# man/

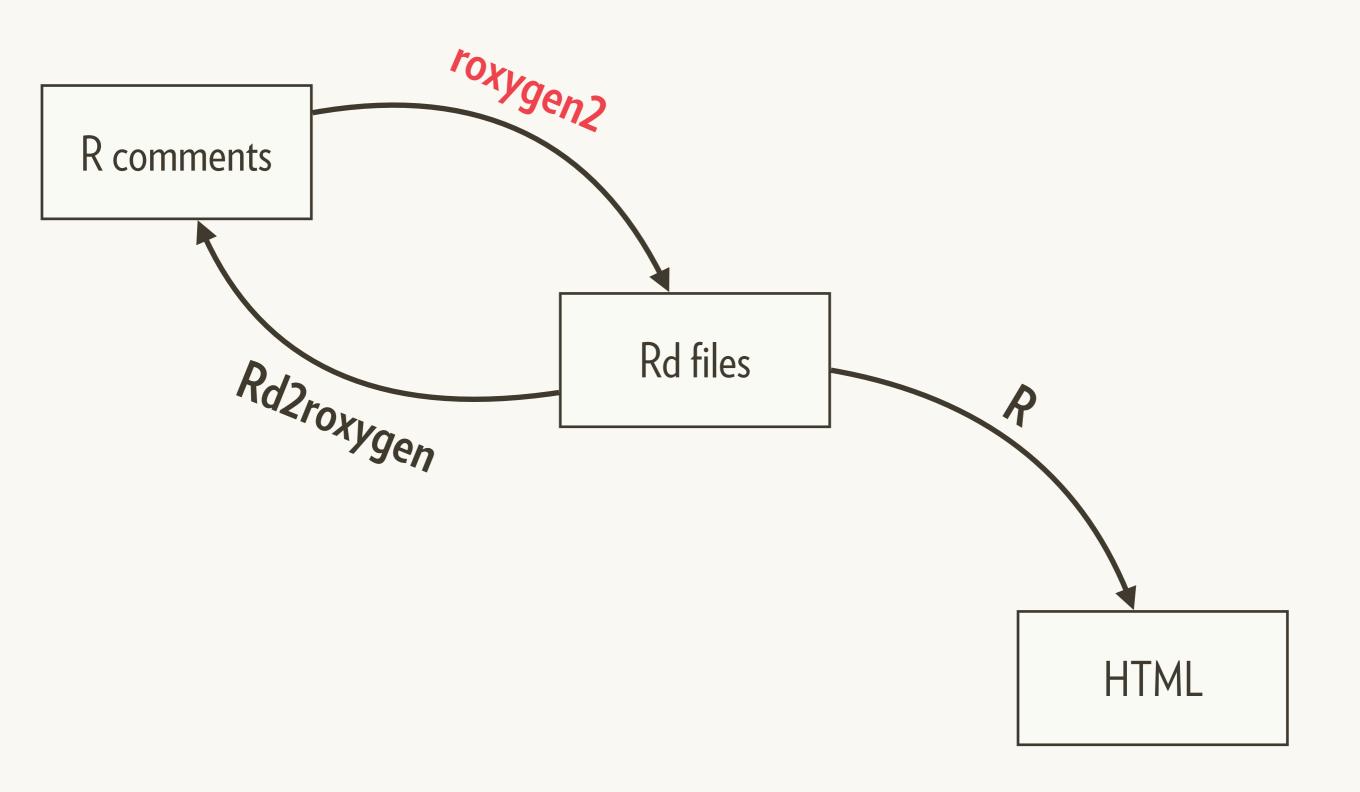
September 2016

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## Roxygen2



http://r-pkgs.had.co.nz/man.html

#### Raw R comments

```
Make a discrete random vaiable.
# '
  @param x a numberic vector giving the values of the random vaiable.
   @param probs optional, a numeric vector giving the proabilities
# '
     corresponding to each x value. If not specific, assumes all outcomes
# '
     are equally likely
#'@export
#' @return An S3 objct of class rv.
  @examples
#' dice <- rv(1:6)
#' P(dice > 3)
   E(dice)
#' P(dice > dice + 1
rv <- function(x, probs = NULL) {</pre>
```

