Package ‘dreamerr’

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Description Set of tools to facilitate package development and make R a more user-friendly place. Mostly for developers (or anyone who writes/shares functions). Provides a simple, powerful and flexible way to check the arguments passed to functions. The developer can easily describe the type of argument needed. If the user provides a wrong argument, then an informative error message is prompted with the requested type and the problem clearly stated—saving the user a lot of time in debugging.
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Description

The main purpose of this package is twofold: i) to facilitate the developer’s life, and ii) to provide to the users meaningful, useful error messages. These objectives are accomplished with a single function: `check_arg`. That function checks the arguments given by the user: it offers a compact syntax such that complex arguments can be simply stated by the developer. In turn, if the user provides an argument of the wrong type then an informative error message will be built, stating the expected type and where the error comes from—saving the user quite some time in debugging.

Details

Thus you can very easily make your package look professional with `check_arg` (checking arguments properly is professional).

It also offers a set of small tools to provide informative messages to the users. See `stop_up` and `warn_up` to throw errors and warnings in the appropriate location. There are many tools to form messages: `enumerate_items` to form textual list of elements (with many options including conjugating verbs, etc...), `plural` to conjugate verbs depending on the argument, and `n_letter`, `n_th`, `n_times` to write integers in words (which usually looks nicer).

To sum up in a few words, this package was created to enhance the user experience and facilitate package development.

Author(s)

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See Also

Useful links:

- Report bugs at [https://github.com/lrberge/dreamerr/issues](https://github.com/lrberge/dreamerr/issues)
check_arg

Checks arguments and informs the user appropriately

Description

Full-fledged argument checking. Checks that the user provides arguments of the requested type (even complex) in a very simple way for the developer. Provides detailed and informative error messages for the user.

Usage

```r
check_arg(.x, .type, .x1, .x2, .x3, .x4, .x5, .x6, .x7, .x8, .x9, ..., .message, .choices = NULL, .data = list(), .value, .env, .call_up = 0)
```

```r
check_arg_plus(.x, .type, .x1, .x2, .x3, .x4, .x5, .x6, .x7, .x8, .x9, ..., .message, .choices = NULL, .data = list(), .value, .env, .call_up = 0)
```

```r
check_value(.x, .type, .message, .arg_name, .choices = NULL, .data = list(), .value, .env, .call_up = 0)
```

```r
check_value_plus(.x, .type, .message, .arg_name, .choices = NULL, .data = list(), .value, .env, .call_up = 0)
```

Arguments

- `.x`  An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- `.type`  A character string representing the requested type(s) of the arguments. This is a bit long so please look at the details section or the vignette for explanations. Each type is composed of one main class and restrictions (optional). Types can be separated with pipes (`|`). The main classes are: i) "scalar" for scalars, i.e. vectors of length one, ii) "vector", iii) "matrix", iv) "data.frame", v) "list", vi) formula, vii) function, viii) charin, i.e. a character string in a set of choices, viii) "match", i.e. a character scalar that should partially match a vector of choices, x) "class(my_class1,my_class2)", i.e. an object whose class is any of the ones in parentheses, xi) "NA", something identical to NA. You can then add optional restrictions: 1) `len(a,b)`, i.e. the object should be of length between a and b (you can leave a or b missing, `len(a)` means length *equal* to a), `len(data)` and `len(value)` are also possible (see details), 2) `nrow(a,b)` or `ncol(a,b)` to specify the expected number of rows or columns, 3) `arg(a,b)`, only for functions, to restrict the number of arguments, 4) "na ok" to allow the object to have NAs (for "scalar", "vector", "matrix" types), or "no na" to restrict the object to have no NA (for "data.frame" only), 5) `GE, GT, LE and LT`: for numeric scalars/vectors/matrices, ` GE(expr)` restricts the object to have only values strictly greater than (greater or equal/strictly lower
than/lower or equal) the value in curly brackets, 6) e.g. `scalar(type1, type2)`, for scalars/vectors/matrices you can restrict the type of the object by adding the

- **.x1** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- **.x2** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- **.x3** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- **.x4** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- **.x5** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- **.x6** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- **.x7** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- **.x8** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.
- **.x9** An argument to be checked. Must be an argument name. Can also be the type, see details/examples.

... Only used to check ‘...’ (dot-dot-dot) arguments.

- **.message** A character string, optional. By default, if the user provides a wrong argument, the error message stating what type of argument is required is automatically formed. You can alternatively provide your own error message, maybe more tailored to your function. The reason of why there is a problem is appended in the end of the message.

- **.choices** Only if one of the types (in argument type) is "match". The values the argument can take. Note that even if the type is "match", this argument is optional since you have other ways to declare the choices.

- **.data** Must be a data.frame, a list or a vector. Used in three situations. 1) if the global keywords eval or evalset are present: the argument will also be evaluated in the data (i.e. the argument can be a variable name of the data set). 2) if the argument is expected to be a formula and `var(data)` is included in the type: then the formula will be expected to contain variables from .data. 3) if the keywords `len(data), nrow(data) or ncol(data)` are requested, then the required length, number of rows/columns, will be based on the data provided in .data.

- **.value** An integer scalar or a named list of integers scalars. Used when the keyword value is present (like for instance in `len(value)`). If several values are to be provided, then it must be a named list with names equal to the codes: for instance if `nrow(value)` and `ncol(value)` are both present in the type, you can use (numbers are an example) `.value = list(nrow = 5, ncol = 6)`. See Section IV in the examples.

- **.env** An environment defaults to the frame where the user called the original function. Only used in two situations. 1) if the global keywords eval or evalset
are present: the argument will also be evaluated in this environment. 2) if the argument is expected to be a formula and \texttt{var(env)} is included in the type: then the formula will be expected to contain variables existing in \texttt{env}.

\begin{description}
\item[.call_up] Integer, default is 0. If the user provides a wrong argument, the error message will integrate the call of the function from which \texttt{check_arg} has been called. If \texttt{check_arg} is called in a non-user level sub function of a main user-level function, then use \texttt{call_up = 1} to make the error message look like it occurred in the main function (and not in the sub function). Of course you can have values higher than 1.
\item[arg_name] A character scalar. If \texttt{.message} is not provided, an automatic error message will be generated using \texttt{.arg_name} as the argument name.
\end{description}

Value

In case the type is "match", it returns the matched value. In any other case, \texttt{NULL} is returned.

Functions

- \texttt{check_arg\_plus}: Same as \texttt{check_arg}, but includes in addition: i) default setting, ii) type conversion, iii) partial matching, and iv) checking list elements. (Small drawback: cannot be turned off.)
- \texttt{check_value}: Checks if a (single) value is of the appropriate type
- \texttt{check_value\_plus}: Same as \texttt{check_value}, but includes in addition: i) default setting, ii) type conversion, iii) partial matching, and iv) checking list elements. (Small drawback: cannot be turned off.)

How to form a type

To write the expected type of an argument, you need to write the main class in combination with the class’s options and restrictions (if any).

