

Creating a simple R Package

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Creating a minimalist R package

More information can be found in Hadley Wickham's **R Packages** book:

<http://r-pkgs.had.co.nz/intro.html>

Required Packages

In order to create a package make sure you have the following packages:

```
install.packages(c("devtools", "roxygen2", "testthat", "knitr"))
```

Creating a package as an R Project

Here's the list of suggested steps to create an R package from scratch

- Open RStudio
- Go to **File** in the menu bar
- Select **New Project**
- Choose **New Directory**
- Choose **R Package**
- Specify a name for the package (e.g. **oski**), and choose directory
- Click on button **Create Project**

What's in the package structure?

The series of previous steps should initialize an “R project” with the following contents:

```
.Rbuildignore  
oski.Rproj  
DESCRIPTION  
NAMESPACE  
R/  
man/  
.Rproj.user/
```

- Open the **DESCRIPTION** file and customize its fields with your information
- Don't touch **NAMESPACE** (this will be updated via **devtools**)
- Don't modify the contents in **man/**
- Add R code (functions) in the directory **R/**

Adding code and Roxygen comments

- Go to the R/ directory and add your own R scripts (containing the functions).
- Document your code using Roxygen comments
- Add examples to the main functions

Here's an example of code for a function `coin()` (in file `coin.R`)

```
## @title Coin
## @description Creates an object of class \code{"coin"}
## @param sides vector of coin sides
## @param prob vector of side probabilities
## @return an object of class coin
## @export
## @examples
## # default
## coin1 <- coin()
##
## # another coin
## coin2 <- coin(c('h', 't'))
##
## # us cent
## cent1 <- coin(c('lincoln', 'shield'))
##
## # loaded coin
## loaded <- coin(prob = c(0.7, 0.3))
##
coin <- function(sides = c("heads", "tails"), prob = c(0.5, 0.5)) {
  object <- list(
    sides = sides,
    prob = prob)
  class(object) <- "coin"
  object
}
```

Workflow with "devtools"

The typical package development workflow with "devtools" consists of:

- generating the documentation: .Rd files in `man/` directory
- checking that the documentation is OK
- build the bundled package: creates the compressed file (a.k.a. *tarball* .tar.gz file); this file can be shared and installed in any platform.
- install the package: installs the bundled package.

We are assuming that you are using an R project to work in your package. In this way, R's working directory is actually the directory of your project. Here's the `devtools` commands you should use:

```
library(devtools)

# creating documentation (i.e. the Rd files in man/)
devtools::document()

# checking documentation
devtools::check_man()

# building tarball (e.g. oski_0.1.tar.gz)
devtools::build()

# checking install
devtools::install()
```

Including tests for your functions

There are various packages in R that allow you to include unit tests. One of them is the package "testthat".

R package "testthat"

"testthat" is one of the packages in R that helps you write tests for your functions. One of the main references is the paper *testthat: Get Started with Testing* by Hadley Wickham (see link below). This paper clearly describes the philosophy and workflow of "testthat". But keep in mind that since the introduction of the package, many more functions have been added to it, and some have been deprecated.

https://journal.r-project.org/archive/2011-1/RJournal_2011-1_Wickham.pdf

More technical information on tests for a package is here:

<http://r-pkgs.had.co.nz/tests.html>

About "testthat"

- "testthat" provides a testing framework for R that is easy to learn and use
- "testthat" has a hierarchical structure made up of:
 - expectations
 - tests
 - contexts
- A **context** involves **tests** formed by groups of **expectations**
- Each structure has associated functions:
 - `expect_that()` for expectations (see table below)
 - `test_that()` for groups of tests
 - `context()` for contexts

List of common expectation functions

Function	Description
<code>expect_true(x)</code>	expects that <code>x</code> is <code>TRUE</code>
<code>expect_false(x)</code>	expects that <code>x</code> is <code>FALSE</code>
<code>expect_null(x)</code>	expects that <code>x</code> is <code>NULL</code>
<code>expect_type(x)</code>	expects that <code>x</code> is of type <code>y</code>
<code>expect_is(x, y)</code>	expects that <code>x</code> is of class <code>y</code>
<code>expect_length(x, y)</code>	expects that <code>x</code> is of length <code>y</code>
<code>expect_equal(x, y)</code>	expects that <code>x</code> is equal to <code>y</code>
<code>expect_equivalent(x, y)</code>	expects that <code>x</code> is equivalent to <code>y</code>
<code>expect_identical(x, y)</code>	expects that <code>x</code> is identical to <code>y</code>
<code>expect_lt(x, y)</code>	expects that <code>x</code> is less than <code>y</code>
<code>expect_gt(x, y)</code>	expects that <code>x</code> is greater than <code>y</code>
<code>expect_lte(x, y)</code>	expects that <code>x</code> is less than or equal to <code>y</code>
<code>expect_gte(x, y)</code>	expects that <code>x</code> is greater than or equal to <code>y</code>
<code>expect_named(x)</code>	expects that <code>x</code> has names <code>y</code>
<code>expect_matches(x, y)</code>	expects that <code>x</code> matches <code>y</code> (regex)
<code>expect_message(x, y)</code>	expects that <code>x</code> gives message <code>y</code>
<code>expect_warning(x, y)</code>	expects that <code>x</code> gives warning <code>y</code>
<code>expect_error(x, y)</code>	expects that <code>x</code> throws error <code>y</code>