#### Raw R comments

```
Make a discrete random vaiable.
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   dice <- rv(1:6)
   P(dice > 3)
   E(dice)
   P(dice > dice + 1
   <- function(x, probs = NULL) {
```

### Generated Rd file

```
\name{rv}
\alias{rv}
\title{Make a discrete random vaiable.}
\usage{
rv(x, probs = NULL)
\arguments{
  \item{x}{a numberic vector giving the values of the
  random vaiable.}
  \item{probs}{optional, a numeric vector giving the
  proabilities corresponding to each x value. If not
  specific, assumes all outcomes are equally likely}
\value{
An S3 objct of class rv.
}
\description{
Make a discrete random vaiable.
\examples{
dice <- rv(1:6)
P(dice > 3)
E(dice)
P(dice > dice + 1
```

rv {rv2}

#### Make a discrete random vaiable.

## HTML preview in

#### **RStudio**

#### Description

Make a discrete random vaiable.

#### **Usage**

```
rv(x, probs = NULL)
```

#### **Arguments**

x a numberic vector giving the values of the random vaiable.

probs optional, a numeric vector giving the proabilities corresponding to each x value. If not specific, assumes all outcomes are equally likely

#### **Value**

An S3 objet of class rv.

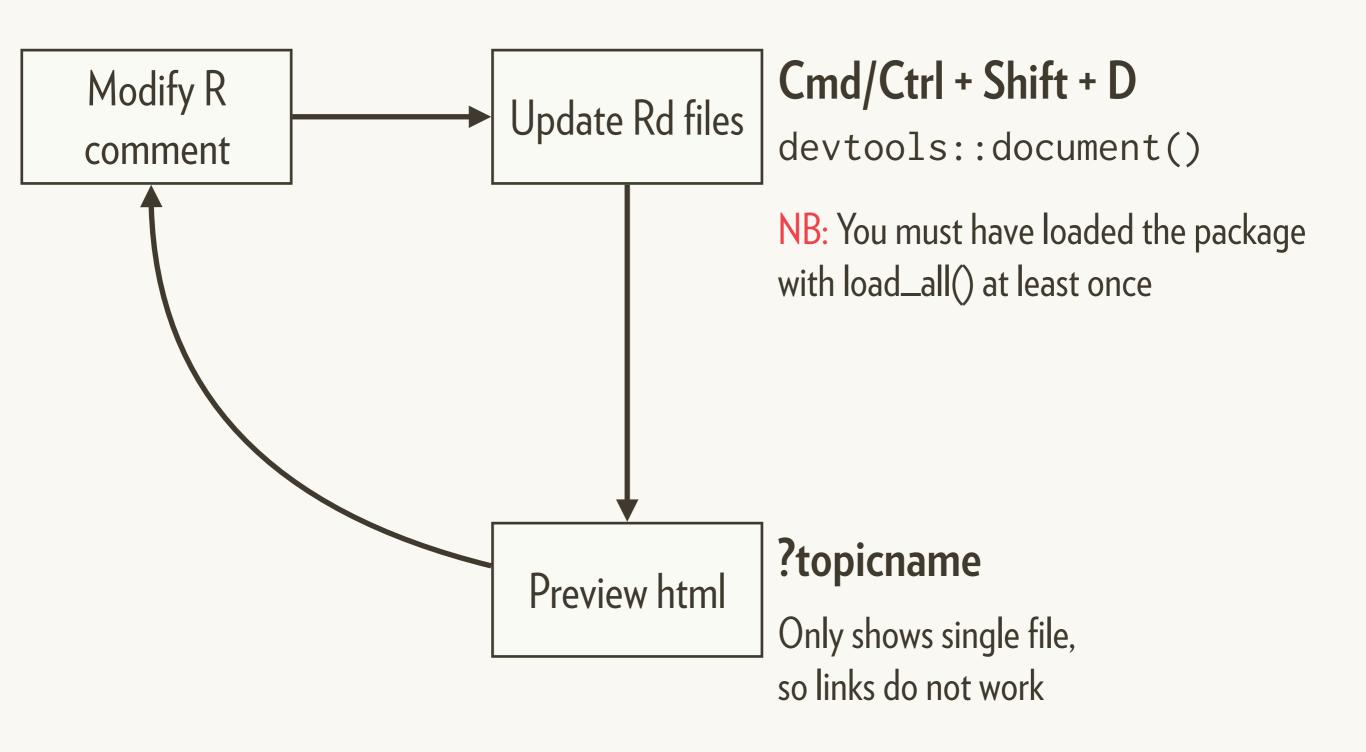
#### **Examples**

```
dice <- rv(1:6)
P(dice > 3)
E(dice)
P(dice > dice + 1
```