The syntax is: "main\_class option(s) restriction(s)"

A type MUST have at least one main class. For example: in the type "logical vector \texttt{len(,2) NA OK}" vector is the main class, \texttt{NA OK} is the option, and \texttt{logical} and \texttt{len(,2)} are restrictions

There are 13 main classes that can be checked. On the left the keyword, on the right what is expected from the argument, and in square brackets the related section in the examples:

- \texttt{scalar}: an atomic vector of length 1 [Section I]
- \texttt{vector}: an atomic vector [Section IV]
- \texttt{matrix}: a matrix [Section IV]
- \texttt{vmatrix}: a matrix or vector [Section IV]
- \texttt{data.frame}: a data.frame [Section VI]
- \texttt{vdata.frame}: a data.frame or vector [Section VI]
- \texttt{list}: a list [Section V]
- \texttt{formula}: a formula [Section VIII]
- \texttt{function}: a function [Section V]
• charin: a character vector with values in a vector of choices [Section III]
• match: a character vector with values in a vector of choices, partial matching enabled and only available in check_arg_plus [Section III]
• class: a custom class [Section VI]
• NA: a vector of length 1 equal to NA–does not support options nor restrictions, usually combined with other main classes (see Section on combining multiple types) [Section VI]

There are seven type options, they are not available for each types. Here what they do and the types to which they are associated:

• NA OK (or NAOK): Tolerates the presence of NA values. Available for scalar, vector, matrix, vmatrix.
• NO NA (or NONA): Throws an error if NAs are present. Available for data.frame, vdata.frame.
• square: Enforces the matrix to be square. Available for matrix, vmatrix.
• named: Enforces the object to have names. Available for vector, list.
• multi: Allows multiple matches. Available for charin, match.
• strict: Makes the matching case-sensitive. Available for match.
• os and ts: Available for formula. Option os (resp. ts) enforces that the formula is one-sided (resp. two-sided).

You can further add restrictions. There are roughly six types of restrictions. Here what they do and the types to which they are associated:

• sub-type restriction: For atomic types (scalar, vector, matrix or vmatrix), you can restrict the underlying data to be of a specific sub-type. The simple sub-types are: i) integer (numeric without decimals and logicals), i’) strict integer (numeric that can be converted to integer with as.integer, and not logicals), ii) numeric, iii) factor, iv) logical (a logical or a numeric equal to 0 or 1) and iv’) strict logical (a logical only). Simply add the sub-type in the type string (e.g. "integer scalar"), or if you allow multiple types, put them in parentheses right after the main class: e.g. "scalar(character,integer)". See Section XI) in the examples. See also the section below for more information on the sub-types. Some types (character, integer, numeric, logical and factor) also support the keyword "conv" in check_arg_plus.
• GE/GT/LE/LT: For atomic types with numeric data, you can check the values in the object. The GE/GT/LE/LT mean respectively greater or equal/greater than/lower or equal/lower than. The syntax is GE{expr}, with expr any expression. See Section IV) in the examples.
• len(a,b): You can restrict the length of objects with len(a,b) (with a and b integers). Available for vector and list. Then the length must be in between a and b. Either a or b can be missing which means absence of restriction. If len(a), this means must be equal to a. You can also use the keywords len(data) which ensures that the length is the same as the length of the object given in the argument .data, or len(value) which ensures the length is equal to the value given in .value. See Section IV) in the examples.
• nrow(a,b), ncol(a,b): To restrict the number of rows and columns. Available for matrix, vmatrix, data.frame, vdata.frame. Tolerates the data and value keywords (see in len). See Section IV) in the examples.
• **var(data, env):** Available only for formula. `var(data)` ensures that the variables in the formula are present in the data set given by the extra argument `.data`. `var(env)` ensures they are present in the environment, and `var(data, env)` in either the environment or the data set. See Section VIII in the examples.

• **arg(a,b):** Available only for function. Ensures that the function has a number of arguments between a and b, both integers (possibly missing). Tolerates the value keyword (see in `len`). See Section V in the examples.

• **left(a,b) and right(a,b):** Only available for formula. Restricts the number of parts in the left-hand-side or in the right-hand-side of the formula. Tolerates the value keyword (see in `len`). See Section VIII in the examples.

### Global keywords

There are eight global keywords that can be placed anywhere in the type. They are described in Section II in the examples.

- **NULL:** allows the argument to be equal to `NULL`.
- **safe NULL:** allows the argument to be equal to `NULL`, but an error is thrown if the argument is of the type `base$variable` or `base[['variable']]`. This is to prevent oversights from the user, especially useful when the main class is a vector.
- **NULL{expr}:** allows the argument to be equal to `NULL`, if the argument is `NULL`, then it assigns the value of expr to the argument.
- **MBT:** (means "must be there") an error is thrown if the argument is not provided by the user.
- **L0:** allows 0-length vectors—overrides the default which requires that any argument should have a positive length
- **eval:** used in combination with the extra argument `.data`. Evaluates the value of the argument both in the data set and in the environment (this means the argument can be a variable name).
- **evalset:** like eval, but after evaluation, assigns the obtained value to the argument. Only available in `check_arg_plus`.
- **dotnames:** only when checking `'[...]'` argument (see the related section below). Enforces that each object in `'[...]'` has a name.

### The **match and charin** types

The main classes `match` and `charin` are similar to `match.arg`. These two types are detailed in the examples Section III).

By default, the main class `match` expects a single character string whose value is in a set of choices. By default, there is no case sensitivity (which can be turned on with the option `strict`) and there is always partial matching. It can expect a vector (instead of a single element) if the option `multi` is present.

You have three different ways to set the choices:

- by setting the argument default: e.g. `fun = function(x = c("Tom","John")) check_arg(x,"match")`
- by providing the argument `.choices`: e.g. `fun = function(x) check_arg(x,"match",.choices = c("Tom","John"))`
- by writing the choices in parentheses: e.g. `fun = function(x) check_arg(x,"match(Tom,John)")`
When the user doesn’t provide the argument, the default is set to the first choice. Since the main class `match` performs a re-assignment of the variable, it is only available in `check_arg_plus`.

The main class `charin` is similar to `match` in that it expects a single character string in a set of choices. The main differences are: i) there is no partial matching, ii) the choices cannot be set by setting the argument default, and iii) its checking can be turned off with `setDreamer_check(FALSE)` (that’s the main difference between `check_arg` and `check_arg_plus`).

Combining multiple types

You can combine multiple types with a pipe: `|`. The syntax is as follows:

```
"main_type option(x) restriction(s) | main_type option(x) restriction(s) | main_type option(x) restriction(s)"
```

You can combine as many types as you want. The behavior is as follows: if the argument matches any of the types, then that’s fine.

For example, say you require an argument to be either a logical scalar, either a data.frame, then you can write:

```
check_arg(x,"logical scalar | data.frame")
```

See Section X) in the examples for a more complex example.

Tips on the type

The type MUST be a character string of length 1. Two main classes must be separated by a pipe. Otherwise the order of the keywords, the spaces, or the case don’t matter. Further the global keywords can be placed anywhere and need not be separated by a pipe.

Note that a rare but problematic situation is when you set a default with the global `NULL{default}` and that default contains a keyword. For example in the type `"NULL{list()} numeric matrix"` `list` should not be considered as a main class, but only `matrix`. To be on the safe side, then just separate them with a pipe: `"NULL{list()} | numeric matrix"` would work appropriately.

Checking multiple arguments

You can check multiple arguments at once provided they are of the same type. Say variables x1 to x5 should be single logicals. Just use: `check_arg(x1,x2,x3,x4,x5,"logical scalar")`. It is always more efficient to check multiple arguments of the same type at once.

