Package ‘container’

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R topics documented:

add ................................................................. 3
addleft ............................................................. 4
at ................................................................. 5
R topics documented:

at2 .................................................. 6
clear .................................................. 8
clone .................................................. 9
Container .......................................... 10
ContainerS3 ....................................... 17
container_options ................................. 24
count ................................................. 25
delete ............................................... 26
delete_at ......................................... 27
deprecated ......................................... 28
Deque ............................................... 29
DequeS3 ........................................... 31
Dict .................................................. 33
dict.table ......................................... 37
DictS3 ............................................... 42
discard ............................................ 44
discard_at ....................................... 45
has ................................................... 46
has_name ......................................... 47
is_empty .......................................... 48
Iterable ........................................... 49
Iterator ............................................ 50
iterS3 ............................................... 53
OpsArithmetic .................................... 55
OpsCompare ....................................... 56
OpsExtract ........................................ 58
OpsLogic .......................................... 59
OpsReplace ........................................ 59
OrderedSet ........................................ 61
peek ............................................... 62
peek_at .......................................... 63
peek_at2 ......................................... 64
pop .................................................. 66
rename ............................................. 67
replace ........................................... 69
replace_at ...................................... 70
rev ................................................ 72
rotate ............................................. 73
Set .................................................. 74
SetS3 ............................................... 76
unpack ............................................ 78
update ............................................. 79

Index 81
Add Elements to Containers

Description
Add elements to container-like objects.

Usage
```r
code
add(.x, ...) ref_add(.x, ...)
```

## S3 method for class 'Container'
```r
code
add(.x, ...)
```

## S3 method for class 'Container'
```r
code
ref_add(.x, ...)
```

## S3 method for class 'Dict'
```r
code
add(.x, ...)
```

## S3 method for class 'Dict'
```r
code
ref_add(.x, ...)
```

## S3 method for class 'dict.table'
```r
code
add(.x, ...)
```

## S3 method for class 'dict.table'
```r
code
ref_add(.x, ...)
```

Arguments

- `.x` an R object of the respective class.
- `...` elements to be added.

Value

For `Container`, an object of class `Container` (or one of the respective derived classes).

For `dict.table` an object of class `dict.table`.

Note

While `add` uses copy semantics `ref_add` works by reference.

If `.x` is a `Container`, `Set` or `Deque` object, the elements being added can (but must not) be named.

If `.x` is a `Dict` or `dict.table` object, all elements must be of the form `key = value`. If one of the keys already exists, an error is given.
Examples

```r
c = container(1)
add(c, 1, b = 2, c = container(1:3))

s = setnew(1)
add(s, 1, 1, b = 2, "1", c = container(1, 1))

d = dict(a = 1)
add(d, b = 2, c = container(1:3))

## Not run:
add(d, a = 7:9) # key 'a' already in Dict
## End(Not run)

dt = dict.table(a = 1:3)
add(dt, b = 3:1, d = 4:6)

## Not run:
add(dt, a = 7:9) # column 'a' already exists
## End(Not run)

dt = dict.table(a = 1:3)
add(dt, b = 3:1, d = 4:6)

## Not run:
add(dt, a = 7:9) # column 'a' already exists
## End(Not run)
```

addleft

### Add Elements to the Left of Deques

**Description**

Add elements to left side of `Deque` objects.

**Usage**

```r
addleft(.x, ...)
ref_addleft(.x, ...)

## S3 method for class 'Deque'
addleft(.x, ...)

## S3 method for class 'Deque'
ref_addleft(.x, ...)
```
At Arguments

\texttt{.x} \quad \text{a \texttt{Deque} object}

\texttt{...} \quad \text{elements to be added.}

Value

For \texttt{Deque}, an object of class \texttt{Deque} with the elements being added to the left of \texttt{.x}.

Note

While \texttt{addleft} uses copy semantics \texttt{ref\_addleft} work by reference.

Examples

\begin{verbatim}
d = deque(0)
add(d, a = 1, b = 2) \quad \# |0, a = 1, b = 2|
addleft(d, a = 1, b = 2) \quad \# |b = 2, a = 1, 0|
\end{verbatim}

\texttt{at} \quad \textit{Extract Elements Safely}

Description

Extract parts of a Container at given indices. If an index is invalid, an error is signaled. If given as a string, the element matching the name is returned. If there are two or more identical names, the value of the first match (i.e. \textit{leftmost} element) is returned. Indices can be letters or numbers, or both at the same time.

Usage

\begin{verbatim}
at(.x, ...)
## S3 method for class 'Container'
at(.x, ...)
## S3 method for class 'dict.table'
at(.x, ...)
\end{verbatim}

Arguments

\texttt{.x} \quad \text{an R object of the respective class.}

\texttt{...} \quad \text{indices of elements to be extracted}

Value

For \texttt{Container}, returns the values at the given indices.

For \texttt{dict.table}, returns the columns at the given indices.
See Also

peek_at() for less strict extraction

Examples

# Container
c = container(a = 1, 2, b = 3, 4)
at(c, 1:3)
at(c, "a", "b", 2)
## Not run:
at(c, "x")  # index 'x' not found
at(c, 1:10)  # index 5 exceeds length of Container

## End(Not run)

# Dict
d = dict(a = 1, b = 3)
at(d, 1:2)
at(d, "a", 2)
## Not run:
at(d, "x")  # index 'x' not found
at(d, 1:3)  # index 5 exceeds length of Dict

## End(Not run)

# dict.table
dt = dict.table(a = 1:3, b = 4:6)
at(dt, "a")
at(dt, 2)
at(dt, "a", 2)
## Not run:
at(dt, "x")  # index 'x' not found
at(dt, 1:3)  # index 3 exceeds length of dict.table

## End(Not run)

Extract Single Elements Safely

Description

Extracts the value of a Container at the given index. If the index is invalid, an error is signaled. If given as a string, the element matching the name is returned. If there are two or more identical names, the value of the first match (i.e. leftmost element) is returned. Extract value at index. If index is invalid or not found, an error is signaled. If given as a string, the element matching the name is returned. If there are two or more identical names, the value of the first match (i.e. leftmost element) is returned.
Usage

at2(x, ...)

## S3 method for class 'Container'
at2(x, index, ...)

## S3 method for class 'dict.table'
at2(x, index, ...)

Arguments

x
an R object of the respective class.

... other arguments passed to or from methods.

index character name or numeric position of the sought value.

Value

For Container, returns the value at the given index.
For dict.table, returns the column at the given index or signals an error if not found.

See Also

peek_at2() for less strict extraction

Examples

# Container
c0 = container(a = 1, 2, b = 3, 4)
at2(c0, 1)
at2(c0, "a")
at2(c0, 2)
## Not run:
at2(c0, "x")  # index 'x' not found
at2(c0, 5)    # index 5 exceeds length of Container

## End(Not run)
# Dict
d = dict(a = 1, b = 3)
at2(d, 1)
at2(d, "a")
at2(d, 2)
## Not run:
at2(d, "x")  # index 'x' not found
at2(d, 5)    # index 5 exceeds length of Dict

## End(Not run)
# dict.table
dit = dict.table(a = 1:3, b = 4:6)
clear

Clear a Container

Description

Removes all elements from the container object.

Usage

clear(x)

ref_clear(x)

## S3 method for class 'Container'
clear(x)

## S3 method for class 'Container'
ref_clear(x)

## S3 method for class 'dict.table'
clear(x)

## S3 method for class 'dict.table'
ref_clear(x)

Arguments

x      any R object.

Value

For Container, an object of class Container (or one of the respective derived classes).
For dict.table an object of class dict.table.
Examples

```r
co = container(1, 2, mean)
clear(co)
co
ref_clear(co)
co

dit = dict.table(a = 1, b = 2)
clear(dit)
dit # original was not touched
ref_clear(dit)
dit # original was cleared
```

---

**clone**

*Clone an Object*

**Description**

Creates a copy of the object.

**Usage**

```r
clone(x)
```

```r
## S3 method for class 'Container'
clone(x)
```

```r
## S3 method for class 'dict.table'
clone(x)
```

**Arguments**

- `x` any R object.

**Value**

A copy of the object.

**Examples**

```r
co = container(1, 2, 3)
co2 = clone(co)
co == co2

d = dict.table(a = 1:2, b = 3:4)
d2 = clone(d)
ref_clear(d)
print(d2)
```
Container

Description

This class implements a container data structure with typical member functions to insert, delete and access elements from the container. For the standard S3 interface, see container().

Details

This class inherits from class Iterable and serves as the base class for Deque, Set, and Dict.

Super class

container::Iterable -> Container

Methods

Public methods:

• Container$new()
• Container$add()
• Container$at()
• Container$at2()
• Container$clear()
• Container$count()
• Container$delete()
• Container$delete_at()
• Container$discard()
• Container$discard_at()
• Container$empty()
• Container$get_compare_fun()
• Container$has()
• Container$has_name()
• Container$is_empty()
• Container$length()
• Container$names()
• Container$peek_at()
• Container$peek_at2()
• Container$pop()
• Container$print()
• Container$rename()
• Container$replace()
• Container$replace_at()
• Container$remove()
• Container$size()
• Container$type()
• Container$update()
• Container$values()
• Container$clone()

**Method** `new()`: constructor

*Usage:*

```
Container$new(...)  
```

*Arguments:*

... initial elements put into the Container

*Returns:* the Container object

**Method** `add()`: add element

*Usage:*

```
Container$add(value, name = NULL)  
```

*Arguments:*

value value of ANY type to be added to the Container.
name character optional name attribute of the value.

*Returns:* the Container object

**Method** `at()`: Same as `at2` (see below) but accepts a vector of indices and always returns a Container object.

*Usage:*

```
Container$at(index)  
```

*Arguments:*

index vector of indices.

*Returns:* Container object with the extracted elements.

**Method** `at2()`: Extract value at index. If index is invalid or not found, an error is signaled. If given as a string, the element matching the name is returned. If there are two or more identical names, the value of the first match (i.e. `leftmost` element) is returned.

*Usage:*

```
Container$at2(index)  
```

*Arguments:*

index Must be a single number > 0 or a string.

*Returns:* If given as a number, the element at the corresponding position, and if given as a string, the element at the corresponding name matching the given string is returned.

**Method** `clear()`: delete all elements from the Container

*Usage:*

```
Container$clear()  
```
Container\$clear()

*Returns:* the cleared Container object

**Method count():** Count number of element occurrences.

*Usage:*
Container\$count(elem)

*Arguments:*
elem element to be counted.