Tests for an R package

- In the directory of the package, create a folder **"tests"**
- Inside the folder **tests/** create another folder **"testthat"**; this is where you include R scripts containing the unit tests.
- All the script files inside **testthat/** should start with the name **test** e.g. **test-coin.R**, **test-flip.R**, **test-toss.R**, etc.
- Inside the folder **testthat/**, create an R script **test-check-coin.R**

Your Turn

Let's modify the code of `coin()`, in the file `coin.R`, by including a couple of auxiliary checking functions: `check_sides()` and `check_prob()`:

```
coin <- function(sides = c("heads", "tails"), prob = c(0.5, 0.5)) {  
  check_sides(sides)  
  check_prob(prob)  
  
  object <- list(  
    sides = sides,  
    prob = prob)  
}
```

```

class(object) <- "coin"
object
}

# private function to check vector of sides
check_sides <- function(sides) {
  if (length(sides) != 2) {
    stop("\n'prob' must be a vector of length 2")
  }
  if (!is.numeric(sides) & !is.character(sides)) {
    stop("\n'sides' must be a character or numeric vector")
  }
  TRUE
}

# private function to check vector of probabilities
check_prob <- function(prob) {
  if (length(prob) != 2 | !is.numeric(prob)) {
    stop("\n'prob' must be a numeric vector of length 2")
  }
  if (any(is.na(prob))) {
    stop("\n'prob' cannot contain missing values")
  }
  if (any(prob < 0) | any(prob > 1)) {
    stop("\n'prob' values must be between 0 and 1")
  }
  if (sum(prob) != 1) {
    stop("\nelements in 'prob' must add up to 1")
  }
  TRUE
}

```

Tests

The idea is to write tests for `check_sides()`, `check_prob()`, and `coin()`.

- Go to the `tests/testthat/` folder and open the `test-check-coin.R` file
- use `context()` to describe what the test are about
- to run the tests from the R console, use the function `test_file()`
- Give a `context()` to describe what the test are about.
- You typically group various related tests in one context; e.g. a context for *coin arguments*
- In a given context, you form groups of expectations inside calls to `test_that()`
- For example, you can expect that `check_sides()` returns `TRUE` if the value of `sides` is of length 2.

- Likewise, you can expect an error from `check_sides()` if the values of `sides` is of length different than 2:

```
context("Coin arguments")

test_that("check_sides with ok vectors", {

  expect_true(check_sides(c('heads', 'tails')))
})

test_that("check_sides fails with invalid lengths", {

  expect_error(check_sides(c('one', 'two', 'three')))
  expect_error(check_sides(c('one')))
})
```

To run the tests, you use the "devtools" function `test()`. This means that your typical packaging workflow will look like this:

```
library(devtools)

# creating documentation (i.e. the Rd files in man/)
devtools::document()

# checking documentation
devtools::check_man()

# running tests
devtools::test()

# building tarball (e.g. oski_0.1.tar.gz)
devtools::build()

# checking install
devtools::install()
```

Vignettes

Another element to consider adding to a package is a vignette. A vignette is supporting material—usually in the form of a tutorial—that describes how to use the main functions of the package.

<http://r-pkgs.had.co.nz/vignettes.html>

To create your first vignette with "devtools", run:

```
devtools::use_vignette("my-vignette")
```

This will:

1. Create a `vignettes/` directory.
2. Add the necessary dependencies to DESCRIPTION (i.e. it adds `knitr` to the `Suggests` and `VignetteBuilder` fields).
3. Make a draft vignette, `vignettes/my-vignette.Rmd`.

Once you have this file, you need to modify the vignette. After editing the vignette, your expanded workflow will be like this:

```
library(devtools)

# creating documentation (i.e. the Rd files in man/)
devtools::document()

# checking documentation
devtools::check_man()

# run tests
devtools::test()

# checking documentation
devtools::build_vignettes()

# building tarball (e.g. oski_0.1.tar.gz)
devtools::build()

# checking install
devtools::install()
```