It is important to note that in case of multiple arguments, you can place the type anywhere you want provided it is a character literal (and not in a variable!). This means that `check_arg("logical scalar",x1,x2,x3,x4,x5)` would also work.

If your type is in a variable, then you must explicitly provide the argument `.type` (like in `check_arg(x,.type = my_type)`).

Nesting argument checking `.call_up`

When you develop several functions that share common features, it is usually good practice to pool the common computations into an internal function (to avoid code duplication).

When you do so, you can do all the argument checking in the internal function. Then use the argument `.call_up = 1` so that if the user provides a wrong argument, the error message will refer to the user-level function and NOT to the internal function, making it much clearer for the user.

This is detailed in Section XII) in the examples.
Checking the ... (dot-dot-dot) argument

check_arg offers the possibility to check the ..., provided each expected object in ... should be of the same type. To do that, just add ... as the first argument in check_arg, that's it! For example, you want all elements of ... to be numeric vectors, then use check_arg(...,"numeric vector"). When checking ..., you have the special global argument dotnames which enforces that each element in ... has a name. Further, the other global MBT (must be there) now means that at least one element in ... must be provided.

This is detailed in Section XIV) in the examples.

What's the difference between check_arg and check_arg_plus?

The function check_arg_plus extends check_arg in several ways. First it offers new keywords:

- evalset: evaluates the argument in a data set (i.e. the argument can be variables names of a data set), then re-assigns back its value.
- NULL{default}: if the argument is NULL, then the value in curly brackets is assigned to the argument.
- match: if the argument partially matches the choices, then the matches are assigned to the argument.
- conv: in atomic main classes (scalar, vector and matrix), the data can be converted to a given sub-type (currently integer, numeric, logical, character and factor), then assigned back to the argument.

As you can see, it’s all about assignment: these special keywords of check_arg_plus will modify the arguments in place. You have such examples in Section II), III) and XI) of the examples.

Second, it allows to check arguments that are themselves list of arguments (note that conv also works in that case). For example, one argument of your function is plot.opts, a list of arguments to be passed to plot. You can check the elements of plot.opts (e.g. plot.opts$main) with check_arg_plus. It also re-assigns the values of the list given the special keywords just described. List element checking is described in Section XIII) of the examples.

Then why creating two functions? If the user runs a function in which the arguments were checked with check_arg and it works, then argument checking can be safely disabled, and it would also work. On the other hand, since check_arg_plus does value re-assignment, it cannot be safely turned-off–therefore cannot be disabled with setDreamerr_check. Distinguishing between the two allows the user to disable argument checking and gain (although very modest) performance in large loops. Therefore, when you create functions, I suggest to use always check_arg, unless you need the extra features of check_arg_plus.

check_value

The functions check_value and check_value_plus are almost identical to the respective functions check_arg and check_arg_plus. The key differences are as follows:

- They can check values instead of arguments. Indeed, if you try to check a value with check_arg, nothing will happen (provided the name of the value is not an argument). Why? Because it will consider it as a missing argument. Therefore, you can check anything with check_value.
- You can check only one item at a time (whereas you can check up to 10 arguments in check_arg).
The main reason for using check_value is that sometimes you only know if an argument is valid after having performed some modifications on it. For instance, the argument may be a formula, but you also require that the variables in the formula are numeric. You cannot check all that at once with check_arg, but you can first check the formula with it, then extract the values from the formula and use check_value to ensure that the variables from the formula are numeric.

check_value is detailed in Section XVI) in the examples.

Disabling argument checking

Although the argument checking offered by check_arg is highly optimized and fast (it depends on the type [and your computer], but it is roughly of the order of 80 micro seconds for non-missing arguments, 20 micro seconds for missing arguments), you may want to disable it for small functions in large loops (>100K iterations although this practice is not really common in R). If so, just use the function setDreamerr_check, by typing setDreamerr_check(FALSE). This will disable any call to check_arg.

Note that the argument checking of check_arg_plus cannot be disabled because the special types it allows perform reassignment in the upper frame. That’s the main difference with check_arg.

The developer mode

If you’re new to check_arg, given the many types available, it’s very common to make mistakes when creating check_arg calls. But no worry, the developer mode is here to help!

The developer mode ensures that any problematic call is spotted and the problem is clearly stated. It also refers to the related section in the examples if appropriate. To turn the developer mode on, use setDreamerr_dev.mode(TRUE).

Note that since this mode ensures a detailed checking of the call it is thus a strain on performance and should be always turned off otherwise needed. See Section XV) in the examples.

Author(s)

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Examples

# check_arg is only used within functions
#
# 1) Example for the main class "scalar"
#

test_scalar = function(xlog, xnum, xint, xnumlt, xdate){
  # when forming the type: you can see that case, order and spaces don't matter
  check_arg(xlog, "scalarLogical")
  check_arg(xnum, "numeric scalar")
  check_arg(xint, " scalar Integer GE{0} ")
  check_arg(xnumlt, "numeric scalar lt{0.15}")

  # Below it is critical that there's no space between scalar and the parenthesis
check_arg

```
check_arg(xdate, "scalar(Date")
invisible(NULL)
}

# Following should be OK
test_scalar()
test_scalar(xlog = FALSE, xnum = 55, xint = 5, xnumlt = 0.11, xdate = Sys.Date())
test_scalar(xlog = 1) # OK

# Now errors, all the following are wrong arguments, leading to errors
# Please note the details in the error messages.

# logical
try(test_scalar(xlog = NA))
try(test_scalar(xlog = 2))
try(test_scalar(xlog = sum))
try(test_scalar(xlog = pi))
try(test_scalar(xlog = faefeaf5))
try(test_scalar(xlog = c(TRUE, FALSE)))
try(test_scalar(xlog = c()))

# numeric
try(test_scalar(xnum = NA))
try(test_scalar(xnum = 1:5))
try(test_scalar(xnum = Sys.Date()))

# integer
try(test_scalar(xint = 5.5))
try(test_scalar(xint = -1))

# num < 0.15
try(test_scalar(xnumlt = 0.15))
try(test_scalar(xnumlt = 0.16))
try(test_scalar(xnumlt = Sys.Date()))

# Date
try(test_scalar(xdate = 0.15))

# II) Examples for the globals: NULL, L0, MBT, eval, evalset
#

testGlobals = function(xnum, xlog = TRUE, xint){
    # Default setting with NULL is only available in check_arg_plus
    # MBT (must be there) throws an error if the user doesn't provide the argument
    check_arg_plus(xnum, "numeric vector NULL(1) MBT")

    # NULL allows NULL values
check_arg(xlog, "logical scalar safe NULL")
```
# use L0 to accept length-0 objects
check_arg(xint, "integer vector L0")

list(xnum = xnum, xlog = xlog)
}

# xnum is required because of MBT option
try(test_globals())

# NULL{expr} sets the value of xnum to expr if xnum = NULL
# Here NULL{1} sets it to 1
test_globals(xnum = NULL)

# NULL (not NULL{expr}) does not reassign
test_globals(xnum = NULL, xlog = NULL)

# safe NULL: doesn’t accept NULL from data.frame (DF) subselection
# ex: the variable ‘log’ does not exist in the iris DF
try(test_globals(5, xlog = iris$log))
# but xnum accepts it
test_globals(iris$log)