*Returns:* integer number of elem occurrences in the Container()

**Method delete():** Search for occurrence(s) of elem in Container and remove first one that is found. If elem does not exist, an error is signaled.

*Usage:*
Container\$delete(elem)

*Arguments:*
elem element to be removed from the Container.

*Returns:* the Container object

**Method delete_at():** Delete value at given index. If index is not found, an error is signaled.

*Usage:*
Container\$delete_at(index)

*Arguments:*
index character or numeric index

*Returns:* the Container object

**Method discard():** Search for occurrence(s) of elem in Container and remove first one that is found.

*Usage:*
Container\$discard(elem)

*Arguments:*
elem element to be discarded from the Container. If not found, the operation is ignored and the object is not altered.

*Returns:* the Container object

**Method discard_at():** Discard value at given index. If index is not found, the operation is ignored.

*Usage:*
Container\$discard_at(index)

*Arguments:*
index character or numeric index

*Returns:* the Container object
Method empty(): This function is deprecated. Use is_empty() instead.

Usage:
Container$empty()

Method get_compare_fun(): Get comparison function used internally by the Container object to compare elements.

Usage:
Container$get_compare_fun()

Method has(): Determine if Container has some element.

Usage:
Container$has(elem)

Arguments:
elem element to search for

Returns: TRUE if Container contains elem else FALSE

Method has_name(): Determine if Container object contains an element with the given name. If called with no argument, the function determines whether any element is named.

Usage:
Container$has_name(name)

Arguments:
name character the name

Returns: TRUE if Container has the name otherwise FALSE

Method is_empty(): Check if Container is empty

Usage:
Container$is_empty()

Returns: TRUE if the Container is empty else FALSE.

Method length(): Number of elements of the Container.

Usage:
Container$length()

Returns: integer length of the Container, that is, the number of elements it contains.

Method names(): Names of the elements.

Usage:
Container$names()

Returns: character the names of the elements contained in x

Method peek_at(): Same as peek_at2 (see below) but accepts a vector of indices and always returns a Container object.

Usage:
Container$peek_at(index, default = NULL)
Container

Arguments:
index vector of indices.
default the default value to return in case the value at index is not found.
Returns: Container object with the extracted elements.

Method peek_at2(): Peek at index and extract value. If index is invalid, missing, or not not found, return default value.
Usage:
Container$peek_at2(index, default = NULL)
Arguments:
index numeric or character index to be accessed.
default the default value to return in case the value at index is not found.
Returns: the value at the given index or (if not found) the given default value.

Method pop(): Get value at index and remove it from Container. If index is not found, raise an error.
Usage:
Container$pop(index)
Arguments:
index Must be a single number > 0 or a string.
Returns: If given as a number, the element at the corresponding position, and if given as a string, the element at the corresponding name matching the given string is returned.

Method print(): Print object representation
Usage:
Container$print(...)
Arguments:
... further arguments passed to format()
Returns: invisibly returns the Container object

Method rename(): Rename a key in the Container. An error is signaled, if either the old key is not in the Container or the new key results in a name-clash with an existing key.
Usage:
Container$rename(old, new)
Arguments:
old character name of key to be renamed.
new character new key name.
Returns: the Container object

Method replace(): Replace one element by another element. Search for occurrence of old and, if found, replace it by new. If old does not exist, an error is signaled, unless add was set to TRUE, in which case new is added.
Container

Usage:
Container$replace(old, new, add = FALSE)

Arguments:
old element to be replaced
new element to be put instead of old
add logical if TRUE the new element is added in case old does not exists.

Returns: the Container object

Method replace_at(): Replace value at given index. Replace value at index by given value. If
index is not found, an error is signalled, unless add was set to TRUE, in which case new is added.

Usage:
Container$replace_at(index, value, add = FALSE)

Arguments:
index character or numeric index
value ANY new value to replace the old one.
add logical if TRUE the new value element would be added in case index did not exists.

Returns: the Container object

Method remove(): This function is deprecated. Use delete() instead.

Usage:
Container$remove(elem)

Arguments:
 elem element to be deleted from the Container. If element is not found in the Container, an
error is signalled.

Returns: the Container object

Method size(): This function is deprecated. Use length() instead.

Usage:
Container$size()

Returns: the Container length

Method type(): This function is deprecated and of no real use anymore.

Usage:
Container$type()

Returns: type (or mode) of internal vector containing the elements

Method update(): Add elements of other to this if the name is not in the Container and
update elements with existing names.

Usage:
Container$update(other)

Arguments:
other Iterable object used to update this.
Returns: returns the Container

Method values(): Get Container values
Usage:
Container$values()
Returns: elements of the container as a base list

Method clone(): The objects of this class are cloneable with this method.
Usage:
Container$clone(deep = FALSE)
Arguments:
deep Whether to make a deep clone.

Author(s)
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See Also
container(), Iterable, Deque, Set, and Dict

Examples
co = Container$new(1:5, c = Container$new("a", 1), l = list())
co$print()
co$length()
co$names()
co$clear()

# Extract
c = Container$new(a = 1, b = 2, c = 3, d = 4)
co$at(1:2)
co$at(c(1, 4))
co$at(list("d", 2))
co$at2(1)

## Not run:
co$at(0:2)  # index must be > 0

## End(Not run)

c$peek_at(0:2)
c$peek_at(0:2, default = 1)

# Replace
c$replace(4, 9)
c$replace(9, 11)
c$replace_at(1, -1)

## Not run:
ContainerS3

co$replace_at(11, 1)  # index 11 exceeds length of Container

## End(Not run)

# Delete
co$delete(-1)
co$delete_at(3)

## Not run:
co$delete_at(3)  # index 3 exceeds length of Container

## End(Not run)
co$discard(3)

c02 = Container$new(b = 0)
c02$add(0, name = "a")
c0$update(co2)
c0$pop(1)
c0

---

ContainerS3  Container - Enhancing R’s list

Description

A container is a data structure with typical member functions to insert, delete and access elements from the container object. It can be considered as a base R list with extended functionality. The Container class also serves as the base class for Deque, Set, and Dict objects.

Usage

c0ntainer(...)

c0nt(...)

as.container(x)

as.cont(x)

is.container(x)

## S3 method for class 'Container'
as.list(x, ...)

## S3 method for class 'Container'
length(x)

## S3 method for class 'Container'
names(x)

### S3 replacement method for class 'Container'

names(x) <- value

**Arguments**

... (possibly named) elements to be put into or removed from the Container, or additional arguments passed from and to methods.

x R object of ANY type for as.container and is.container or of class Container for the S3 methods.

value character vector of names.

**Details**

Methods that alter Container objects usually come in two versions providing either copy or reference semantics where the latter start with 'ref_' to note the reference semantic, for example, add() and ref_add().

- container(...) initializes and returns a Container object.
- cont(...) is a short cut for container(...).
- as.container(x) or as.cont(x) coerce x to a Container
- is.container(x) check if x is a Container
- as.list(x) converts container x to a base R list. All of the container's elements are copied (deeply) during the conversion.
- length(x) return the number of elements contained in x.
- names(x) return the names of the elements contained in x.
- names(x) <- value sets the names of x.
- x + y combines x and y into a new container by appending y to x.
- x - y element-wise discards all items of y from x, given the element was contained in x. The result is always a container.
- x == y is TRUE if the contents of x and y are lexicographically equal.
- x != y is TRUE if the contents of x and y are not equal.
- x < y is TRUE if the contents of x are lexicographically less than the contents of y.
- x <= y is TRUE if the contents of x are lexicographically less than or equal to the contents of y.
- add(.x, ...) and ref_add(.x, ...) add elements to .x.
• `at(x, ...,)` returns the value at the given indices. Indices can be letters or numbers or both. All indices must exist.

• `at2(x, index)` returns the value at the given index or signals an error if not found.

• `clear(x)` and `ref_clear(x)` remove all elements from `x`.

• `clone(x)` create a copy of `x`.

• `count(x, elem)` count how often `elem` occurs in `x`.

• `delete(.x, ...)` and `ref_delete(.x, ...)` find and remove elements. If one or more elements don't exist, an error is signaled.

• `delete_at(.x, ...)` and `ref_delete_at(.x, ...)` find and remove values at given indices. If any given index is invalid, an error is signaled.

• `discard(.x, ...)` and `ref_discard(.x, ...)` find and discard elements. Elements that don't exist, are ignored.

• `discard_at(.x, ...)` and `ref_discard_at(.x, ...)` find and discard values at given indices. Invalid indices are ignored.

• `has(x, elem)` TRUE if element is in `x` and otherwise FALSE.

• `has_name(x, name)` check if name is in `x`

• `is_empty(x)` TRUE if object is empty otherwise FALSE.

• `peek_at(x, ..., .default = NULL)` returns the value at the given indices or (if not found) the given default value.

• `peek_at2(x, index, default)` returns the value at the given index or (if not found) the given default value.

• `ref_pop(.x, index)` return element at given index and remove it from the container object.

• `rename(.x, old, new)` and `ref_rename(.x, old, new)` rename one or more keys from `old` to `new`, respectively, by copy and in place (i.e. by reference).

• `replace(.x, old, new, add = FALSE)` and `ref_replace(.x, old, new, add = FALSE)` try to find element `old` and replace it with element `new`. If `old` does not exist, an error is raised, unless `add` was set to TRUE.

• `replace_at(.x, ..., .add = FALSE)` and `ref_replace_at(.x, ..., .add = FALSE)` replace values at given indices. If a given index is invalid, an error is signaled unless `.add` was set to TRUE.