Change working directory/project to:

## [document-me]

## Documentation workflow



## Modify the comments

```
Make a discrete random vaiable.
#'
  @param x a numberic vector giving the values of the random vaiable.
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     corresponding to each x value. If not specific, assumes all outcomes
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#' P(dice > dice + 1
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```

## Cmd/Ctrl + Shift + D

```
\name{rv}
\alias{rv}
\title{Make a discrete random vaiable.}
\usage{
rv(x, probs = NULL)
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Make a discrete random vaiable.
\examples{
dice <- rv(1:6)
P(dice > 3)
E(dice)
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```



```
rv.Rd ▼ Find in Topic
```

rv {rv2}

R Documentation

#### Make a discrete random vaiable.

#### **Description**

Make a discrete random vaiable.

#### Usage

```
rv(x, probs = NULL)
```

#### **Arguments**

x a numberic vector giving the values of the random vaiable.

probs optional, a numeric vector giving the proabilities corresponding to each x value. If not specific, assumes all outcomes are equally likely

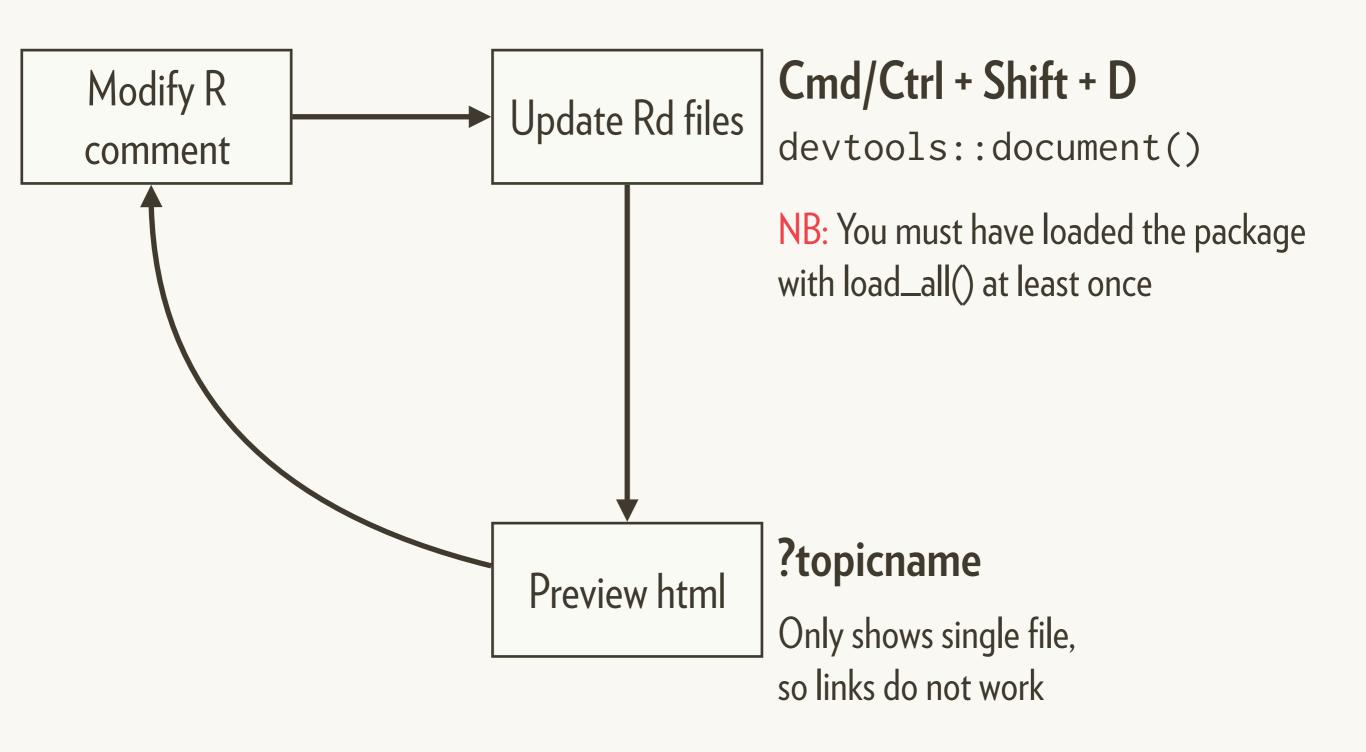
#### **Value**

An S3 objet of class rv.