# L0 means not NULL, 0-length vectors are OK
# 0-length is OK for xint:
test_globals(xnum = 2, xint = integer(0))
# L0 still checks the type:
try(test_globals(2, xint = numeric(0)))

#
# eval and evalset
#

test_eval = function(x1, x2, data = list(), i = c()){
  check_arg(x1, "eval numeric vector", .data = data)
  # evalset is in check_arg_plus
  check_arg_plus(x2, "evalset numeric vector", .data = data)

  # We show the variables
  if(1 %in% i){
    cat("x1:\n")
    print(as.character(try(x1, silent = TRUE)))
  }
  if(2 %in% i){
    cat("x2:\n")
    print(as.character(try(x2, silent = TRUE)))
  }
}

# eval: evaluates the argument both in the environment and the data
test_eval(x1 = Sepal.Length, data = iris) # OK
# if we use a variable not in the environment nor in the data => error
try(test_eval(x1 = Sopal.Length, data = iris))

# but eval doesn't reassign back the value of the argument:
test_eval(x1 = Sepal.Length, data = iris, i = 1)

# evaset does the same as eval, but also reassigns the value obtained:
test_eval(x2 = Sepal.Length, data = iris, i = 2)

# III) Match and charin

# match => does partial matching, only available in check_arg_plus
# charin => no partial matching, exact values required, but in check_arg

# Note the three different ways to provide the choices
# # If the argument has no default, it is kept that way (see x2)
# # If the argument is not provided by the user,
# # it is left untouched (see x3)

test_match = function(x1 = c("bonjour", "Au revoir"), x2, x3 = "test"){
  # 1) choices set thanks to the argument default (like in match.arg)
  check_arg_plus(x1, "strict match")

  # 2) choices set with the argument .choices
  check_arg_plus(x2, "match", .choices = c("Sarah", "Santa", "Santa Fe", "SANTA"))

  # 3) choices set with the parentheses
  check_arg_plus(x3, "multi match(Orange, Juice, Good)"

  cat("x1:", x1, "\nx2:", ifelse(missing(x2), "[missing]", x2), "\nx3:", x3, "\n")
}

# Everything below is OK

test_match()
test_match(x1 = "Au", x2 = "sar", x3 = c("GOOD", "or"))
test_match(x2 = "Santa")

# Errors caught:
try(test_match(x1 = c("Au", "revoir")))
try(test_match(x1 = "au"))
try(test_match(x1 = sum))
try(test_match(x1 = list(a = 1:5)))
try(test_match(x2 = "san"))
try(test_match(x2 = "santa"))
# Same value as x3's default, but now provided by the user
try(test_match(x3 = "test"))
try(test_match(x3 = c("or", "ju", "bad")))

# You can check multiple arguments at once
# [see details for multiple arguments in Section X]
# Note that now the choices must be set in the argument
# and they must have the same options (ie multi, strict)
test_match_multi = function(x1 = c("bonjour", "Au revoir"), x2 = c("Sarah", "Santa"),
                               x3 = c("Orange", "Juice", "Good")){

    # multiple arguments at once
    check_arg_plus(x1, x2, x3, "match")

    cat("x1:", x1, "\nx2:", x2, "\nx3:", x3, "\n")
}
test_match_multi()

# charin
#
# charin is similar to match but requires the user to provide the exact value
# only the multi option is available

test_charin = function(x1 = "bonjour", x2 = "Sarah"){

    # 1) set the choices with .choices
    check_arg(x1, "charin", .choices = c("bonjour", "au revoir"))

    # 2) set the choices with the parentheses
    check_arg(x2, "multi charin(Sarah, Santa, Santa Fe)"

    cat("x1:", x1, "\nx2:", x2, "\n")
}

# Now we need the exact values
test_charin("au revoir", c("Santa", "Santa Fe"))

# Errors when partial matching tried
try(test_charin("au re"))

# IV) Vectors and matrices, equalities, dimensions and lengths
#
# You can restrict the length of objects with len(a, b)
# - if len(a, b) length must be in between a and b
# - if len(a, ) length must be at least a
check_arg

# - if len(a, b) length must be at most b
# - if len(a) length must be equal to a
# You can also use the special keywords len(data) or len(value),
# but then the argument .data or .value must also be provided.
# (the related example comes later)
#
# You can restrict the number of rows/columns with nrow(a, b) and ncol(a, b)
# You can restrict a matrix to be square with the 'square' keyword
#
# You can restrict the values an element can take with GE/GT/LE/LT,
# respectively greater or equal/greater than/lower or equal/lower than
# The syntax is GE(expr), with expr any expression
# Of course, it only works for numeric values
#
# You can tolerate NA values (default is no tolerance in vector/matrices)
# with the keyword 'NAOK' or 'NA OK'
#

test_vmat = function(xvec, xmat, xvmat, xstmat, xnamed){
  # vector of integers with values between 5 and exp(3)
  check_arg(xvec, "integer Vector GE(5) LT(exp(3))")

  # logical matrix with at least two rows and with 3 columns
  check_arg(xmat, "logicalMatrix NROW(2,) NCOL(3)"")

  # vector or matrix (vmatrix) of integers or character strings
  # with at most 3 observations, NAs are OK
  check_arg(xvmat, "vmatrix(character, integer) nrow(,3) naok"")

  # square matrix of logicals, the values must be TRUE/FALSE,
  # i.e. values equal to 0 or 1 are not OK
  check_arg(xstmat, "strict Logical square Matrix"")

  # A vector with names of length 2
  check_arg(xnamed, "named Vector len(2)"")

  invisible(NULL)
}

# OK
test_vmat(xvec = 5:20, xmat = matrix(TRUE, 3, 3), xvmat = c(NA, 4, 3),
          xstmat = matrix(FALSE, 2, 2), xnamed = c(bon=1, jour=2))

# Vector checks:
try(test_vmat(xvec = c(NA, 2:5)))
try(test_vmat(xvec = 2))
try(test_vmat(xvec = 21))
try(test_vmat(xvec = 5.5))

# Matrix checks:
try(test_vmat(xmat = matrix(1, 3, 4)))
try(test_vmat(xmat = matrix(2, 3, 3)))
try(test_vmat(xmat = matrix(1, 1, 3)))
try(test_vmat(xmat = iris))

try(test_vmat(xvmat = iris))

try(test_vmat(xstmat = matrix(1, 1, 3)))
try(test_vmat(xstmat = matrix(1, 3, 3)))
try(test_vmat(xstmat = matrix(c(TRUE, FALSE, NA), 3, 3)))

# Named vector checks:
try(test_vmat(xnamed = 1:3))
try(test_vmat(xnamed = c(bon=1, jour=2, les=3)))

# Illustration of the keywords 'data', 'value'

# 'value'
# Matrix multiplication X * Y * Z

test_dynamic_restriction = function(x, y, z){
  check_arg(x, "mbt numeric matrix")
  check_arg(y, "mbt numeric matrix nrow(value)", .value = ncol(x))
  check_arg(z, "mbt numeric matrix nrow(value)", .value = ncol(y))

