
<.Container (OpsCompare), 56
<=.Container (OpsCompare), 56
==.Container (OpsCompare), 56
>.Container (OpsCompare), 56
>=.Container (OpsCompare), 56
[.Container (OpsExtract), 58
[<-.Container (OpsReplace), 59
[[.Container (OpsExtract), 58
[..<-.Container (OpsReplace), 59
&.Dict (OpsLogic), 59
&.Set (OpsLogic), 59
add, 3, 3
add(), 18, 37, 77
addleft, 4, 5
as.cont (ContainerS3), 17
as.container, 18
as.container (ContainerS3), 17
as.deque (DequeS3), 31
as.deque(), 31
as.dct (DictS3), 42
as.dct(), 42
as.dict.table (dict.table), 37
as.list(), 29
as.list.Container (ContainerS3), 17
as.orderedset (SetS3), 76
as.set (SetS3), 76
as.set(), 77
at, 5
at(), 64
at2, 6
at2(), 35, 63, 65
base::rev(), 72
begin(iterS3), 53
cbind.dict.table (dict.table), 37
clear, 8
close, 9
cnt (ContainerS3), 17
Container, 3, 8, 10, 17-19, 42, 43, 50, 62, 74, 76, 77
container (ContainerS3), 17
Container(), 12, 29, 31, 32, 34, 36, 55, 57, 59, 78
container(), 10, 16, 32, 43, 77
cnt::Container, 29, 34, 61, 74
cnt::Iterable, 10, 29, 34, 61, 74
cnt::Set, 61
cnt::options, 24
ContainerS3, 17
cnt(), 25
data.table, 37
delete, 26
delete(), 15, 29, 35
delete_at, 27
deprecated, 28
Deque, 3-5, 10, 16, 17, 29, 29, 31
deque, 19, 31
deque (DequeS3), 31
deque(), 30, 32, 73
deque(), 29, 31
DequeS3, 31
Dict, 3, 10, 16, 17, 29, 33, 42, 43
dict, 19, 37, 38
dict (DictS3), 42
dict(), 34
dict(), 34, 36
dict.table, 3, 8, 37, 37
dict.table(), 68
DictS3, 42
discard, 44
discard_at, 45

easy (deprecated), 28
easy(), 29

format(), 14

get_next (iterS3), 53
get_value (iterS3), 53
get_value(), 53
getContainerOption (container_options), 24

has, 46
has(), 48
has_name, 47
has_name(), 47
has_next (iterS3), 53
has_value (iterS3), 53

is.container, 18
is.container (ContainerS3), 17
is.deque (DequeS3), 31
is.deque(), 31
is.dict (DictS3), 42
is.dict(), 42
is.dict.table (dict.table), 37
is.iterable (iterS3), 53
is.iterator (iterS3), 53
is.orderedset (SetS3), 76
is.set (SetS3), 76
is.set(), 77
is_empty, 48
is_empty(), 13, 29
iter (iterS3), 53
iter(), 49, 50
Iterable, 10, 16, 49, 49, 53
Iterator, 49, 50, 50, 53, 54
iterS3, 53

keys (deprecated), 28

length(), 15, 29
length.Conatiner (ContainerS3), 17
length.Iterator (iterS3), 53
list, 17, 18, 53

names.Conatiner (ContainerS3), 17
names<-.Conatiner (ContainerS3), 17
next_iter (iterS3), 53
next_iter(), 53

OpsArithmetic, 55
OpsCompare, 56
OpsExtract, 58
OpsLogic, 59
OpsReplace, 59
OrderedSet, 61, 61

peek, 62
peek(), 67
peek_at, 63
peek_at(), 6
peek_at2, 64
peek_at2(), 7
peekleft (peek), 62
pop, 66
pos (iterS3), 53

rbind.dict.table (dict.table), 37
ref_add, 3
ref_add (add), 3
ref_add(), 18, 37, 77
ref_addleft, 5
ref_addleft (addleft), 4
ref_clear (clear), 8
ref_delete (delete), 26
ref_delete_at (delete_at), 27
ref_discard (discard), 44
ref_discard_at (discard_at), 45
ref_pop (pop), 66
ref_popleft (pop), 66
ref_rename (rename), 67
ref_replace (replace), 69
ref_replace_at (replace_at), 70
ref_rev (rev), 72
ref_rotate (rotate), 73
ref_update (update), 79
remove(), 29
rename, 67
replace, 69
replace(), 35
replace_at, 70
reset_iter (iterS3), 53
rev, 72
rotate, 73
Set, 3, 10, 16, 17, 61, 62, 74, 76, 77
Set(), 77
set(), 29, 76
setnew, 19
setnew(SetS3), 76
setnew(), 29, 74
SetS3, 76
size (deprecated), 28
size(), 29
sortkey (deprecated), 28
sortkey(), 29
type(), 29
unlist(), 78
unpack, 78
unpack(), 78
update, 79
values (deprecated), 28
values(), 29