See Also

For the class documentation see Container. Objects of the derived classes can be created by deque, setnew, and dict.
Examples

```r
c1 = container(1:2, 1:2)
c2 = container(2, 1:2)
c1 + c2  # same as c(c1, c2)
c2 + c1  # same as c(c2, c1)

c1 - c2
c2 - c1
c1 - c1
```

# Comparison
```r
c1 = container(1, 2, 3)
c2 = container(1, 3, 2)
c1 == c1    # TRUE
c1 != c2    # TRUE
c1 <= c1    # TRUE
c1 == c2    # FALSE
c1 < c2     # FALSE
c1 < c2     # TRUE
c1 < container(2) # TRUE
c1 < container() # FALSE
```

# Extract or replace
```r
c1 = container(a = 1, b = 2, c = 3, d = 4)
c1[1:2]
c1[1, 4]
c1["d", 2]
c1[list("d", 2)]
c1[0:10]
```

```r
co = container(a = 1, b = 2)
```
co[1]
co["a"]
co["x"]
co = container(a = 1, b = "bar")
(co[1:2] <- 1:2)

## Not run:
co[3] <- 3 # index out of range

## End(Not run)
(co[[list(1, "b")]] <- 3:4) # mixed numeric/character index

co = container(a = 1, b = 2)
co[1] <- 9
co["b"] <- 8
co["x"] <- 7
co$z <- 99
print(co)

# Replace 8 by 0
co[[8]] <- 0
print(co)

co = container(a = 1, b = "bar")
co$f <- 3
co$b <- 2
co

co = container(1)
add(co, 1, b = 2, c = container(1:3))

co = container(a = 1, 2, b = 3, 4)
at(co, 1:3)
at(co, "a", "b", 2)

## Not run:
at(co, "x") # index 'x' not found
at(co, 1:10) # index 5 exceeds length of Container

## End(Not run)

co = container(a = 1, 2, b = 3, 4)
at2(co, 1)
at2(co, "a")
at2(co, 2)

## Not run:
at2(co, "x") # index 'x' not found
at2(co, 5) # index 5 exceeds length of Container

## End(Not run)
co = container(1, 2, mean)
clear(co)
print(co)  # Original was not touched
ref_clear(co)  # Clears original
print(co)

c = container(1, 2, 3)
c2 = clone(c)
c == c2

c = container("a", "b", "a", mean, mean)
count(c, "a")
count(c, mean)
count(c, "c")

c = container("a", 1:3, iris)
print(c)
delete(c, 1:3, "a")
delete(c, iris)
## Not run:
delete(c, "b")  # "b" is not in Container
## End(Not run)

c = container(a = 1, b = 2, 3)
delete_at(c, "a", "b")  # [3]
delete_at(c, 1:2)  # [3]
delete_at(c, "a", 3)  # [b = 2]
## Not run:
delete_at(c, 4)  # index out of range
delete_at(c, "x")  # names(s) not found: 'x'
## End(Not run)

c = container("a", num = 1:3, data = iris)
print(c)
discard(c, 1:3, "a")
discard(c, iris)
discard(c, "b")  # ignored

c = container(a = 1, b = 2, 3)
discard_at(c, "a", "b")  # [3]
discard_at(c, 1:2)  # [3]
discard_at(c, "a", 3)  # [b = 2]
discard_at(c, "x")  # ignored

c = container(1, 2, mean)
has(c, 1)  # TRUE
has(c, mean)  # TRUE
has(c, 1:2)  # FALSE

c = container(a = 1, 2, f = mean)
has_name(c, "a")  # TRUE
has_name(co, "f")  # TRUE
has_name(co, "2")  # FALSE

co = container(1, 2)
is_empty(co)
is_empty(clear(co))

co = container(a = 1, 2, b = 3, 4)
peek_at(co, 1)
peek_at(co, "a")
peek_at(co, "x")
peek_at(co, "x", .default = 0)
peek_at(co, "a", "x", 2, 9, .default = -1)

co = container(a = 1, 2, b = 3, 4)
peek_at2(co, 1)
peek_at2(co, "a")
peek_at2(co, "x")
peek_at2(co, "x", default = 0)

co = container(a = 1, b = 1:3, d = "foo")
ref_pop(co, "b")
ref_pop(co, 1)

## Not run:
ref_pop(co, "x")  # index 'x' not found

## End(Not run)
co = container(a = 1, b = 2, 3)
rename(co, c("a", "b"), c("a1", "y"))
print(co)
ref_rename(co, c("a", "b"), c("a1", "y"))
print(co)

co = container("x", 9)
replace(co, 9, 0)
replace(co, "x", 0)
## Not run:
replace(co, "z", 0)  # old element ("z") is not in Container

## End(Not run)
replace(co, "z", 0, add = TRUE)  # ok, adds the element

co = container(a = 0, b = "z")
replace_at(co, a = 1, b = 2)
replace_at(co, 1:2, 1:2)  # same
replace_at(co, c("a", "b"), list(1, 2))  # same

## Not run:
replace_at(co, x = 1)  # names(s) not found: 'x'

## End(Not run)
replace_at(co, x = 1, .add = TRUE)  # ok (adds x = 1)
container_options  Set Container Package Options

Description
Set Container Package Options

Usage

container_options(..., .reset = FALSE)

getContainerOption(x, default = NULL)

Arguments

... any options can be defined, using name = value.

.reset logical if TRUE, the options are reset to their default and returned.

x a character string holding an option name.

default if the specified option is not set in the options list, this value is returned.

Value

• container_options() returns a list of all set options sorted by name.

• container_options(name), a list of length one containing the set value, or NULL if it is unset. Can also be multiple names (see Examples).

• container_options(key = value) sets the option with name key to value and returns the previous options invisibly.

Container Options

• compare (default = all.equal)

• useDots (default = TRUE) whether to abbreviate long container elements with ... when exceeding vec.len (see below). If FALSE, they are abbreviated as <<type(length)>>.

• vec.len (default = 4) the length limit at which container vectors are abbreviated.

Examples

co = container(1L, 1:10, as.list(1:5))

co

container_options(useDots = FALSE)

co

container_options(useDots = TRUE, vec.len = 6)

co
count

has(co, 1.0)
container_options(compare = "identical")
has(co, 1.0) # still uses 'all.equal'

co2 = container(1L)
has(co2, 1.0)
has(co2, 1L)
container_options()
container_options(.reset = TRUE)

<table>
<thead>
<tr>
<th>count</th>
<th>Count Elements</th>
</tr>
</thead>
</table>

### Description
Count the number of occurrences of some element.

### Usage
```r
count(x, elem)
```

```
## S3 method for class 'Container'
count(x, elem)
```

```
## S3 method for class 'Set'
count(x, elem)
```

### Arguments
- `x` any R object.
- `elem` element to counted.

### Value
integer number of how many times `elem` occurs in the object.

### Examples
```r
c = container("a", "b", "a", mean, mean)
count(c, "a")
count(c, mean)
count(c, "c")
```
delete

Delete Container Elements Safely

Description

Search and remove elements from an object. If the element is not found, an error is signaled.

Usage

delete(.x, ...)

ref_delete(.x, ...)

## S3 method for class 'Container'
delete(.x, ...)

## S3 method for class 'Container'
ref_delete(.x, ...)

Arguments

.x any R object.

... elements to be deleted.

Value

For Container, an object of class Container (or one of the respective derived classes).

Examples

s = setnew("a", 1:3, iris)
print(s)
delete(s, 1:3, "a")
delete(s, iris)
## Not run:
delete(s, "b") # "b" is not in Set

## End(Not run)
Delete Elements at Indices Safely

Description

Search and remove values at given indices, which can be numeric or character or both. If any given index is invalid, an error is signaled. Indices can be numbers or names or both.

Usage

\[
delete\_at(.x, \ldots)
\]

\[
ref\_delete\_at(.x, \ldots)
\]

\[
## S3 method for class 'Container'
delete\_at(.x, \ldots)
\]

\[
## S3 method for class 'Container'
ref\_delete\_at(.x, \ldots)
\]

\[
## S3 method for class 'dict.table'
delete\_at(.x, \ldots)
\]

\[
## S3 method for class 'dict.table'
ref\_delete\_at(.x, \ldots)
\]

Arguments

- \textit{.x} any \texttt{R} object.
- \textit{\ldots} indices at which values are to be deleted.

Value

For \texttt{Container}, an object of class \texttt{Container} (or one of the respective derived classes).

For \texttt{dict.table}, an object of class \texttt{dict.table}.

Examples

\begin{verbatim}
co = container(a = 1, b = 2, 3)
delete_at(co, "a", "b")   # [3]
delete_at(co, 1:2)        # [3]
delete_at(co, "a", 3)    # [b = 2]
# Not run:
delete_at(co, 4)         # index out of range
delete_at(co, "x")      # names(s) not found: 'x'
\end{verbatim}
## End(Not run)

dit = as.dict.table(head(sleep))
dit
delete_at(dit, "ID")
delete_at(dit, "ID", 1)

## Not run:
delete_at(dit, "foo")  # Column 'foo' not in dict.table

## End(Not run)

<table>
<thead>
<tr>
<th>deprecated</th>
<th>Deprecated Functions</th>
</tr>
</thead>
</table>

### Description

These functions are provided for backwards-compatibility and may be defunct as soon as the next release.

### Usage

```r
empty(x)

## S3 method for class 'Container'
empty(x)

size(x)

## S3 method for class 'Container'
size(x)

sortkey(x, decr = FALSE)

## S3 method for class 'Dict'
sortkey(x, decr = FALSE)

values(x)

## S3 method for class 'Container'
values(x)

## S3 method for class 'dict.table'
values(x)

keys(x)
```
Deque

Arguments

- x: any R object.
- decr: logical sort decreasingly?

Details

- empty() is_empty() instead
- set() setnew() instead
- size() use length() instead
- sortkey() keys of Dict objects are now always sorted
- remove() use delete() instead
- type() not of use anymore
- values() use as.list() instead

---

Description

Deques are a generalization of stacks and queues typically with methods to add, delete and access elements at both sides of the underlying data sequence. As such, the Deque can also be used to mimic both stacks and queues. For the standard S3 interface, see deque().

Details

This class inherits from class Container() and extends it by popleft and peek methods, and reverse and rotate functionality.