  # An alternative to the previous two lines:
  # check_arg(z, "mbt numeric matrix")
  # check_arg(y, "mbt numeric matrix nrow(value) ncol(value)",
  #   .value = list(nrow = ncol(x), ncol = nrow(z)))

  x %*% y %*% z
}

x = matrix(1, 2, 3)
ya = matrix(2, 3, 5)
z = matrix(rnorm(10), 5, 2)

test_dynamic_restriction(x, y, z)

# Now error
try(test_dynamic_restriction(x, matrix(5, 1, 2), z))

# 'data'
# Computing maximum difference between two matrices

test_dynamic_bis = function(x, y){
  check_arg(x, "mbt numeric matrix")
  # we require y to be of the same dimension as x
  check_arg(y, "mbt numeric matrix nrow(data) ncol(data)", .data = x)

  max(abs(x - y))
}

test_dynamic_bis(x, x)

# Now error
try(test_dynamic_bis(x, y))

# V) Functions and lists
#
# You can restrict the number of arguments of a function with arg(a, b) [see Section IV) for details]

test_funlist = function(xfun, xlist){
  check_arg(xfun, "function arg(1,2)"
  check_arg(xlist, "list len(,3)"
  invisible(NULL)
}

# OK
test_funlist(xfun = sum, xlist = iris[c(1,2)])

# function checks:
try(test_funlist(xfun = function(x, y, z) x + y + z))

# list checks:
try(test_funlist(xlist = iris[1:4]))
try(test_funlist(xlist = list()))

# VI) Data.frame and custom class
#

test_df = function(xdf, xvdf, xcustom){
  # data.frame with at least 100 observations
  check_arg(xdf, "data.frame nrow(100,)

  # data.frame or vector (vdata.frame)
  check_arg(xvdf, "vdata.frame"

  # Either: i) object of class glm or lm
  # ii) NA
  # iii) NULL
  check_arg(xcustom, "class(lm, glm)|NA|null"
  invisible(NULL)
}

# OK
m = lm(Sepal.Length~Species, iris)
test_df(xdf = iris, xcustom = m)
test_df(xvdf = iris$Sepal.Length)
test_df(xcustom = NULL)

# data.frame checks:
try(test_df(xdf = iris[1:50,]))
try(test_df(xdf = iris[integer(0)]))
try(test_df(xdf = iris$Sepal.Length))
# Note that the following works:
test_df(xvdf = iris$Sepal.Length)

# Custom class checks:
try(test_df(xcustom = iris))

# VIII) Formulas

# The keyword is ‘formula’
# You can restrict the formula to be:
# - one sided with ‘os’
# - two sided with ‘ts’
# You can restrict that the variables of a formula must be in
# a data set or in the environment with var(data, env)
# - var(data) => variables must be in the data set
# - var(env) => variables must be in the environment
# - var(data, env) => variables must be in the data set or in the environment
# Of course, if var(data), you must provide a data set
# Checking multipart formulas is included. You can use left(a, b)
# and right(a, b) to put restrictions in the number of parts allowed
# in the left and right-hand-sides
#

test_formulas = function(fml1, fml2, fml3, fml4, data = iris){
  # Regular formula, variables must be in the data set
  check_arg(fml1, "formula var(data)", .data = data)

  # One sided formula, variables in the environment
  check_arg(fml2, "os formula var(env)")

  # Two sided formula, variables in the data set or in the env.
  check_arg(fml3, "ts formula var(data, env)", .data = data)

  # One or two sided, at most two parts in the RHS, at most 1 in the LHS
  check_arg(fml4, "formula left(.1) right(.2)")

  invisible(NULL)
}

# We set x1 in the environment
x1 = 5

# Works
test_formulas(~Sepal.Length, ~x1, Sepal.Length~x1, a ~ b, data = iris)

# Now let’s see errors
try(test_formulas(Sepal.Length~x1, data = iris))
try(test_formulas(fml2 = ~Sepal.Length, data = iris))
try(test_formulas(fml2 = Sepal.Length~x1, data = iris))

try(test_formulas(fml3 = ~x1, data = iris))
try(test_formulas(fml3 = x1~x555, data = iris))

try(test_formulas(fml4 = a ~ b | c | d))
try(test_formulas(fml4 = a | b ~ c | d))

# IX) Multiple types
#
# You can check multiple types using a pipe: '|
# Note that global keywords (like NULL, eval, l0, etc) need not be
# separated by pipes. They can be anywhere, the following are identical:
# - "character scalar | data.frame NULL"
# - "NULL character scalar | data.frame"
# - "character scalar NULL | data.frame"
# - "character scalar | data.frame | NULL"
#
# test_mult = function(x){
# x must be either:
# i) a numeric vector of length at least 2
# ii) a square character matrix
# iii) an integer scalar (vector of length 1)
# check_arg(x, "numeric vector len(2,) | square character matrix | integer scalar")
# invisible(NULL)
#}

# OK
# test_mult()
# test_mult(1)
# test_mult(1:2)
# test_mult(matrix("ok", 1, 1))

# Not OK, notice the very detailed error messages
# try(test_mult(matrix("bonjour", 1, 2)))
# try(test_mult(1.1))

# X) Multiple arguments
#
# You can check multiple arguments at once if they have the same type.
# You can add the type where you want but it must be a character literal.
# You can check up to 10 arguments with the same type.

test_multiarg = function(xlog1, xlog2, xnum1, xnum2, xnum3){
# checking the logicals
check_arg(xlog1, xlog2, "logical scalar")

# checking the numerics
# => Alternatively, you can add the type first
check_arg("numeric vector", xnum1, xnum2, xnum3)

invisible(NULL)
}

# Let's throw some errors
try(test_multiarg(xlog2 = 4))
try(test_multiarg(xnum3 = "test"))

# XI) Multiple sub-types
#
# For atomic arguments (like vector or matrices),
# you can check the type of underlying data: is it integer, numeric, etc?
# There are five simple sub-types:
# - integer
# - numeric
# - factor
# - logical (of type logical or a numeric equal to 0 or 1)
# - strict logical (of type logical only)
#
# If you require that the data is of one sub-type only:
# - a) if it's one of the simple sub-types: add the keyword directly in the type
# - b) otherwise: add the sub-type in parentheses
#
# Note that the parentheses MUST follow the main class directly.
#
# Example:
# - a) "integer scalar"
# - b) "scalar(Date)"
#
# If you want to check multiple sub-types: you must add them in parentheses.
# Again, the parentheses MUST follow the main class directly.
# Examples:
# "vector(character, factor)"
# "scalar(integer, strict logical)"
# "matrix(Date, integer, logical)"
#
# In check_arg_plus, you can use the keyword "conv" to convert to the
# desired type
#

# Multiple sub-types

test_multi_subtypes = function(x, y){
  check_arg(x, "scalar(integer, strict logical)"
  check_arg(y, "vector(character, factor, Date)"
  invisible(NULL)
# What follows doesn't work
try(test_multi_subtypes(x = 5.5))

# Note that it works if x = 5
# (for check_arg 5 is integer although is.integer(5) returns FALSE)
test_multi_subtypes(x = 5)

try(test_multi_subtypes(y = 5.5))

# Testing the "conv" keyword:

test_conv = function(x, type){
  check_arg_plus(x, .type = type)
  x
}
class(test_conv(5L, "numeric scalar conv"))
class(test_conv(5, "integer scalar conv"))
class(test_conv(5, "integer scalar"))

