Package ‘ThreeWiseMonkeys’

April 22, 2020

Title  The Japanese Pictorial Maxim "See No Evil, Hear No Evil, Speak No Evil"

Version  0.1.0

Description  Does nothing useful, but perhaps does that nothing in an entertaining or informative fashion.

Imports  tuneR, stringr

License  MIT + file LICENSE

Encoding  UTF-8

LazyData  true

RoxygenNote  7.1.0

Suggests  testthat (>= 2.1.0)

NeedsCompilation  no

Author  Greg Pilgrim [aut, cre] (<https://orcid.org/0000-0001-7831-442X>), Caitlin Baldwin [ctb]

Maintainer  Greg Pilgrim <gpilgrim2670@gmail.com>

Repository  CRAN

Date/Publication  2020-04-22 16:24:10 UTC

R topics documented:

Hear ................................................................. 2
See ................................................................. 2
Speak ............................................................... 3

Index  4
Hear

**hearno evil**

Description

A function that will only "hear" an input containing variants on the string "no evil". ‘Hear’ is not case sensitive and will remove punctuation so "no Evil" and "nO-eVil" will also be heard. ‘Hear’ is also sensitive to value names so passing an object 'no_evil <- "asdf"' containing any arbitrary strings will also be heard. Anything that is not specifically "no evil" or some acceptable variant is assumed to be evil and will not be heard.

Usage

Hear(x)

Arguments

x an input

Value

The string "No Evil.".

Author(s)

Greg Pilgrim <gpilgrim2670@gmail.com>

Examples

Hear(1)
Hear("No Evil")
no_evil <- "good stuff"
Hear(no_evil)
evil <- "good stuff"
Hear(evil)
Hear(NA)

See

See No Evil

Description

Allows the user to see no evil - specifically a plot containing the text "No evil.". Fun for the whole family.

Usage

See(...)
Speak

Arguments

... an input, doesn’t matter, isn’t used

Value

A plot depicting "No evil.".

Author(s)

Greg Pilgrim <gpilgrim2670@gmail.com>

Examples

See()

```
Speak

```
speak no evil

---

Description

Plays an audioclip of the words "No evil". On Windows and Linux machines the function should directly call the system default player of .wav files. On Mac machines it might be necessary to set the default with something like tuneR::setWavPlayer("/Applications/QuickTime Player.app'/Contents/MacOS/QuickTime Player'").

Usage

Speak(...)

Arguments

... an input, doesn’t matter, isn’t used

Value

Plays an audio clip of the words "No Evil.".

Author(s)

Greg Pilgrim <gpilgrim2670@gmail.com>

Examples

```r
## Not run:
Speak()

## End(Not run)
```
Index

Hear, 2

See, 2

Speak, 3