Super classes

container::Iterable -> container::Container -> Deque

Methods

Public methods:

- Deque$addleft()
- Deque$peek()
- Deque$peekleft()
- Deque$popleft()
- Deque$rev()
- Deque$rotate()
- Deque$clone()

Method addleft(): Add element to left side of the Deque.
**Deque**

**Usage:**
Deque$addleft(value, name = NULL)

**Arguments:**
value  value of ANY type to be added to the Deque.
name character optional name attribute of the value.

**Returns:** the Deque object.

**Method peek():** Peek at last element of the Deque.

**Usage:**
Deque$peek(default = NULL)

**Arguments:**
default  returned default value if Deque is empty.

**Returns:** element 'peeked' on the right

**Method peekleft():** Peek at first element of the Deque.

**Usage:**
Deque$peekleft(default = NULL)

**Arguments:**
default  returned default value if Deque is empty.

**Returns:** element 'peeked' on the left

**Method popleft():** Delete and return element from the left side of the Deque.

**Usage:**
Deque$popleft()

**Returns:** element 'popped' from the left side of the Deque()

**Method rev():** Reverse all elements of the Deque() in-place.

**Usage:**
Deque$rev()

**Returns:** the Deque() object.

**Method rotate():** Rotate all elements n steps to the right. If n is negative, rotate to the left.

**Usage:**
Deque$rotate(n = 1L)

**Arguments:**
n  integer number of steps to rotate

**Returns:** returns the Deque() object.

**Method clone():** The objects of this class are cloneable with this method.

**Usage:**
Deque$clone(deep = FALSE)

**Arguments:**
deep  Whether to make a deep clone.
Description

Deques are a generalization of stacks and queues typically with methods to add, remove and access elements at both sides of the underlying data sequence. As such, the `deque` can also be used to mimic both stacks and queues.

Usage

```r
deque(...) as.deque(x) is.deque(x)
```

Arguments

- `...` initial elements put into the Deque.
- `x` R object of ANY type for `as.deque()` and `is.deque()` or of class Deque for the S3 methods.

Details

Methods that alter Deque objects usually come in two versions providing either copy or reference semantics where the latter start with `ref_` to note the reference semantic, for example, `add()` and `ref_add()`.

- `deque(...)` initializes and returns an object of class Deque
• `as.deque(x)` coerces x to a deque.
• `is.deque(x)` returns TRUE if x is of class Deque and FALSE otherwise.
• `x + y` combines x and y into a new deque by appending y to x.
• `x - y` element-wise removes all items of y from x, given the element was contained in x.
• `addleft(.x, ...)` adds (possibly named) elements to left side of .x.
• `ref_addleft(.x, ...)` same as `addleft(.x, ...)` but adds by reference.
• `peek(x, default = NULL)` peek at last element. If x is empty, return default.
• `peekleft(x, default = NULL)` peek at first element. If x is empty, return default.
• `ref_pop(.x)` pop last element. If .x is empty, an error is given.
• `ref_popleft(.x)` pop first element. If .x is empty, an error is given.
• `rev(x)` and `ref_rev(x)` reverses all elements being done on a copy or in place, respectively.
• `rotate(x, n)` rotate all elements n steps to the right. If n is negative, rotate to the left.

See Also

See `container()` for all inherited methods. For the full class documentation see `Deque()` and its superclass `Container()`.

Examples

d = deque(1, 2, s = "a", v = 1:3)
is.deque(d)
print(d)
length(d)
names(d)
as.list(d)
rev(d)

l = list(0, 1)
d2 = as.deque(l)
d + d2
c(d, d2) # same as d + d2
d2 + d
d - d2
c(d2, d) # same as d2 + d
d2 - d
# Math
d = deque(1, 2, -(3:5))
d
abs(d)
cumsum(d)
round(d)
exp(d)
# Summary
range(d)
min(d)
max(d)

d1 = deque(1, 1:2)
d2 = deque(2, 1:2)
d1 + d2 # same as c(d1, d2)
d2 + d1 # same as c(d2, d1)

d1 - d2
d2 - d1
d1 - d1

d = deque(0)
add(d, a = 1, b = 2) # |0, a = 1, b = 2|
addleft(d, a = 1, b = 2) # |b = 2, a = 1, 0|

d = deque(1, 2, 3)
peek(d)
peekleft(d)
peek(deque())
peek(deque(), default = 0)
peekleft(deque(), default = 0)
d = deque(1, 2, 3)
ref_pop(d)
print(d)
ref_popleft(d)
print(d)

## Not run:
ref_pop(deque()) # pop at empty Deque

## End(Not run)

d = deque(a = 1, b = 2, 3)
rev(d)
print(d)
ref_rev(d)
print(d)

d = deque(1, 2, 3, 4)
rotate(d)
rotate(d, n = 2)

---

## Dict Class

Dict
Description

The Dict() resembles Python’s dict type, and is implemented as a specialized associative Container(). For the standard S3 interface, see dict().

Details

This class inherits from class Container() and overwrides some methods to account for the associative key-value pair semantic. Internally, all key-value pairs are stored in a hash-table and the elements are always sorted lexicographically by their keys.

Super classes

container::Iterable -> container::Container -> Dict

Methods

Public methods:

• Dict$new()
• Dict$add()
• Dict$discard_at()
• Dict$get()
• Dict$keys()
• Dict$remove()
• Dict$replace()
• Dict$set()
• Dict$sort()
• Dict$update()
• Dict$values()
• Dict$clone()

Method new(): Dict constructor

Usage:
Dict$new(...)  
Arguments:
... initial elements put into the Dict
Returns: returns the Dict

Method add(): If name not yet in Dict, insert value at name, otherwise signal an error.

Usage:
Dict$add(name, value)
Arguments:
name character variable name under which to store value.
value the value to be added to the Dict.
Returns: the Dict object
Method discard_at(): Discard value at given index. If index is not found, the operation is ignored.

Usage:
Dict$discard_at(index)

Arguments:
index character or numeric index

Returns: the Dict object

Method get(): This function is deprecated. Use at2() instead.

Usage:
Dict$get(key)

Arguments:
key character name of key.

Returns: If key in Dict, return value at key, else throw error.

Method keys(): Get all keys.

Usage:
Dict$keys()

Returns: character vector of all keys.

Method remove(): This function is deprecated. Use delete() instead.

Usage:
Dict$remove(key)

Arguments:
key character name of key.

Returns: If key in Dict, remove it, otherwise raise an error.

Method replace(): Replace one element by another element. Search for occurrence of old and, if found, replace it by new. If old does not exist, an error is signaled.

Usage:
Dict$replace(old, new)

Arguments:
old element to be replaced
new element to be put instead of old

Returns: the Dict object

Method set(): This function is deprecated. Use replace() instead.

Usage:
Dict$set(key, value, add = FALSE)

Arguments:
key character name of key.
value the value to be set
add logical if TRUE the value is set regardless whether key already exists in Dict.

Returns: returns the Dict

Method sort(): Sort elements according to their keys. This function is deprecated as keys are now always sorted.

Usage:
Dict$sort(decr = FALSE)

Arguments:
  decr logical if TRUE sort in decreasing order.

Returns: returns the Dict

Method update(): Add elements of other to this if the name is not in the Dict and update elements with existing names.

Usage:
Dict$update(other)

Arguments:
  other Iterable object used to update this.

Returns: returns the updated Dict object.

Method values(): Get Container values

Usage:
Dict$values()

Returns: a copy of all elements in a list

Method clone(): The objects of this class are cloneable with this method.

Usage:
Dict$clone(deep = FALSE)

Arguments:
  deep Whether to make a deep clone.

See Also

Container(), dict()

Examples

d = Dict$new(o = "one", na = NA, a = 1)
d
d$keys()

d$add("li", list(1, 2))
d$discard_at("na")
d$replace(1, 9)

d2 = Dict$new(a = 0, b = 1)
d$update(d2)
dict.table

Combining Dict and data.table

Description
The dict.table is a combination of dict and data.table and basically can be considered a data.table with unique column names and an extended set of functions to add, extract and remove data columns with the goal to further facilitate code development using data.table. A dict.table object provides all dict and data.table functions and operators at the same time.

Usage

dict.table(...)

as.dict.table(x, ...)

## S3 method for class 'data.table'
as.dict.table(x, copy = TRUE, ...)

is.dict.table(x)

## S3 method for class 'dict.table'
rbind(x, ...)

## S3 method for class 'dict.table'
cbind(x, ...)

Arguments

... elements put into the dict.table and/or additional arguments to be passed on.

x any R object or a dict.table object.

copy if TRUE creates a copy of the data.table object otherwise works on the passed object by reference.

Details
Methods that alter dict.table objects usually come in two versions providing either copy or reference semantics where the latter start with 'ref_' to note the reference semantic, for example, add() and ref_add().

- dict.table(...) initializes and returns a dict object.
- as.dict.table(x, ...) coerce x to a dict.table
- is.dict.table(x) check if x is a dict.table
- add(.x, ...) and ref_add(.x, ...) add columns to .x. If the column name already exists, an error is given.
• **at(.x, ...)** returns the columns at the given indices. Indices can be letters or numbers or both. All columns must exist.

• **at2(x, index)** returns the column at the given index or signals an error if not found.

• **clear(x)** and **ref_clear(x)** remove all elements from x.

• **clone(x)** create a copy of x.

• **delete_at(.x, ...)** and **ref_delete_at(.x, ...)** find and remove columns either by name or index (or both). If one or more columns don’t exist, an error is signaled.

• **discard_at(.x, ...)** and **ref_discard_at(.x, ...)** find and remove columns either by name or index (or both). Invalid column indices are ignored.

• **has(x, column)** check if some column is in dict.table object.

• **has_name(x, name)** check if x has the given column name.

• **is_empty(x)** TRUE if object is empty otherwise FALSE

• **peek_at(x, ..., .default = NULL)** returns the columns at the given indices or (if not found) columns with the given default value.

• **peek_at2(x, index, default = NULL)** return column named index if it exist otherwise the given default value. If the default length does not match the number of rows, it is recycled accordingly and a warning is given, unless the default value has a length of 1, in which case recycling is done silently.

• **ref_pop(.x, index)** return element at given column index and remove the column from the dict.table object.

• **rename(.x, old, new)** and **ref_rename(.x, old, new)** rename one or more columns from old to new, respectively, by copy and in place (i.e. by reference).

• **replace_at(.x, ..., .add = FALSE)** and **ref_replace_at(.x, ..., .add = FALSE)** replace values at given indices. If a given index is invalid, an error is signaled unless .add was set to TRUE.

• **update(object, other)** and **ref_update(object, other)** adds columns of other dict that are not yet in object and replaces the values at existing columns.

