Package 'teal.code'

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Type Package

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Description Introduction of 'qenv' S4 class, that facilitates code execution and reproducibility in 'teal' applications.

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BugReports https://github.com/insightsengineering/teal.code/issues

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Contents

`c.qenv` *Join* `qenv` *objects*

Description

[Deprecated] Instead of `join()` use `c()`.

Usage

```
## S3 method for class 'qenv'
c(...)

## S3 method for class 'qenv.error'
c(...)

join(...)
```

Arguments

...	function is deprecated.

Examples

```
q <- qenv()
q1 <- within(q, {
  iris1 <- iris
  mtcars1 <- mtcars
})
q1 <- within(q1, iris2 <- iris)
q2 <- within(q1, mtcars2 <- mtcars)
qq <- c(q1, q2)
cat(get_code(qq))
```

---

concat *Concatenate two* qenv *objects*

Description

Combine two qenv objects by simple concatenate their environments and the code.

Usage

```
concat(x, y)
```

Arguments

x	(qenv)
y	(qenv)

Details

We recommend to use the `join` method to have a stricter control in case `x` and `y` contain duplicated bindings and code. RHS argument content has priority over the LHS one.

Value

qenv object.

Examples

```
q <- qenv()
q1 <- eval_code(q, expression(iris1 <- iris, mtcars1 <- mtcars))
q2 <- q1
q1 <- eval_code(q1, "iris2 <- iris")
q2 <- eval_code(q2, "mtcars2 <- mtcars")
qq <- concat(q1, q2)
get_code(qq)
```

---

dev_suppress *Suppresses plot display in the IDE by opening a PDF graphics device*

Description

This function opens a PDF graphics device using grDevices::pdf to suppress the plot display in the IDE. The purpose of this function is to avoid opening graphic devices directly in the IDE.

Usage

```
dev_suppress(x)
```

Arguments

x	lazy binding which generates the plot(s)

Details

The function uses base::on.exit to ensure that the PDF graphics device is closed (using grDevices::dev.off) when the function exits, regardless of whether it exits normally or due to an error. This is necessary to clean up the graphics device properly and avoid any potential issues.

Value

No return value, called for side effects.

Examples

```
dev_suppress(plot(1:10))
```

eval_code *Evaluate code in* qenv

Description

Evaluate code in qenv

Usage

```
eval_code(object, code, ...)
```

Arguments

object	(qenv)
code	(character, language or expression) code to evaluate. It is possible to preserve original formatting of the code by providing a character or an expression being a result of parse(keep.source = TRUE).
...	(dots) additional arguments passed to future methods.

Details

eval_code() evaluates given code in the qenv environment and appends it to the code slot. Thus, if the qenv had been instantiated empty, contents of the environment are always a result of the stored code.

Value

qenv environment with code/expr evaluated or qenv.error if evaluation fails.

See Also

within.qenv

Examples

```
# evaluate code in qenv
q <- qenv()
q <- eval_code(q, "a <- 1")
q <- eval_code(q, "b <- 2L # with comment")
q <- eval_code(q, quote(library(checkmate)))
q <- eval_code(q, expression(assert_number(a)))
```

get_code *Get code from* qenv

Description

Retrieves the code stored in the qenv.

Usage

```
get_code(object, deparse = TRUE, names = NULL, ...)
```

Arguments

object	(qenv)
deparse	(logical(1)) flag specifying whether to return code as character or expression.
names	(character) **[Experimental]** vector of object names to return the code for. For more details see the "Extracting dataset-specific code" section.
...	internal usage, please ignore.

Value

The code used in the qenv in the form specified by deparse.

Extracting dataset-specific code

get_code(object, names) limits the returned code to contain only those lines needed to *create* the requested objects. The code stored in the qenv is analyzed statically to determine which lines the objects of interest depend upon. The analysis works well when objects are created with standard infix assignment operators (see ?assignOps) but it can fail in some situations.

