Package: ehelp (via r-universe)

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Title Enhanced Help to Enable ``Docstring"-Comments in Users Functions

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Description By overloading the R help() function, this package allows users to use ``docstring" style comments within their own defined functions. The package also provides additional functions to mimic the R basic example() function and the prototyping of packages.

URL https://github.com/mponce0/eHelp

BugReports https://github.com/mponce0/eHelp/issues

License GPL (>=2)

Encoding UTF-8

LazyData true

RoxygenNote 7.1.0

Suggests testthat (>= 2.1.0), knitr, rmarkdown, crayon

VignetteBuilder knitr

Repository https://mponce0.r-universe.dev

RemoteUrl https://github.com/mponce0/ehelp

RemoteRef HEAD

RemoteSha 5619511010b1b69f5c4985a148709daac4aadeff

Contents

help *Wrapper Help Function*

Description

This function is a wrapper around the R's system help() function. It allows the user to include docstring styles documentation and displayed it as help or information to the users using the help() command.

Usage

```
help(
  topic,
  package = NULL,
  lib.loc = NULL,
  verbose = getOption("verbose"),
  try.all.packages = getOption("help.try.all.packages"),
  help_type = getOption("help_type")
)
```

Arguments

topic	topic/or/function name to search for
package	package where to search
lib.loc	location of R libraries
verbose	for diplaying the filename
try.all.packages	attempt to go trough all installed packages
help_type	format of the displayed help (text,html, or pdf)

Details

Parameters are the same as in utils::help, see help(help,package='utils') for further details.

Examples

```
compute3Dveloc <- function(x,y,z,t){
#' @fnName compute3Dveloc
#' this function computes the velocity of an object in a 3D space
#' @param x  vector of positions in the x-axis
#' @param y  vector of positions in the y-axis
#' @param z  vector of positions in the z-axis
#' @param t  time vector corresponding to the position vector

   # number of elements in vectors
   n <- length(t)
   # compute delta_t
```

```
   delta_t <- t[2:n]-t[1:n-1]
   # compute delta_x
   delta_x <- x[2:n]-x[1:n-1]
   # compute delta_y
   delta_y <- y[2:n]-y[1:n-1]
   # compute delta_z
   delta_z <- z[2:n]-z[1:n-1]
   # do actual computation of velocity...
   veloc3D <- list(delta_x/delta_t, delta_y/delta_t, delta_z/delta_t)
   # return value
   return(veloc3D)
}

help(compute3Dveloc)
```

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