**See Also**

dict, data.table
Examples

# Some basic examples using some typical data.table and dict operations.
# The constructor can take the 'key' argument known from data.table():
require(data.table)
dit = dict.table(x = rep(c("b", "a", "c"), each = 3), y = c(1,3,6), key = "y")
print(dit)
setkey(dit, "x")  # sort by 'x'
print(dit)
(add(dit, "v" = 1:9))  # add column v = 1:9
dit[y > 5]  # discard column 'x'
(ref_discard_at(dit, "x"))  # discard column 'x'

## Not run:
at(dit, "x")  # index 'x' not found
replace_at(dit, x = 0)  # cannot be replaced, if it does not exist

## End(Not run)
dit = replace_at(dit, x = 0, .add = TRUE)  # ok - re-adds column 'x' with all 0s
peek_at(dit, "x")  # glance at column 'x'
has_name(dit, "x")  # TRUE
ref_pop(dit, "x")  # get column and remove it
has_name(dit, "x")  # FALSE

# Copy and reference semantics when coercing *from* a data.table
dat = data.table(a = 1, b = 2)
dit = as.dict.table(dat)
is.dict.table(dit)  # TRUE
is.dict.table(dat)  # FALSE
ref_replace_at(dit, "a", 9)
dit["a"]  # 9
dat["a"]  # 1
dit.dat = as.dict.table(dat, copy = FALSE)  # init by reference
ref_replace_at(dit.dat, "a", 9)
dat["a"]  # 9
is.dict.table(dit.dat)  # TRUE
is.dict.table(dat)  # TRUE now as well!

# Coerce from dict
d = dict(a = 1, b = 1:3)
as.dict.table(d)

dit = dict.table(a = 1:2, b = 1:2)
rbind(dit, dit)

# rbind ...
dit = dict.table(a = 1:2, b = 1:2)
rbind(dit, dit)

# ... can be mixed with data.tables
dat = data.table(a = 3:4, b = 3:4)
rbind(dit, dat) # yields a dict.table
rbind(dat, dit) # yields a data.table

# cbind ...
dit = dict.table(a = 1:2, b = 1:2)
dit2 = dict.table(c = 3:4, d = 5:6)
cbind(dit, dit2)

# ... can be mixed with data.tables
dat = data.table(x = 3:4, y = 3:4)
cbind(dit, dat)

dit = dict.table(a = 1:3)
add(dit, b = 3:1, d = 4:6)

## Not run:
add(dit, a = 7:9) # column 'a' already exists

## End(Not run)

dit = dict.table(a = 1:3, b = 4:6)
at(dit, "a")
at(dit, 2)
at(dit, "a", 2)

## Not run:
at(dit, "x") # index 'x' not found
at(dit, 1:3) # index 3 exceeds length of dict.table

## End(Not run)

dit = dict.table(a = 1:3, b = 4:6)
at2(dit, 1)
at2(dit, "a")
at2(dit, 2)

## Not run:
at2(dit, "x") # index 'x' not found
at2(dit, 5) # index 5 exceeds length of dict.table

## End(Not run)

dit = dict.table(a = 1:3, b = 4:6)
clear(dit)
dit
ref_clear(dit)
dit

d = dict.table(a = 1:2, b = 3:4)
d2 = clone(d)
ref_clear(d)
print(d2)

(dit = as.dict.table(head(sleep)))
delete_at(dit, "ID")
delete_at(dit, "ID", 1)

## Not run:
delete_at(dit, "foo")  # Column 'foo' not in dict.table

## End(Not run)

dit = as.dict.table(head(sleep))
discard_at(dit, "ID")
discard_at(dit, "ID", 1)
discard_at(dit, "foo")  # ignored

dit = dict.table(a = 1:3, b = as.list(4:6))
has(dit, 1:3)  # TRUE
has(dit, 4:6)  # FALSE
has(dit, as.list(4:6))  # TRUE

dit = dict.table(a = 1, b = 2)
has_name(dit, "a")  # TRUE
has_name(dit, "x")  # FALSE

d = dict.table(a = 1:4, b = 4:1)
is_empty(d)
is_empty(clear(d))

dit = dict.table(a = 1:3, b = 4:6)
peek_at(dit, "a")
peek_at(dit, 1)
peek_at(dit, 3)
peek_at(dit, "x")
peek_at(dit, "x", .default = 0)
peek_at(dit, "a", "x", .default = 0)

dit = dict.table(a = 1:3, b = 4:6)
peek_at2(dit, "a")
peek_at2(dit, 1)
peek_at2(dit, 3)
peek_at2(dit, 3, default = 9)
peek_at2(dit, "x")
peek_at2(dit, "x", default = 0)

dit = dict.table(a = 1:3, b = 4:6)
ref_pop(dit, "a")
ref_pop(dit, 1)

## Not run:
ref_pop(dit, "x")  # index 'x' not found

## End(Not run)

dit = dict.table(a = 1, b = 2, c = 3)
rename(dit, c("a", "b"), c("a1", "y"))
print(dit)
DictS3

A Dictionary

Description

The Dict initially was developed to resemble Python’s dict type, but by now offers both more features and flexibility, for example, by providing both associative key-value pair as well as positional array semantics. It is implemented as a specialized associative Container thus sharing all Container methods with some of them being adapted to account for the key-value pair semantic. All elements must be named.

Usage

dict(...)  
as.dict(x)  
is.dict(x)

Arguments

... elements put into the Dict.
x R object of ANY type for as.dict() and is.dict() or of class Dict for the S3 methods.

Details

Internally, all key-value pairs are stored in a hash-table and the elements are sorted lexicographically by their keys. Methods that alter Dict objects usually come in two versions providing either copy or reference semantics where the latter start with 'ref_' to note the reference semantic, for example, add() and ref_add().
• `dict(...)` initializes and returns an object of class `Dict`

• `as.dict(x)` coerces `x` to a dictionary

• `is.dict(x)` returns `TRUE` if `x` is of class `Dict` and `FALSE` otherwise.

• `x + y` combines `x` and `y` into a new dict by updating `x` by `y` (see also `[update()]`).

• `x - y` removes all keys from `x` that appear in `y`.

• `x & y` returns a copy of `x` keeping only the keys that are common in both (key intersection), that is, all keys in `x` that do not exist in `y` are removed.

• `x | y` returns a copy of `x` extended by all elements of `y` that are stored at keys (or names) that do not exist in `x`, thereby combining the keys of both objects (set union of keys).

• `add(.x, ...)` and `ref_add(.x, ...)` adds key = value pairs to `.x`. If any of the keys already exists, an error is given.

• `replace(.x, old, new)` and `ref_replace(.x, old)` try to find element `old` and replace it with element `new`. If `old` does not exist, an error is raised.

• `update(object, other)` and `ref_update(object, other)` adds elements of `other` dict for keys not yet in `object` and replaces the values of existing keys.

See Also

See `container()` for all inherited methods. For the full class documentation see `Dict` and it’s superclass `Container`.

Examples

d = dict(b = "one", a = 1, f = mean, na = NA)
print(d)
names(d)

## Not run:
dict(a = 1, 2)  # all elements must be named

## End(Not run)

# Coercion
as.dict(list(A = 1:3, B = "b"))
as.dict(c(x = 1, y = "x", z = 2 + 3))
# Math
d = dict(a = rnorm(1), b = rnorm(1))
abs(d)
cumsum(d)
round(d)
exp(d)

# Summary
range(d)
min(d)
max(d)

d1 = dict(a = 1, b = list(1, 2))
d2 = dict(a = 2, b = list(1, 2))
d1 + d2     # same as update(d, d2)
d2 + d1     # same as update(d2, d)
## Not run:
c(d1, d2)   # duplicated keys are not allowed for Dict
## End(Not run)
d1 - d2
d2 - d1
d1 - d1

d1 = dict(a = 1, b = 2)
d2 = dict(a = 10, x = 4)
d1 & d2     # {a = 1}
d1 | d2     # {a = 1, b = 2, x = 4}

d = dict(a = 1)
add(d, b = 2, co = container(1:3))

## Not run:
add(d, a = 7:9) # key 'a' already in Dict
## End(Not run)
d = dict(a = 1, b = "z")
replace(d, 1, 1:5)
replace(d, "z", "a")

## Not run:
replace(d, "a", 2) # old element ("a") is not in Dict
## End(Not run)
d1 = dict(a = 1, b = 2)
d2 = dict(b = 0, c = 3)
update(d1, d2)  # {a = 1, b = 0, c = 3}
update(d2, d1)  # {a = 1, b = 2, c = 3}

---

**discard**

**Discard Container Elements**

**Description**

Search and remove an element from an object. If the element is not found, ignore the attempt.
**discard_at**

Usage

```
discard(.x, ...)  
ref_discard(.x, ...)  

## S3 method for class 'Container'
discard(.x, ...)  

## S3 method for class 'Container'
ref_discard(.x, ...)  
```

Arguments

- `.x` any R object.
- `...` elements to be discarded.

Value

For `Container`, an object of class `Container` (or one of the respective derived classes).

Examples

```
s = setnew("a", num = 1:3, data = iris)  
print(s)  
discard(s, 1:3, "a")  
discard(s, iris)  
discard(s, "b") # ignored
```

---

**discard_at**

*Discard Elements at Indices*

Description

Search and remove values at given indices, which can be numeric or character or both. Invalid indices are ignored.

Usage

```
discard_at(.x, ...)  
ref_discard_at(.x, ...)  

## S3 method for class 'Container'
discard_at(.x, ...)  

## S3 method for class 'Container'
ref_discard_at(.x, ...)  
```

ref_discard_at(.x, ...)

## S3 method for class 'dict.table'
discard_at(.x, ...)

## S3 method for class 'dict.table'
ref_discard_at(.x, ...)

Arguments

.x any R object.
... indices at which values are to be discarded.

Value

For Container, an object of class Container (or one of the respective derived classes).
For dict.table, an object of class dict.table.

Examples

c = container(a = 1, b = 2, 3)
discard_at(c, "a", "b")  # [3]
discard_at(c, 1:2)  # [3]
discard_at(c, "a", 3)  # [b = 2]
discard_at(c, "x")  # ignored

dit = as.dict.table(head(sleep))
discard_at(dit, "ID")
discard_at(dit, "ID", 1)
discard_at(dit, "foo")  # ignored

has

---

Check for Element

Description

Check for Element

Usage

has(x, ...)

## S3 method for class 'Container'
has(x, elem, ...)

## S3 method for class 'dict.table'
has(x, column, ...)
has_name

Arguments

x      any R object.
...
additional arguments to be passed to or from methods.
elem   some element to be found.
column vector of values with the same length as the number of rows of the dict.table.

Value

TRUE if element is in x and otherwise FALSE.
For dict.table, TRUE if column exists in x otherwise FALSE.