#### **Examples**

```
dice <- rv(1:6)
P(dice > 3)
E(dice)
```

## Documentation workflow



### Your turn

Fix the typos in the documentation for rv.

Run the documentation workflow to check your work

## Roxygen tags

## The description block

#### First sentence is the **title**

```
#' Sum of vector elements.
#'

#' \code{sum} returns the sum of all the values present in its arguments.
#'

#' This is a generic function: methods can be defined for it directly or via the
#' \code{\link{Summary}} group generic. For this to work properly, the arguments
#' \code{...} should be unnamed, and dispatch is on the first argument.
```

Everything else is the **details** 

R: Sum of Vector Elements

First sentence is the **title** 

R Documentation

#### Sum of Vector Elements

#### **Description**

sum returns the sum of all the values present in its arguments.

Next paragraph is the **description** 

#### Usage

```
sum(..., na.rm = FALSE)
```

#### **Arguments**

numeric or complex or logical vectors.

na.rm logical. Should missing values (including NaN) be removed?

#### **Details**

Everything else is the **details** 

ectly or via the <u>Summary</u> group ld be unnamed, and dispatch is

If narm is FAT.SE an NA or NaN value in any of the arguments will cause a value of NA or

## There are five tags you'll for most functions

Tag	Purpose		
@param arg	Describe inputs		
@examples	Show how the function works		
@seealso	Pointers to related functions		
@return	Describe outputs (value)		
@export	We'll learn about this later		

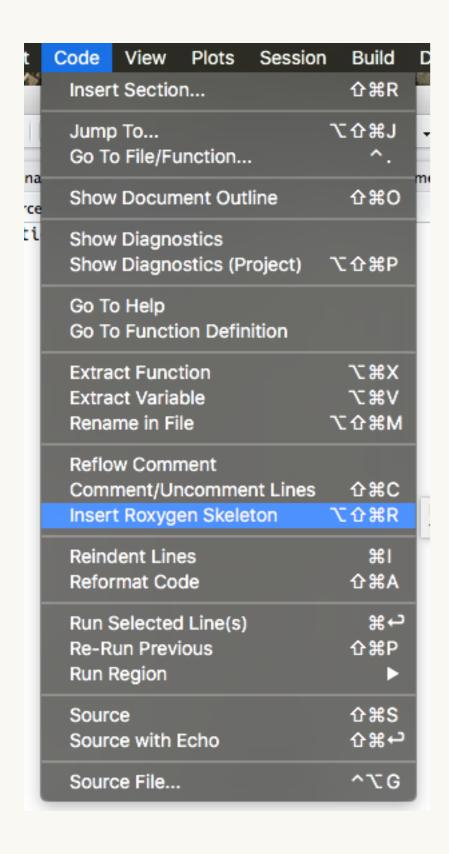
## Your turn

Document P().

## Here's my attempt

```
Compute the probability that an event occurs.
#'
  @param x an event. An event is a special type of discrete random variable
#'
     that only has two outcomes: \code{TRUE} or \code{FALSE}. It is usually
# '
     created by applying a comparison operator to a random variable.
  @return a probability (numeric vector of length 1) between 0 and 1.
  @export
#'@examples
\#' wheel <- rv(1:20)
\#' P(wheel > 10)
#' P(wheel %% 2 == 0)
P <- function(x) {
  stopifnot(is.logical(x), is.rv(x))
 sum(probs(x)[x])
```

## RStudio helps you remember





```
#' Title
# '
   @param x
   @param y
   @param z
#'
   @return
   @export
# '
#' @examples
fun <- function(x, y, z) {</pre>
```

