Package 'ztype'

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Type Package

Title Run a Ztype Game Loaded with R Functions
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Description How fast can you type R functions on your keyboard? Find out by running a 'zty.pe' game: export R functions as instructions to type to destroy opponents vessels.
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gen_game

gen_game

Description

generate a ZType game by puhsing a set of levels on the website.

Usage

```
gen_game(set_of_levels, open = FALSE)
```

Arguments

```
set_of_levels the set of levels to use open booleen open browser
```

Examples

```
## Not run:
require(ztype)
require(magrittr)
c("dplyr","ggplot2","lubridate") %>% gen_set_of_words() %>%
gen_set_of_levels(10) %>%
gen_game() %>% browseURL()
## End(Not run)
```

```
gen_set_of_levels
```

gen_set_of_levels

Description

generate a set of levels with increasing difficulty

Usage

```
gen_set_of_levels(set_of_words, nb = 25)
```

Arguments

```
set_of_words a sorted vector of the collection of words to use
```

nb the number of levels to generate

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Examples

```
require(ztype)
require(magrittr)
c("dplyr","ggplot2","lubridate") %>% gen_set_of_words() %>%
gen_set_of_levels(10) %>% cat()
```

gen_set_of_words

gen_set_of_words

Description

extracts all function names from a given list of packages

Usage

```
gen_set_of_words(packages)
```

Arguments

packages

character vector. package(s) to parse and extract function names from

Value

a character vector

Examples

```
## Not run:
require(ztype)
require(magrittr)
c("dplyr", "ggplot2", "lubridate") %>% gen_set_of_words()
## End(Not run)
```

level

level

Description

generates a collection of words to build a ZType game level

Usage

```
level(set_of_words, quantity, difficulty)
```

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Arguments

set_of_words a sorted vector of the collection of words to use quantity an integer the number of words to pick in difficulty an integer reflecting the level's difficulty

Examples

```
require(ztype)
require(magrittr)
c("dplyr","ggplot2","lubridate") %>% gen_set_of_words() %>% level(10,50)
```

ztype

ztype

Description

How fast can you type R functions on your keyboard? Find out by running a 'zty.pe' game: export R functions as instructions to type to destroy opponents vessels.

launch a ZType game using function names of R packages

Usage

```
ztype(packages = c("dplyr", "ggplot2", "lubridate"), nb = 25)
```

Arguments

packages a vector containing installed packages from which extract function names

nb number of levels to design in the ZType game

Examples

```
## Not run:
require(ztype)
require(magrittr)
ztype() # dplyr, ggplot2 and lubridate
c("lubridate") %>% ztype()

## End(Not run)

## Not run:
require(ztype)
require(magrittr)
ztype()# dplyr, ggplot2 and lubridate
```

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```
c("lubridate") %>% ztype()
## End(Not run)
```

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