See Also

has_name()

Examples

c = container(1, 2, mean)
has(c, 1) # TRUE
has(c, mean) # TRUE
has(c, 1:2) # FALSE

d = dict.table(a = 1:3, b = as.list(4:6))
has(d, 1:3) # TRUE
has(d, 4:6) # FALSE
has(d, as.list(4:6)) # TRUE

Description

Check for Name

Usage

has_name(x, name)

## S3 method for class 'Container'
has_name(x, name)

## S3 method for class 'dict.table'
has_name(x, name)
is_empty

Arguments

x any R object.
name character the name to be found.

Value

TRUE if name is in x and otherwise FALSE.
For dict.table TRUE if the dict.table objects has the given column name, otherwise FALSE.

See Also

has()

Examples

co = container(a = 1, 2, f = mean)
has_name(co, "a") # TRUE
has_name(co, "f") # TRUE
has_name(co, "2") # FALSE

dit = dict.table(a = 1:2, b = 3:4)
has_name(dit, "a") # TRUE
has_name(dit, "x") # FALSE

is_empty Check if Object is Empty

Description

Check if Object is Empty

Usage

is_empty(x)

# S3 method for class 'Container'
is_empty(x)

# S3 method for class 'dict.table'
is_empty(x)

Arguments

x any R object.
**Value**

TRUE if object is empty otherwise FALSE.

**Examples**

```r
co = container(1, 2)
is_empty(co)
is_empty(clear(co))

d = dict.table(a = 1:4, b = 4:1)
is_empty(d)
is_empty(clear(d))
```

---

**Iterable abstract class interface**

**Description**

An `Iterable` is an object that provides an `iter()` method, which is expected to return an `Iterator` object. This class defines the abstract class interface such that each class inheriting this class provides an `iter()` method and must implement a private method `create_iter()`, which must return an `Iterator` object.

**Methods**

**Public methods:**

- `Iterable$new()`
- `Iterable$iter()`
- `Iterable$clone()`

**Method `new()`**: `Iterable` is an abstract class and thus cannot be instantiated.

*Usage:*

`Iterable$new()`

**Method `iter()`**: Create iterator

*Usage:*

`Iterable$iter()`

*Returns:* returns the `Iterator` object.

**Method `clone()`**: The objects of this class are cloneable with this method.

*Usage:*

`Iterable$clone(deep = FALSE)`

*Arguments:*

- `deep` Whether to make a deep clone.
Author(s)
Roman Pahl

See Also
Iterator and Container

Description
An Iterator is an object that allows to iterate over sequences. It implements next_iter and get_value to iterate and retrieve the value of the sequence it is associated with. For the standard S3 interface, see iter().

Methods

Public methods:
• Iterator$new()
  • Iterator$begin()
  • Iterator$get_value()
  • Iterator$get_next()
  • Iterator$has_next()
  • Iterator$has_value()
  • Iterator$length()
  • Iterator$pos()
  • Iterator$next_iter()
  • Iterator$print()
  • Iterator$reset_iter()
  • Iterator$clone()

Method new(): Iterator constructor

Usage:
Iterator$new(x, .subset = .subset2)

Arguments:
  x object to iterate over
  .subset accessor function

Returns: invisibly returns the Iterator object

Method begin(): set iterator to the first element of the underlying sequence unless length of sequence is zero, in which case it will point to nothing.

Usage:
Iterator

Iterator$begin()
*Returns:* invisibly returns the Iterator object

**Method** get_value(): get value where the iterator points to

*Usage:*
Iterator$get_value()

*Returns:* returns the value the Iterator is pointing at.

**Method** get_next(): get next value

*Usage:*
Iterator$get_next()

*Returns:* increments the iterator and returns the value the Iterator is pointing to.

**Method** has_next(): check if iterator has more elements

*Usage:*
Iterator$has_next()

*Returns:* TRUE if iterator has next element else FALSE

**Method** has_value(): check if iterator points at value

*Usage:*
Iterator$has_value()

*Returns:* TRUE if iterator points at value otherwise FALSE

**Method** length(): iterator length

*Usage:*
Iterator$length()

*Returns:* number of elements to iterate

**Method** pos(): get iterator position

*Usage:*
Iterator$pos()

*Returns:* integer if iterator has next element else FALSE

**Method** next_iter(): increment iterator

*Usage:*
Iterator$next_iter()

*Returns:* invisibly returns the Iterator object

**Method** print(): print method

*Usage:*
Iterator$print()

**Method** reset_iter(): reset iterator to '0'


Usage:
Iterator$reset_iter()

Returns: invisibly returns the Iterator object

Method clone(): The objects of this class are cloneable with this method.

Usage:
Iterator$clone(deep = FALSE)

Arguments:
  deep Whether to make a deep clone.

Author(s)
Roman Pahl

Examples

```r
# Numeric Vector
v = 1:3
it = Iterator$new(v)

## Not run:
it$get_value() # iterator does not point at a value

## End(Not run)

it$has_value()
it$has_next()
it$next_iter()

## Works by reference for Container
co = Container$new(1, 2, 3)
it = co$iter()

it$get_next()
co$discard(2)
it

it$get_value()
co$discard(1)
it

it$get_value()
it$begin()
```
Iterate over Sequences

Description

An Iterator is an object that allows to iterate over sequences. It implements `next_iter()` and `get_value()` to iterate and retrieve the value of the sequence it is associated with. For documentation of the methods see `Iterator`.

Usage

```r
iter(x, ...)
```

`## S3 method for class 'Container'
iter(x, ...)`

`## Default S3 method:
iter(x, ...)`

`is.iterator(x)`

`is.iterable(x)`

`begin(it)`

`get_value(it)`

`get_next(it)`

`has_next(it)`

`has_value(it)`

`pos(it)`

`next_iter(it)`

`reset_iter(it)`

`## S3 method for class 'Iterator'
length(x)`

Arguments

`x` an object of class `Iterable` or any other R object. In the latter case, `x` will always be coerced to a base R `list` prior to creating the `Iterator`.

`...` other parameters passed to or from methods
it          Iterator object

Value

length returns the number of elements that can be iterated over.

See Also

For the class documentation see Iterator.

Examples

# Numeric Vector
v = 1:3
it = iter(v)
it

## Not run:
it$get_value()   # iterator does not point at a value

## End(Not run)

has_value(it)
has_next(it)
next_iter(it)
get_value(it)
get_next(it)
get_next(it)
it
has_next(it)
begin(it)
get_value(it)
reset_iter(it)

# Works on copy of Container
co = container(1, 2, 3)
it = iter(co)
get_next(it)
ref_discard(co, 2)
co
it
get_next(it)
ref_clear(co)
co
it
get_next(it)
begin(it)
**Description**

Binary arithmetic operators for `Container()` objects and derived classes.

**Usage**

```r
## S3 method for class 'Container'
x + y
## S3 method for class 'Container'
x - y
## S3 method for class 'Deque'
x + y
## S3 method for class 'Deque'
x - y
## S3 method for class 'Dict'
x + y
## S3 method for class 'Dict'
x - y
## S3 method for class 'Set'
x + y
## S3 method for class 'Set'
x - y
```

**Arguments**

- `x, y`  
  Depending on the operator at least one must be of class `Container()` or the respective derived class and the other at least be coercible to the respective class.

**Value**

For `Container`, `x + y` combines `x` and `y` into a new container by appending `y` to `x`.  
For `Container`, `x - y` element-wise discards all items of `y` from `x`, given the element was contained in `x`. The result is always a container.  
For `Deque`, `x + y` combines `x` and `y` into a new deque by appending `y` to `x`.  
For `Deque`, `x - y` element-wise removes all items of `y` from `x`, given the element was contained in `x`.  
For `Dict`, `x + y` combines `x` and `y` into a new dict by updating `x` by `y` (see also `[update()]`).
For Dict, \(x - y\) removes all keys from \(x\) that appear in \(y\).
For Set, \(x + y\) performs the set union.
For Set, \(x - y\) performs the set difference.

Examples

c1 = container(1, 1:2)
c2 = container(2, 1:2)
c1 + c2       # same as c(c1, c2)
c2 + c1       # same as c(c2, c1)

c1 - c2

c2 - c1

c1 - c1

# Arithmetic
d1 = deque(1, 1:2)
d2 = deque(2, 1:2)
d1 + d2       # same as c(d1, d2)
d2 + d1       # same as c(d2, d1)

d1 - d2
d2 - d1
d1 - d1

# Arithmetic
d1 = dict(a = 1, b = list(1, 2))
d2 = dict(a = 2, b = list(1, 2))
d1 + d2       # same as update(d, d2)
d2 + d1       # same as update(d2, d)

## Not run:
c(d1, d2)       # duplicated keys are not allowed for Dict

## End(Not run)
d1 - d2
d2 - d1
d1 - d1

# Arithmetic
s1 = setnew(1, 1:2)
s2 = setnew(2, 1:2)
s1 + s2       # same as s1 | s2 or c(c1, s2)
s2 + s1       # same

s1 - s2
s2 - s1
Description

Binary comparison operators for Container() objects and derived classes.

Usage

```r
## S3 method for class 'Container'
x == y
## S3 method for class 'Container'
x != y
## S3 method for class 'Container'
x < y
## S3 method for class 'Container'
x > y
## S3 method for class 'Container'
x <= y
## S3 method for class 'Container'
x >= y
```

Arguments

x, y at least one must be a Container() object (or an object of one of the derived classes) while the other must be at least iterable.

Details

- x == y is TRUE if the contents of x and y are lexicographically equal.
- x != y is TRUE if the contents of x and y are not equal.
- x < y is TRUE if the contents of x are lexicographically less than the contents of y.
- x <= y is TRUE if the contents of x are lexicographically less than or equal to the contents of y.

Examples

```r
c1 = container(1, 2, 3)
c2 = container(1, 3, 2)
c1 == c1 # TRUE
c1 != c2 # TRUE
c1 <= c1 # TRUE
c1 == c2 # FALSE
c1 < c2 # TRUE
c1 < container(2) # TRUE
c1 < container() # FALSE
```
Extract Parts of a Container Object

Description

Extract parts of a Container object similar to R’s base extract operators on lists.

Usage

```r
## S3 method for class 'Container'
x[...]  
## S3 method for class 'Container'
x[[i]]
```

Arguments

- `x` Container object from which to extract elements.
- `i, ...` indices specifying elements to extract. Indices are numeric or character vectors or a list containing both.