## Text formatting

## Rd uses a special language for text formatting

Tag	Purpose		
	Inline R code		
	Inline equation (standard latex)		
	Italic text		
	Bold text		

```
#' A bulleted list:
#' \itemize{
#' \item First item
#' \item Second item
#' }
#' An ordered list:
#' \enumerate{
#' \item First item
#' \item Second item
#'}
```

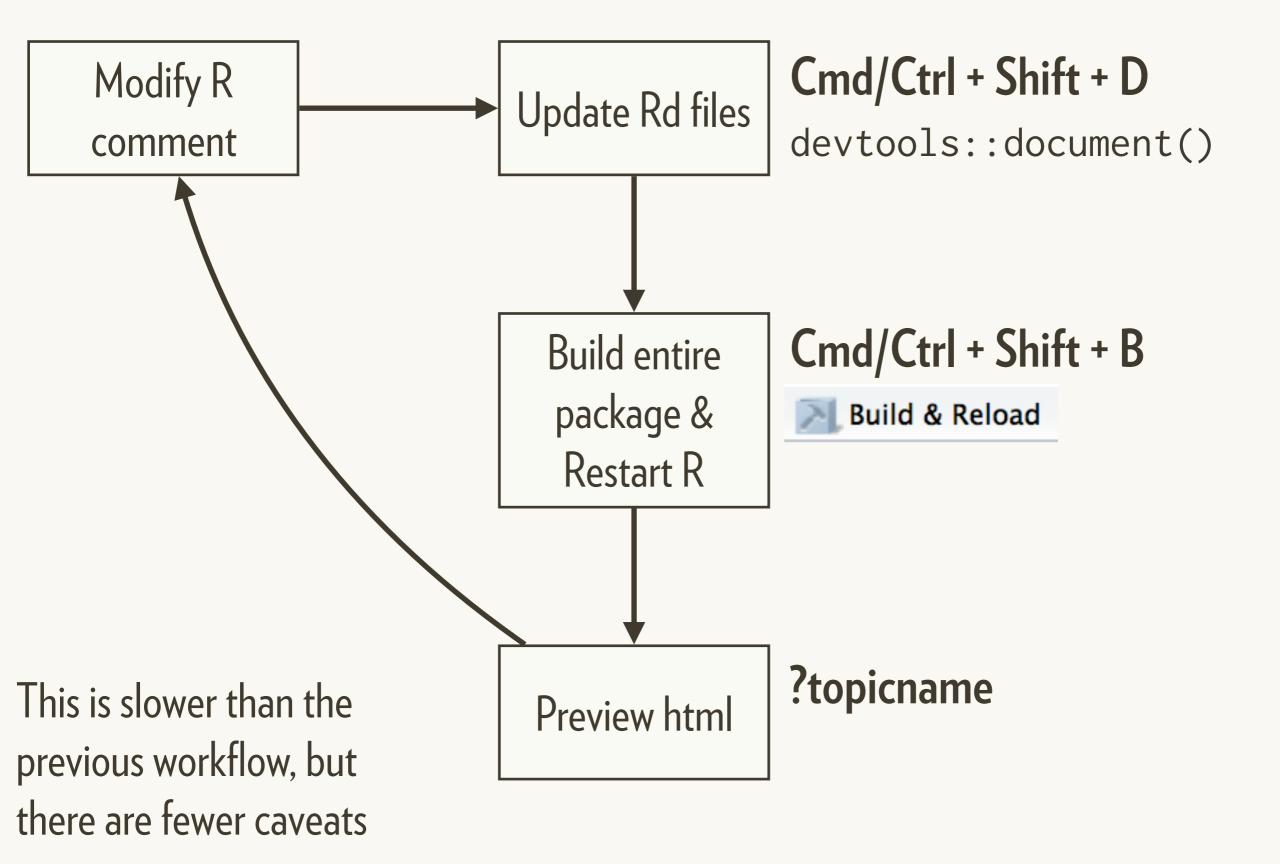
## Your turn

Make a bulleted list with bold, italic, and code items.