# You can use the "conv" keyword in multi-types
# Remember that types are checked in ORDER! (see the behavior)
test_conv(5:1, "vector(logical, character conv)")
test_conv(c(TRUE, FALSE), "vector(logical, character conv)")

# XII) Nested checking: using .call_up
#
# Say you have two user level functions
# But you do all the computation in an internal function.
# The error message should be at the level of the user-level function
# You can use the argument .call_up to do that
#
sum_fun = function(x, y){
  my_internal(x, y, sum = TRUE)
}
diff_fun = function(x, y){
  my_internal(x, y, sum = FALSE)
}

my_internal = function(x, y, sum){
  # The error messages will be at the level of the user-level functions
  # which are 1 up the stack
  check_arg(x, y, "numeric scalar mbt", .call_up = 1)

  if(sum) return(x + y)
  return(x - y)
we check it works
sum_fun(5, 6)
diff_fun(5, 6)

# Let's throw some errors
try(sum_fun(5))
try(sum_fun(5, 1:5))

# The errors are at the level of sum_fun although
# the arguments have been checked in my_internal.
# => much easier for the user to understand the problem

# XIII) Using check_arg_plus to check and set list defaults
#
# Sometimes it is useful to have arguments that are themselves
# list of arguments.
# With check_arg_plus you can check the arguments nested in lists
# and easily set default values at the same time.
# #
# # When you check a list element, you MUST use the syntax argument$element
#
# Function that performs a regression then plots it
plot_cor = function(x, y, lm.opts = list(), plot.opts = list(), line.opts = list()){
  check_arg(x, y, "numeric vector")

  # First we ensure the arguments are lists (even of 0-length)
  check_arg(lm.opts, plot.opts, line.opts, "named list L0")

  # The linear regression
  lm.opts$formula = y ~ x
  reg = do.call("lm", lm.opts)

  # plotting the correlation, with defaults
  check_arg_plus(plot.opts$main, "character scalar NULL('Correlation between x and y')")

  # you can use variables created in the function when setting the default
  x_name = deparse(substitute(x))
  check_arg_plus(plot.opts$xlab, "character scalar NULL('x_name')")
  check_arg_plus(plot.opts$ylab, "character scalar NULL('y')")

  # we restrict to only two plotting types: p or h
  check_arg_plus(plot.opts$type, "NULL('p') match(p, h)"

  plot.opts$x = x
  plot.opts$y = y
  do.call("plot", plot.opts)
# with the fit
check_arg_plus(line.opts$col, "NULL\('firebrick'\)") # no checking but default setting
check_arg_plus(line.opts$lwd, "integer scalar GE{0} NULL{2}\) # check + default
line.opts$a = reg
do.call("abline", line.opts)
}

sepal_length = iris$Sepal.Length ; y = iris$Sepal.Width
plot_cor(sepal_length, y)

plot_cor(sepal_length, y, plot.opts = list(col = iris$Species, main = "Another title"))

# Now throwing errors
try(plot_cor(sepal_length, y, plot.opts = list(type = "l")))
try(plot_cor(sepal_length, y, line.opts = list(lwd = -50)))

#
# XIV) Checking \(...\) (dot-dot-dot)
#
# You can also check the \(...\) argument if you expect all objects
# to be of the same type.
#
# To do so, you MUST place the \(...\) in the first argument of check_arg
#
sum_check = function(...){
    # we want each element of \(...\) to be numeric vectors without NAs
    # we want at least one element to be there (mbt)
    check_arg(..., "numeric vector mbt")

    # once the check is done, we apply sum
    sum(...)
}

sum_check(1:5, 5:20)

# Now let's compare the behavior of sum_check() with that of sum()
# in the presence of errors
x = 1:5 ; y = pt
try(sum_check(x, y))
try(sum(x, y))

# As you can see, in the first call, it's very easy to spot and debug the problem
# while in the second call it's almost impossible

#
# XV) Developer mode
#
# If you're new to check_arg, given the many types available, 
# it's very common to make mistakes when creating check_arg calls. 
# The developer mode ensures that any problematic call is spotted 
# and the problem is clearly stated 
# 
# Note that since this mode ensures a detailed checking of the call 
# it is thus a strain on performance and should be always turned off 
# otherwise needed. 
#
# Setting the developer mode on: 
setDreamerr_dev.mode(TRUE)

# Creating some 'wrong' calls => the problem is pinpointed 

test = function(x) check_arg(x, "integer scalar", "numeric vector") 
try(test())

test = function(...) check_arg("numeric vector", ...)
try(test())

test = function(x) check_arg(x$a, "numeric vector") 
try(test())

test = function(x) check_arg(x, "numeric vector integer") 
try(test())

# Setting the developer mode off: 
setDreamerr_dev.mode(FALSE)

# XVI) Using check_value 

# The main function for checking arguments is check_arg. 
# But sometimes you only know if an argument is valid after 
# having performed some modifications on it. 
# => that's when check_value kicks in. 
# 
# It's better with an example. 
#
# In this example we'll construct a plotting function 
# using a formula, with a rock-solid argument checking. 
#
# Plotting function, but using a formula 
# You want to plot only numeric values 
plot_fml = function(fml, data, ...){
    # We first check the arguments 
    check_arg(data, "data.frame mbt")
    check_arg(fml, "ts formula mbt var(data)", .data = data)
enumerate_items

Enumerates the elements of a vector

description

Transforms a vector into a single character string enumerating the values of the vector. Many options exist to customize the result. The main purpose of this function is to ease the creation of user-level messages.
Usage

```r
enumerate_items(x, type, verb = FALSE, s = FALSE, past = FALSE,
    or = FALSE, start_verb = FALSE, quote = FALSE, enum = FALSE,
    nmax = 7)
```

Arguments

- **x**: A vector.
- **type**: A single character string, optional. If this argument is used, it supersedes all other arguments. It compactly provides the arguments of the function: it must be like "arg1.arg2.arg3", i.e. a list of arguments separated by a point. The arguments are: "s" (to add a starting s if `length(x)>1`), "or" (to have "or" instead of "and"), "start" (to place the verb at the start instead of in the end), "quote" (to quote the elements of the vector), "enum" (to make an enumeration), "past" (to put the verb in past tense), a verb (i.e. anything different from the previous codes is a verb). See details and examples.
- **verb**: Default is `FALSE`. If provided, a verb is added at the end of the string, at the appropriate form. You add the verb at the start of the string using the argument `start_verb`. Valid verbs are: "be", "is", "has", "have", and any other verb with a regular form.
- **s**: Logical, default is `FALSE`. If `TRUE` a `s` is added at the beginning of the string if the length of `x` is greater than one.
- **past**: Logical, default is `FALSE`. If `TRUE` the verb is put at the past tense.
- **or**: Logical, default is `FALSE`. If `TRUE` the two last items of the vector are separated by "or" instead of "and".
- **start_verb**: Logical, default is `FALSE`. If `TRUE` the verb is placed at the beginning of the string instead of the end.
- **quote**: Logical, default is `FALSE`. If `TRUE` all items are put in between single quotes.
- **enum**: Logical, default is `FALSE`. If provided, an enumeration of the items of `x` is created. The possible values are "i", "I", "1", "a" and "A". Example: `x = c(5, 3, 12), enum = "i"` will lead to "i) 5, ii) 3, and iii) 12".
- **nmax**: Integer, default is 7. If `x` contains more than `nmax` items, then these items are grouped into an "other" group.