Details

`[` selects multiple values. The indices can be numeric or character or both. They can be passed as a vector or list or, for convenience, just as a comma-separated sequence (see Examples). Non-existing indices are ignored.

`[[` selects a single value using a numeric or character index.

Examples

```r
c = container(a = 1, b = 2, c = 3, d = 4)
c[1:2]
c[1, 4]
c["d", 2]
c[list("d", 2)]
c[0:10]

c = container(a = 1, b = 2)
c[[1]]
c["a"]
c["x"]
```
Description

Binary logic operators for `Container()` objects and derived classes.

Usage

```r
## S3 method for class 'Dict'
x & y

## S3 method for class 'Dict'
x | y

## S3 method for class 'Set'
x & y

## S3 method for class 'Set'
x | y
```

Arguments

- `x, y` - Depending on the operator at least one must be of class `Container()` or the respective derived class and the other at least be coercible to the respective class.

Examples

```r
d1 = dict(a = 1, b = 2)
d2 = dict(a = 10, x = 4)
d1 & d2  # {a = 1}
```

Description

Replace parts of a `Container` object similar to R’s base replace operators on lists.
Usage

## S3 replacement method for class 'Container'
x[i] <- value

## S3 replacement method for class 'Container'
x[[i]] <- value

## S3 replacement method for class 'Container'
x$name <- value

Arguments

x Container object in which to replace elements.
i indices specifying elements to replace. Indices are numeric or character vectors or a list containing both.
value the replacing value of ANY type
name character string (possibly backtick quoted)

details

[<- replaces multiple values. The indices can be numeric or character or both. They can be passed as a vector or list. Values can be added by 'replacing' at new indices, which only works for character indices.
[[<- replaces a single value at a given numeric or character index. Instead of an index, it is also possible to replace certain elements by passing the element in curly braces (see Examples), that is, the object is searched for the element and then the element is replaced by the value.
$<- replaces a single element at a given name.

Examples

co = container(a = 1, b = "bar")
(co[1:2] <- 1:2)

## Not run:
c0[3] <- 3 # index out of range

## End(Not run)
(co[list(1, "b")][- 3:4]) # mixed numeric/character index

co = container(a = 1, b = 2)
co[[1]] <- 9
co["b"] <- 8
co["x"] <- 7
co$z <- 99
print(co)

# Replace 8 by 0
co[["z"]][<- 0
print(co)
co = container(a = 1, b = "bar")
co$f <- 3
co$b <- 2
co

---

OrderedSet  

**OrderedSet Class**

---

**Description**

The *OrderedSet* is a *Set* where all elements are always ordered.

**Details**

The order of elements is determined sequentially as follows:

- element’s length
- whether it is an atomic element
- the element’s class(es)
- by numeric value (if applicable)
- it’s representation when printed
- the name of the element in the *Set*

**Super classes**

container::Iterable -> container::Container -> container::Set -> OrderedSet

**Methods**

**Public methods:**

- `OrderedSet$new()`
- `OrderedSet$add()`
- `OrderedSet$clone()`

**Method** `new()`: OrderedSet constructor

*Usage:*

`OrderedSet$new(...)`

*Arguments:*

... initial elements put into the OrderedSet

*Returns:*

returns the OrderedSet object

**Method** `add()`: Add element

*Usage:*


OrderedSet$add(value, name = NULL)

**Arguments:**
- value: value of ANY type to be added to the OrderedSet.
- name: character optional name attribute of the value.

**Returns:** the OrderedSet object.

**Method clone():** The objects of this class are cloneable with this method.

**Usage:**
OrderedSet$clone(deep = FALSE)

**Arguments:**
- deep: Whether to make a deep clone.

---

**See Also**
- Container, Set

**Examples**
```r
s1 = OrderedSet$new(2, 1)
s1
```

---

**peek**

*Peek at Left or Right of a Deque*

**Description**
Try to access first or last element and return some default value if not found. In contrast to `[at2()]`, this function provides a less stricter element access, that is, it remains valid even if peeked elements don’t exist.

**Usage**
```r
peekleft(x, default = NULL)
peek(x, default = NULL)
```

```r
# S3 method for class 'Deque'
peek(x, default = NULL)
```

```r
# S3 method for class 'Deque'
peekleft(x, default = NULL)
```

**Arguments**
- `x`: a Deque object.
- `default`: value to be returned if peeked value does not exist.
peek_at

Details

peek peek at last element of a Deque.
peekleft peek at first element of a Deque.

Value

The first (peekleft) or last (peek) element.

See Also

at2() for strict element extraction

Examples

# Deque
d = deque(1, 2, 3)
peek(d)
peekleft(d)
peek(deque())
peek(deque(), default = 0)
peekleft(deque(), default = 0)

---

peek_at   Peek at Indices

Description

Try to access elements and return default values if not found. In contrast to [at()], this function provides a less stricter element access, that is, it remains valid even if elements don’t exist.

Usage

peek_at(.x, ...)

## S3 method for class 'Container'
peek_at(.x, ..., .default = NULL)

## S3 method for class 'dict.table'
peek_at(.x, ..., .default = NULL)

Arguments

.x an R object of the respective class.
...
indices of elements to be extracted
.default value to be returned if peeked value does not exist.
Details

peek_at tries to access specific values.

Value

For Container, returns the value at the given indices or (if not found) the given default value.

For dict.table, returns the columns at the given indices or (if not found) columns with the given default value.

See Also

at() for strict element extraction

Examples

# Container
c = container(a = 1, 2, b = 3, 4)
peek_at(c, 1)
peek_at(c, "a")
peek_at(c, "x")
peek_at(c, "x", .default = 0)
peek_at(c, "a", "x", 2, 9, .default = -1)

# Dict
d = dict(a = 1, b = 1:3)
peek_at(d, "b")
peek_at(d, "x")
peek_at(d, "x", .default = 4:7)

# dict.table
dit = dict.table(a = 1:3, b = 4:6)
peek_at(dit, "a")
peek_at(dit, 1)
peek_at(dit, 3)
peek_at(dit, "x")
peek_at(dit, "x", .default = 0)
peek_at(dit, "a", "x", .default = 0)

peek_at2

Peek at Single Index

Description

Try to access element and return some default value if not found. In contrast to [at2()], this function provides a less stricter element access, that is, it remains valid even if peeked elements don’t exist.
Usage

peek_at2(x, index, default = NULL)

## S3 method for class 'Container'
peek_at2(x, index, default = NULL)

## S3 method for class 'dict.table'
peek_at2(x, index, default = NULL)

Arguments

x an R object of the respective class.
index character name or numeric position of the sought value.
default value to be returned if peeked value does not exist.

Value

For Container, returns the value at the given index or (if not found) the given default value.
For dict.table, returns the column named index if it exists otherwise the given default value. If the default length does not match the number of rows, it is recycled accordingly and a warning is given, unless the default value has a length of 1, in which case recycling is done silently.

See Also

at2() for strict element extraction

Examples

# Container
co = container(a = 1, 2, b = 3, 4)
peek_at2(co, 1)
peek_at2(co, "a")
peek_at2(co, "x")
peek_at2(co, "x", default = 0)

# Dict
d = dict(a = 1, b = 1:3)
peek_at2(d, "b")
peek_at2(d, "x")
peek_at2(d, "x", default = 4:7)

# dict.table
dit = dict.table(a = 1:3, b = 4:6)
peek_at2(dit, "a")
peek_at2(dit, 1)
peek_at2(dit, 3)
peek_at2(dit, 3, default = 9)
peek_at2(dit, "x")
peek_at2(dit, "x", default = 0)
pop

Get and Remove Element

Description
Search and return an element and remove it afterwards from the object. If the element is not found, signal an error.

Usage
ref_pop(.x, ...)

ref_popleft(.x, ...)

## S3 method for class 'Deque'
ref_pop(.x, ...)

## S3 method for class 'Deque'
ref_popleft(.x, ...)

## S3 method for class 'Container'
ref_pop(.x, index, ...)  

## S3 method for class 'dict.table'
ref_pop(.x, index, ...)

Arguments
.x any R object.
... additional arguments to be passed to or from methods.
index character name or numeric position of value to be popped

Details
All functions work by reference, that is, the original object is altered. ref_pop(.x) tries to access specific values.
 ref_popleft(.x) pops first element of a Deque.

Value
For Deque the first (ref_popleft) or last (ref_pop) element of the deque after it was removed.
For Container the value at the given index after it was removed from the Container object. If index is not found, an error is raised.
For dict.table, returns the column at the given index after it was removed from the dict.table. If column does not exist, an error is raised.
rename  Rename Elements Safely

Description

Search for old name and replace it by new name. If either the old name does not exist or the name would result in a name-clash with an already existing name, an error is signaled.

Usage

rename(.x, old, new)

ref_rename(.x, old, new)
## rename

### S3 method for class 'Container'

```r
rename(.x, old, new)
```

### S3 method for class 'dict.table'

```r
rename(.x, old, new)
```

### S3 method for class 'dict.table'

```r
ref_rename(.x, old, new)
```

### Default S3 method:

```r
rename(.x, old, new)
```

#### Arguments

- `.x`: dict.table object
- `old`: character old name
- `new`: character new name

#### Details

The passed old and new names can be vectors but always must have the same length and must be unique to prevent double-renaming.

rename uses copy semantics while ref_rename works by reference, that is, it renames elements in place.

#### Value

For standard R vectors renames old to new and returns the renamed vector.

For Container, an object of class Container (or one of the respective derived classes).

For dict.table renames key old to new in place (i.e. by reference) and invisibly returns the dict.table() object.

#### Examples

```r
# Container
c0 = container(a = 1, b = 2, 3)
rename(co, c("a", "b"), c("a1", "y"))
print(co)
ref_rename(co, c("a", "b"), c("a1", "y"))
print(co)

# dict.table
dt = dict.table(a = 1, b = 2, c = 3)
rename(dt, c("a", "b"), c("a1", "y"))
print(dt)
ref_rename(dt, c("a", "b"), c("a1", "y"))
print(dt)
```
### Description

Try to find and replace elements and signal an error if not found, unless it is stated to explicitly add the element (see option `add`).