Consider the following examples:

Case 1: Usual assignments.

```
q1 <-
  within(qenv(), {
    foo <- function(x) {
      x + 1
    }
    x <- 0
    y <- foo(x)
  })
get_code(q1, names = "y")
```

x has no dependencies, so get_code(data, names = "x") will return only the second call.
y depends on x and foo, so get_code(data, names = "y") will contain all three calls.

Case 2: Some objects are created by a function's side effects.

```
q2 <-
  within(qenv(){
    foo <- function() {
      x <<- x + 1
    }
    x <- 0
    foo()
    y <- x
  })
get_code(q2, names = "y")
```

Here, `y` depends on `x` but `x` is modified by `foo` as a side effect (not by reassignment) and so `get_code(data, names = "y")` will not return the `foo()` call.
To overcome this limitation, code dependencies can be specified manually. Lines where side effects occur can be flagged by adding "`# @linksto <object name>`" at the end.
Note that `within` evaluates code passed to `expr` as is and comments are ignored. In order to include comments in code one must use the `eval_code` function instead.

```
q3 <-
  eval_code(qenv(), "
    foo <- function() {
      x <<- x + 1
    }
    x <- 0
    foo() # @linksto x
    y <- x
  ")
get_code(q3, names = "y")
```

Now the `foo()` call will be properly included in the code required to recreate `y`.

Note that two functions that create objects as side effects, `assign` and `data`, are handled automatically.

Here are known cases where manual tagging is necessary:

- non-standard assignment operators, *e.g.* `%<>%`
- objects used as conditions in `if` statements: `if (<condition>)`
- objects used to iterate over in `for` loops: `for(i in <sequence>)`
- creating and evaluating language objects, *e.g.* `eval(<call>)`

Examples

```
# retrieve code
q <- within(qenv(), {
  a <- 1
  b <- 2
})
get_code(q)
get_code(q, deparse = FALSE)
```

```
get_code(q, names = "a")

q <- qenv()
q <- eval_code(q, code = c("a <- 1", "b <- 2"))
get_code(q, names = "a")
```

---

get_env *Access environment included in* qenv

Description

The access of environment included in the qenv that contains all data objects.

Usage

```
get_env(object)
```

Arguments

object	(qenv).

Value

An environment stored in qenv with all data objects.

Examples

```
q <- qenv()
q1 <- within(q, {
  a <- 5
  b <- data.frame(x = 1:10)
})
get_env(q1)
```

---

get_messages *Get messages from* qenv *object*

Description

Retrieve all messages raised during code evaluation in a qenv.

Usage

```
get_messages(object)
```

Arguments

object	(qenv)

Value

character containing warning information or NULL if no messages.

Examples

```
data_q <- qenv()
data_q <- eval_code(data_q, "iris_data <- iris")
warning_qenv <- eval_code(
  data_q,
  bquote(p <- hist(iris_data[, .("Sepal.Length")], ff = ""))
)
cat(get_messages(warning_qenv))
```

---

get_outputs *Get outputs*

Description

[Experimental]

eval_code evaluates code silently so plots and prints don't show up in the console or graphic devices. If one wants to use an output outside of the qenv (e.g. use a graph in renderPlot) then use get_outputs.

Usage

```
get_outputs(object)
```

Arguments

object	(qenv)

Value

list of outputs generated in a 'qenv"

Examples

```
q <- eval_code(
  qenv(),
  quote({
    a <- 1
    print("I'm an output")
    plot(1)
```

```
  })
)
get_outputs(q)
```

`get_var` *Get object from* qenv

Description

[Deprecated] Instead of `get_var()` use native R operators/functions: `x[[name]]`, `x$name` or `get()`:

Usage

```
get_var(...)

## S3 method for class 'qenv.error'
x[[i]]
```

Arguments

`...`	function is deprecated.
`x`	(qenv)
`i`	(`character(1)`) variable name.