Value

It returns a character string of length one.

The argument **type**

The argument `type` is a "super argument". When provided, it supersedes all other arguments. It offers a compact way to give the arguments to the function.

Its syntax is as follows: "arg1.arg2.arg3". Where `argX` is an argument code. The codes are "s", "past", "or", "start", "quote", "enum" – they refer to the function arguments. If you want to add a verb, since it can have a free-form, it is deduced as the argument not equal to the previous codes.
For example, if you have type = "s.contain", this is identical to calling the function with s = TRUE and verb = "contain".

A note on enum. The argument enum can be equal to "i", "I", "a", "A" or "1". When you include it in type, by default "i" is used. If you want another one, add it in the code. For example type = "is.enum a.past" is identical to calling the function with verb = "is", past = TRUE and enum = "a".

Author(s)
Laurent Berge

Examples

# Let's say you write an error/information message to the user
# I just use the "type" argument but you can obtain the
# same results by using regular arguments

x = c("x1", "height", "width")
message("The variable", enumerate_items(x, "s.is"), " not in the data set.")

# Now just the first item
message("The variable", enumerate_items(x[1], "s.is"), " not in the data set.")

# Past
message("The variable", enumerate_items(x, "s.is.past"), " not found.")
message("The variable", enumerate_items(x[1], "s.is.past"), " not found.")

# Verb first
message("The problematic variable", enumerate_items(x, "s.is.start.quote"), ".")
message("The problematic variable", enumerate_items(x[1], "s.is.start.quote"), ".")

# covid times
todo = c("wash your hands", "stay home", "code")
message("You should: ", enumerate_items(todo[c(1, 1, 2, 3)], "enum 1"), ")
message("You should: ", enumerate_items(todo, "enum.or"), "?")

ifsingle Conditional element selection

Description
Tiny functions shorter, and hopefully more explicit, than ifelse.

Usage
ifsingle(x, yes, no)
ifunit(x, yes, no)
Arguments

- **x**: A vector (ifsingle) or a numeric of length 1 (ifunit).
- **yes**: Something of length 1. Result if the condition is fulfilled.
- **no**: Something of length 1. Result if the condition is not fulfilled.

Details

Yes, ifunit is identical to ifelse(test == 1, yes, no). And regarding ifsingle, it is identical to ifelse(length(test) == 1, yes, no).

Why writing these functions then? Actually, I’ve found that they make the code more explicit, and this helps!

Value

Returns something of length 1.

Functions

- **ifunit**: Conditional element selection depending on whether x is equal to unity or not.

Author(s)

Laurent Berge

Examples

```r
# Let's create an error message when NAs are present
my_crossprod = function(mat){
  if(anyNA(mat)){
    row_na = which(rowSums(is.na(mat)) > 0)
    n_na = length(row_na)
    stop("In argument 'mat': ", n_letter(n_na), ", row", plural(n_na, "s.contain"),
         " NA values ('", ifelse(n_na<=3, ",", "e.g. "), "row",
         enumerate_items(head(row_na, 3), "s"), ").
     Please remove ", ifunit(n_na, "it", "them"), " first."
  }
  crossprod(mat)
}

mat = matrix(rnorm(30), 10, 3)
mat4 = mat1 = mat
mat4[c(1, 7, 13, 28)] = NA
mat1[7] = NA

# Error raised because of NA: informative (and nice) messages
try(my_crossprod(mat4))
try(my_crossprod(mat1))
```
Description

Set of (tiny) functions that convert integers into words.

Usage

n_times(n)

n_th(n)

n_letter(n)

Arguments

n An integer vector.

Value

It returns a character vector of length one.

Functions

• n_th: Transforms the integer n to nth appropriately.

• n_letter: Transforms small integers to words.

Author(s)

Laurent Berge

Examples

find = function(v, x){
  if(x %in% v){
    message("The number ", n_letter(x), " appears ", n_times(sum(v == x)),
    ", the first occurrence is the ", n_th(which(v==x)[1]), " element.")
  } else message("The number ", n_letter(x), " was not found.")
}

v = sample(100, 500, TRUE)
find(v, 6)
| plural | Adds an s and/or a singular/plural verb depending on the argument's length |

**Description**

Utilities to write user-level messages. These functions add an 's' or a verb at the appropriate form depending on whether the argument is equal to unity (plural) or of length one (plural_len).

**Usage**

`plural(x, type, s, verb = FALSE, past = FALSE)`

`plural_len(x, type, s, verb = FALSE, past = FALSE)`

**Arguments**

- **x**: An integer of length one (plural) or a vector plural_len.
- **type**: Character string, default is missing. If type = "s.is.past" it means that an "s" will be added if x is greater than 1 (or of length greater than one for plural_len); it will be followed by the verb "to be" in past tense in singular or plural form depending on x. This argument must be made of keywords separated by points without space, the keywords are "s", "past" and a verb (i.e. any thing different than "s" and "past"). Missing keywords mean their value is equal to FALSE.
- **s**: Logical, used only if the argument type is missing. Whether to add an "s" if the form of x is plural. Default is missing: equals to TRUE if no other argument is provided, FALSE otherwise.
- **verb**: Character string or FALSE, used only if the argument type is missing. The verb to be inserted in singular or plural depending on the value of x. default is FALSE.
- **past**: Logical, used only if the argument type is missing. Whether the verb should be in past tense. Default is FALSE.

**Value**

Returns a character string of length one.

**Functions**

- `plural_len`: Adds an s and conjugate a verb depending on the length of x

**Author(s)**

Laurent Berge
### Examples

# Let's create an error message when NAs are present
my_crossprod = function(mat){
  if(anyNA(mat)){
    row_na = which(rowSums(is.na(mat)) > 0)
    n_na = length(row_na)
    stop("In argument 'mat': ", n_letter(n_na), " row", plural(n_na, "s.contain"),
    " NA values (" , ifelse(n_na<=3, "", "e.g. "), "row",
    enumerate_items(head(row_na, 3), "s"),
    "). Please remove ", ifunit(n_na, "it", "them"), " first.")
  }
  crossprod(mat)
}

mat = matrix(rnorm(30), 10, 3)
mat4 = mat1 = mat
mat4[c(1, 7, 13, 28)] = NA
mat1[7] = NA

# Error raised because of NA: informative (and nice) messages
try(my_crossprod(mat4))
try(my_crossprod(mat1))

---

### setDreamerr_check

Sets dreamerr argument checking functions on or off

### Description

This function allows to disable, or re-enable, all calls to `check_arg` within any function. Useful only when running (very) large loops (>100K iter.) over small functions that use dreamerr’s `check_arg`.

### Usage

```
setDreamerr_check(check = TRUE)
```

### Arguments

- **check**
  - Strict logical: either TRUE of FALSE. Default is TRUE.

### Author(s)

Laurent Berge
Examples

# Let's create a small function that returns the argument
# if it is a single character string, and throws an error
# otherwise:

test = function(x){
    check_arg(x, "scalar character")
    x
}

# works:
test("hey")
# error:
try(test(55))

# Now we disable argument checking
setDreamerr_check(FALSE)
# works (although it shouldn't!):
test(55)

# re-setting argument checking on:
setDreamerr_check(TRUE)

--

setDreamerr_dev.mode    Sets the developer mode to help form check_arg calls

Description

Turns on/off a full fledged checking of calls to check_arg. If on, it enables the developer mode which checks extensively calls to check_arg, allowing to find any problem. If a problem is found, it is pinpointed and the associated help is referred to.