## Links need commands and a new workflow

Tag	Purpose		
\link{foo}	Link to foo in current package		
\link[bar]{foo}	Link to foo in package bar		
\url{http://rstudio.com}	Link to website		
\href{http://rstudio.com}{Rstudio}	Link to website with custom text		
\email{hadley@rstudio.com}	Email address		

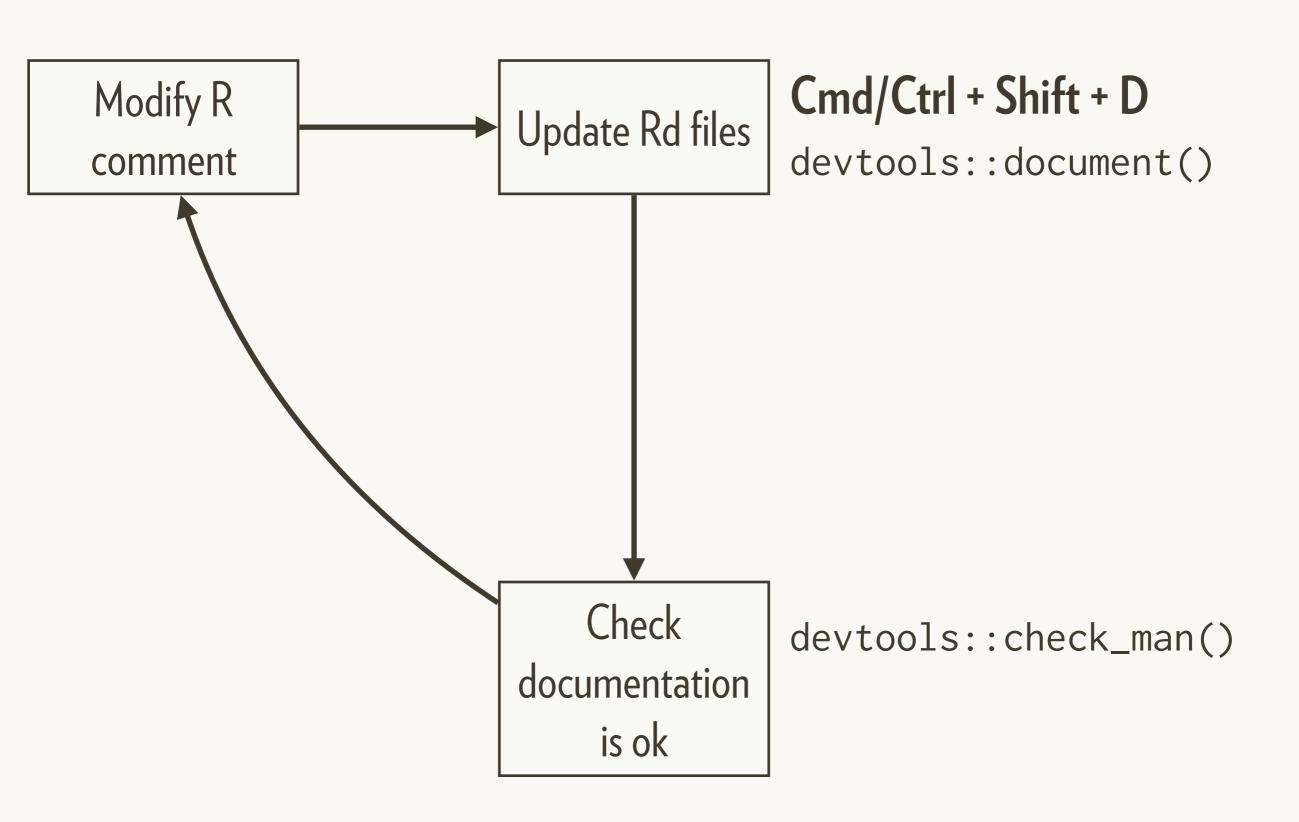
## Documentation workflow 2



## Your turn

Add a see also section (@seealso) to the documentation for rv() that points to the most important functions.

## Documentation workflow 3



### Your turn

Run devtools::check\_man() and document() and iterate until all problems are fixed. (check\_man() returns nothing when OK)

## Read online about how to document other objects

## Data

http://r-pkgs.had.co.nz/data.html#documenting-data

## Classes & methods

http://r-pkgs.had.co.nz/man.html#man-classes

## Packages

http://r-pkgs.had.co.nz/man.html#man-packages

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