`get_warnings` *Get warnings from* qenv *object*

Description

Retrieve all warnings raised during code evaluation in a qenv.

Usage

```
get_warnings(object)
```

Arguments

`object`	(qenv)

Value

`character` containing warning information or `NULL` if no warnings.

Examples

```
data_q <- qenv()
data_q <- eval_code(data_q, "iris_data <- iris")
warning_qenv <- eval_code(
  data_q,
  bquote(p <- hist(iris_data[, .("Sepal.Length")], ff = ""))
)
cat(get_warnings(warning_qenv))
```

---

qenv *Instantiates a* qenv *environment*

Description

[Stable]

Instantiates a qenv environment.

Usage

```
qenv()
```

Details

qenv class has following characteristics:

- It inherits from the environment and methods such as `$`, `get()`, `ls()`, `as.list()`, `parent.env()` work out of the box.
- qenv is a locked environment, and data modification is only possible through the `eval_code()` and `within.qenv()` functions.
- It stores metadata about the code used to create the data (see `get_code()`).
- It supports slicing (see `subset-qenv`)
- It is immutable which means that each code evaluation does not modify the original qenv environment directly. See the following code:

```
q1 <- qenv()
q2 <- eval_code(q1, "a <- 1")
identical(q1, q2) # FALSE
```

Value

qenv environment.

See Also

`eval_code()`, `get_var()`, `subset-qenv`, `get_env()`,`get_warnings()`, `join()`, `concat()`

Examples

```
q <- qenv()
q2 <- within(q, a <- 1)
ls(q2)
q2$a
```

---

show,qenv-method *Display* qenv *object*

Description

Prints the qenv object.

Usage

```
## S4 method for signature 'qenv'
show(object)
```

Arguments

object	(qenv)

Value

object, invisibly.

Examples

```
q <- qenv()
q1 <- eval_code(q, expression(a <- 5, b <- data.frame(x = 1:10)))
q1
```

---

subset-qenv *Subsets* qenv

Description

Subsets qenv environment and limits the code to the necessary needed to build limited objects.

Usage

```
## S3 method for class 'qenv'
x[names, ...]
```

Arguments

x	(qenv)
names	(character) names of objects included in qenv to subset. Names not present in qenv are skipped.
...	internal usage, please ignore.

Examples

```
q <- qenv()
q <- eval_code(q, "a <- 1;b<-2")
q["a"]
q[c("a", "b")]
```

---

within.qenv *Evaluate code in* qenv

Description

Evaluate code in qenv

Usage

```
## S3 method for class 'qenv'
within(data, expr, ...)
```

Arguments

data	(qenv)
expr	(expression) to evaluate. Must be inline code, see Using language objects...
...	named argument value will substitute a symbol in the expr matched by the name. For practical usage see Examples section below.

Details

within() is a convenience method that wraps eval_code to provide a simplified way of passing expression. within accepts only inline expressions (both simple and compound) and allows to substitute expr with ... named argument values.

Using language objects with within

Passing language objects to expr is generally not intended but can be achieved with do.call. Only single expressions will work and substitution is not available. See examples.

Examples

```
# evaluate code using within
q <- qenv()
q <- within(q, {
  i <- iris
})
q <- within(q, {
  m <- mtcars
  f <- faithful
})
q
get_code(q)

# inject values into code
q <- qenv()
q <- within(q, i <- iris)
within(q, print(dim(subset(i, Species == "virginica"))))
within(q, print(dim(subset(i, Species == species)))) # fails
within(q, print(dim(subset(i, Species == species))), species = "versicolor")
species_external <- "versicolor"
within(q, print(dim(subset(i, Species == species))), species = species_external)

# pass language objects
expr <- expression(i <- iris, m <- mtcars)
within(q, expr) # fails
do.call(within, list(q, expr))

exprlist <- list(expression(i <- iris), expression(m <- mtcars))
within(q, exprlist) # fails
do.call(within, list(q, do.call(c, exprlist)))
```

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