Usage

setDreamerr_dev.mode(dev.mode = FALSE)

Arguments

dev.mode          A logical, default is FALSE.

Details

Since this mode ensures a detailed checking of all check_arg calls, it is thus a strain on performance and should be always turned off otherwise needed.
setDreamerr_dev.mode

Author(s)

Laurent Berge

See Also

check_arg

Examples

# If you're new to check_arg, given the many types available,
# it's very common to make mistakes when creating check_arg calls.
# The developer mode ensures that any problematic call is spotted
# and the problem is clearly stated
#
# Note that since this mode ensures a detailed checking of the call
# it is thus a strain on performance and should be always turned off
# otherwise needed.
#
# Setting the developer mode on:
setDreamerr_dev.mode(TRUE)

# Creating some 'wrong' calls => the problem is pinpointed
test = function(x) check_arg(x, "integer scalar", "numeric vector")
try(test())

test = function(...) check_arg("numeric vector", ...)
try(test())

test = function(x) check_arg(x$a, "numeric vector")
try(test())

test = function(x) check_arg(x, "numeric vector integer")
try(test())

test = function(x) check_arg(x, "vector len(.)")
try(test())

# etc...

# Setting the developer mode off:
setDreamerr_dev.mode(FALSE)
**Signif Plus**

*Formatting for numbers to appear in-text*

**Description**

Formatting of numbers, when they are to appear in messages. Displays only significant digits in a "nice way" and adds commas to separate thousands.

**Usage**

```r
signif_plus(x, s = 2, r = 0, commas = TRUE)
```

**Arguments**

- `x`: A numeric vector.
- `s`: The number of significant digits to be displayed. Defaults to 2. All digits not in the decimal are always shown.
- `r`: For large values, the number of digits after the decimals to be displayed (beyond the number of significant digits). Defaults to 0. It is useful to suggest that a number is not an integer.
- `commas`: Whether or not to add commas to separate thousands. Defaults to TRUE.

**Value**

It returns a character vector of the same length as the input.

**Examples**

```r
x = rnorm(1e5)
x[sample(1e5, 1e4, TRUE)] = NA

# Dumb function telling the number of NA values
tell_na = function(x) message("x contains ", signif_plus(sum(is.na(x))), " NA values.")
tell_na(x)

# Some differences with signif:
show_diff = function(x, d = 2) cat("signif(x, ", d, ") -> ", signif(x, d), " vs signif_plus(x, ", d, ") -> ", signif_plus(x, d), "\n", sep = "")

# Main difference is for large numbers
show_diff(95123.125)
show_diff(95123.125, 7)

# Identical for small numbers
show_diff(pi / 500)
```
stop_up

<table>
<thead>
<tr>
<th>Description</th>
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<tbody>
<tr>
<td>Useful if you employ non-user level sub-functions within user-level functions. When an error is thrown in the sub function, the error message will integrate the call of the user-level function, which is more informative and appropriate for the user. It offers a similar functionality for warning.</td>
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<table>
<thead>
<tr>
<th>Usage</th>
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<tbody>
<tr>
<td>stop_up(..., up = 1)</td>
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<tr>
<td>warn_up(..., up = 1, immediate. = FALSE)</td>
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<td>...</td>
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<tr>
<th>Details</th>
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<tr>
<td>These functions are really made for package developers to facilitate the good practice of providing informative user-level error/warning messages.</td>
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<th>Functions</th>
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<td>• warn_up: Warnings at the level of user-level functions</td>
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<th>Examples</th>
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<tr>
<td># We create a main user-level function</td>
</tr>
<tr>
<td># The computation is done by an internal function</td>
</tr>
<tr>
<td># Here we compare stop_up with a regular stop</td>
</tr>
</tbody>
</table>

main_function = function(x = 1, y = 2){ |
  my_internal_function(x, y) |
}
my_internal_function = function(x, y){
  if(!is.numeric(x)){
    stop_up("Argument 'x' must be numeric but currently isn't.")
  }
  # Now regular stop
  if(!is.numeric(y)){
    stop("Argument 'y' must be numeric but currently isn't.")
  }
  nx = length(x)
  ny = length(y)
  if(nx != ny){
    warn_up("The lengths of x and y don't match (", nx, " vs ", ny, ").")
  }
  x + y
}

# Let's compare the two error messages
# stop_up:
try(main_function(x = "a"))
# => the user understands that the problem is with x

# Now compare with the regular stop:
try(main_function(y = "a"))
# Since the user has no clue of what my_internal_function is,
# s/he will be puzzled of what to do to sort this out

# Same with the warning => much clearer with warn_up
main_function(1, 1:2)

validate_dots

validate_dots
Checks the arguments in dots from methods

Description
This function informs the user of arguments passed to a method but which are not used by the method.

Usage
validate_dots(valid_args = c(), suggest_args = c(), message = TRUE,
warn = FALSE, stop = FALSE, call. = FALSE, immediate. = TRUE)
validate_dots

Arguments

valid_args    A character vector, default is missing. Arguments that are not in the definition of the function but which are considered as valid. Typically internal arguments that should not be directly accessed by the user.

suggest_args A character vector, default is missing. If the user provides invalid arguments, he might not be aware of the main arguments of the function. Use this argument to inform the user of these main arguments.

message Logical, default is TRUE. If FALSE (and so are the other arguments stop and warn), then no message is prompted to the user, rather it is the only output of the function.

warn Logical, default is FALSE. If TRUE, when the user provides invalid arguments, the function will call warning instead of only prompting a message (default).

stop Logical, default is FALSE. If TRUE, when the user provides invalid arguments, the function will call stop instead of only prompting a message (default).

call Logical, default is FALSE. If TRUE, when the user provides invalid arguments, then the message will also contain the call to the initial function (by default, only the function name is shown).

immediate Logical, default is FALSE. Can be only used with the argument warn = TRUE: whether the warning is immediately displayed or not.

Value

This function returns the message to be displayed. If no message is to be displayed because all the arguments are valid, then NULL is returned.

Examples

# The typical use of this function is within methods

# Let's create a 'my_class' object and a summary method
my_obj = list()
class(my_obj) = "my_class"

# In the summary method, we add validate_dots
# to inform the user of invalid arguments

summary.my_class = function(object, arg_one, arg_two, ...){
    validate_dots()
    # CODE of summary.my_class
    invisible(NULL)
}

# Now let's test it, we add invalid arguments
summary(my_obj, wrong = 3)
summary(my_obj, wrong = 3, info = 5)
# Now let's:
# i) inform the user that argument arg_one is the main argument
# ii) consider 'info' as a valid argument (but not shown to the user)
# iii) show a warning instead of a message

```r
summary.my_class = function(object, arg_one, arg_two, ...){
  validate_dots(valid_args = "info", suggest_args = "arg_one", warn = TRUE)
  # CODE of summary.my_class
  invisible(NULL)
}
```

# Let's retest it
summary(my_obj, wrong = 3) # not OK => suggestions
summary(my_obj, info = 5) # OK
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