### Usage

```r
replace(.x, ...)  
ref_replace(.x, ...)
```

```r
## S3 method for class 'Container'
replace(.x, old, new, add = FALSE, ...)
```

```r
## S3 method for class 'Container'
ref_replace(.x, old, new, add = FALSE, ...)
```

```r
## S3 method for class 'Dict'
replace(.x, old, new, ...)
```

```r
## S3 method for class 'Dict'
ref_replace(.x, old, new, ...)
```

### Arguments

- `.x` any R object.
- `...` additional arguments to be passed to or from methods.
- `old` old element to be found and replaced.
- `new` the new element replacing the old one.
- `add` logical if `FALSE` (default) and element was not found, an error is given. In contrast, if set to `TRUE` the new element is added regardless of whether it is used as a replacement for an existing element or just added as a new element.

### Details

`replace` uses copy semantics while `ref_replace` works by reference.

### Value

For `Container`, an object of class `Container` (or one of the respective derived classes).

For `Dict` an object of class `Dict`.\[replace\]
Examples

```r
co = container("x", 9)
replace(co, 9, 0)
replace(co, "x", 0)
## Not run:
replace(co, "z", 0)  # old element ("z") is not in Container

## End(Not run)
replace(co, "z", 0, add = TRUE)  # just add the zero without replacement

d = dict(a = 1, b = "z")
replace(d, 1, 1:5)
replace(d, "z", "a")

## Not run:
replace(d, "a", 2)  # old element ("a") is not in Dict

## End(Not run)
```

---

### replace_at

**Replace Values at Indices Safely**

**Description**

Try to find and replace elements at given indices and signal an error if not found, unless it is stated to explicitly add the element (see option `add`).

**Usage**

```r
replace_at(.x, ...)  
ref_replace_at(.x, ...)

## S3 method for class 'Container'
replace_at(.x, ..., .add = FALSE)

## S3 method for class 'Container'
ref_replace_at(.x, ..., .add = FALSE)

## S3 method for class 'dict.table'
replace_at(.x, ..., .add = FALSE)

## S3 method for class 'dict.table'
ref_replace_at(.x, ..., .add = FALSE)
```
**Arguments**

- `.x` any R object.
- `...` either name = value pairs or two vectors/lists with names/values to be replaced.
- `.add` logical if FALSE (default) and index is invalid, an error is given. If set to TRUE the new element is added at the given index regardless whether the index existed or not. Indices can consist of numbers or names or both, except when adding values at new indices, which is only allowed for names.

**Details**

`replace_at` uses copy semantics while `ref_replace_at` works by reference.

**Value**

For `Container`, an object of class `Container` (or one of the respective derived classes).

For `dict.table` an object of class `dict.table`.

**Examples**

```r
co = container(a = 0, b = "z")
replace_at(co, a = 1, b = 2)
replace_at(co, 1:2, 1:2)  # same
replace_at(co, c("a", "b"), list(1, 2))  # same

# Not run:
replace_at(co, x = 1)  # names(s) not found: 'x'

# End(Not run)
replace_at(co, x = 1, .add = TRUE)  # ok (adds x = 1)

dit = dict.table(a = 1:3, b = 4:6)
replace_at(dit, a = 3:1)
replace_at(dit, 1, 3:1)  # same
replace_at(dit, "a", 3:1)  # same
replace_at(dit, a = 3:1, b = 6:4)
replace_at(dit, 1:2, list(3:1, 6:4))  # same

# Not run:
replace_at(dit, x = 1)  # column(s) not found: 'x'

# End(Not run)
replace_at(dit, x = 1, .add = TRUE)  # ok (adds column)
```
Description

`rev` provides a reversed version of its argument.

Usage

```r
ref_rev(x)
```

```r
## S3 method for class 'Deque'
ref_rev(x)
```

```r
## S3 method for class 'Deque'
rev(x)
```

Arguments

- `x` Deque object

Details

`rev` uses copy semantics while `ref_rev` works by reference, that is, it reverse all elements in place.

Value

For Deque, an object of class Deque

See Also

`base::rev()`

Examples

```r
d = deque(a = 1, b = 2, 3)
rev(d)
print(d)
ref_rev(d)
print(d)
```
Description

Rotate all elements \( n \) steps to the right. If \( n \) is negative, rotate to the left.

Usage

```r
rotate(x, n = 1L)
ref_rotate(x, n = 1L)
```

## S3 method for class 'Deque'
```
rotate(x, n = 1L)
ref_rotate(x, n = 1L)
```

Arguments

- **x**: any R object.
- **n**: integer number of steps to rotate

Details

While `rotate` uses copy semantics, `ref_rotate` works by reference, that is, rotates in place on the original object.

Value

For Deque returns the rotated `Deque()` object.

Examples

```r
d = deque(1, 2, 3, 4)
rotate(d)
rotate(d, n = 2)
```
Set

Set Class

Description

The Set is considered and implemented as a specialized Container, that is, elements are always unique in the Container and it provides typical set operations such as union and intersect. For the standard S3 interface, see setnew().

Super classes

container::Iterable -> container::Container -> Set

Methods

Public methods:

- Set$new()
- Set$add()
- Set$diff()
- Set$intersect()
- Set$union()
- Set$is_equal()
- Set$is_subset()
- Set$is_proper_subset()
- Set$values()
- Set$clone()

Method new(): Set constructor

Usage:
Set$new(...)

Arguments:
... initial elements put into the Set

Returns: returns the Set object

Method add(): Add element

Usage:
Set$add(value, name = NULL)

Arguments:
value value of ANY type to be added to the Set.
name character optional name attribute of the value.

Returns: the Set object.

Method diff(): Set difference
Set

Usage:
Set$diff(s)

Arguments:
s Set object to 'subtract'

Returns: the Set object updated as a result of the set difference between this and s.

Method intersect(): Set intersection

Usage:
Set$intersect(s)

Arguments:
s Set object to 'intersect'

Returns: the Set object as a result of the intersection of this and s.

Method union(): Set union

Usage:
Set$union(s)

Arguments:
s Set object to be 'unified'

Returns: the Set object as a result of the union of this and s.

Method is_equal(): Set equality

Usage:
Set$is_equal(s)

Arguments:
s Set object to compare against

Returns: TRUE if this is equal to s, otherwise FALSE

Method is_subset(): Set proper subset

Usage:
Set$is_subset(s)

Arguments:
s Set object to compare against

Returns: TRUE if this is subset of s, otherwise FALSE

Method is_proper_subset(): Set subset

Usage:
Set$is_proper_subset(s)

Arguments:
s Set object to compare against

Returns: TRUE if this is proper subset of s, otherwise FALSE
SetS3

**Method** `values()`: Get Set values

*Usage:*

```r
Set$values()
```

*Returns:* elements of the set as a base list

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

```r
Set$clone(deep = FALSE)
```

*Arguments:*

- `deep` Whether to make a deep clone.

**See Also**

`Container`, `set()`

**Examples**

```r
s1 = Set$new(1, 2)
s1
s1$add(1)
s1$add(3)
s2 = Set$new(3, 4, 5)
s1$union(s2)
s1

s1 = Set$new(1, 2, 3)
s1$intersect(s2)
s1

s1$diff(s2)
s1$diff(s1)
s1
```

---

**SetS3**

*Set and ordered Set*

**Description**

The **Set** is considered and implemented as a specialized **Container**, that is, Set elements are always unique. It provides typical set operations such as union and intersect.
Usage

setnew(..., .ordered = FALSE)

as.set(x)

as.orderedset(x)

is.set(x)

is.orderedset(x)

Arguments

... initial elements put into the Set.

.ordered logical if TRUE all elements in the Set will be ordered.

x R object of ANY type for as.set() and is.set() or of class Set for the S3 methods.

Details

Methods that alter Set objects usually come in two versions providing either copy or reference semantics where the latter start with 'ref_' to note the reference semantic, for example, add() and ref_add().

• setnew(...) initializes and returns a Set() object.

• as.set(x) coerces x to a set.

• as.orderedset(x) coerces x to an ordered set.

• is.set(x) returns TRUE if x is of class Set and FALSE otherwise.

• is.orderedset(x) returns TRUE if x is of class OrderedSet and FALSE otherwise.

• x & y performs the set intersection of x and y

• x | y performs the set union of x and y

See Also

See container() for all inherited methods. For the full class documentation see Set and it’s superclass Container.
**Examples**

```r
s = setnew(1, b = NA, 1:3, c = container("a", 1))
is.set(s)
print(s)
length(s)
names(s)
as.list(s)
unpack(s)  # flatten recursively similar to unlist

so = setnew(2, 1, .ordered = TRUE)
print(so)
add(so, 0)
# Math
s = setnew(5:3, 1, 2)
s
abs(s)
cumsum(s)
round(s)
exp(s)

# Summary
range(s)
min(s)
max(s)

s1 = setnew(1, 1:2)
s2 = setnew(2, 1:2)
s1 + s2  # same as s1 | s2 or c(c1, s2)
s2 + s1  # same

s1 - s2
s2 - s1

s1 = setnew(1, b = 2)
s2 = setnew(1, b = 4)
s1 & s2   # {1}
s1 | s2   # {1, b = 2, b = 4}
```

---

**unpack**

*Unpack Nested Objects*

**Description**

Similarly to `unlist()` recursively unpacks any (possibly nested) structure into a flat list. In contrast to `unlist()`, `unpack()` also works with (possibly nested) `Container()` objects. In principle, it works for any object that can be transformed to a list via `as.list`. 
**Usage**

```r
unpack(x, recursive = TRUE, use.names = TRUE)
```

**Arguments**

- `x` any R object
- `recursive` logical descend recursively into nested objects?
- `use.names` logical Should names be preserved?

**Value**

a list

---

**update**

*Update Object with Elements from Another Object*

**Description**

Takes an object and updates it with values from another object by replacing the values at existing names and adding values at new names of the other object. A common use case is to update parameter lists.

**Usage**

```r
ref_update(object, other, ...)
```

```r
t # S3 method for class 'Container'
t update(object, other, ...)
```

```r
t # S3 method for class 'Container'
t ref_update(object, other, ...)
```

```r
t # S3 method for class 'dict.table'
t update(object, other, ...)
```

```r
t # S3 method for class 'dict.table'
t ref_update(object, other, ...)
```

```r
t # S3 method for class 'list'
t update(object, other, ...)
```

**Arguments**

- `object` any R object
- `other` any object of the same type as object
- `...` additional arguments to be passed to or from methods.
Details

update uses copy semantics while ref_update works by reference, that is, updates in place.

Value

For Container, an object of class Container (or one of the respective derived classes).

For dict.table an object of class dict.table.

For list, an updated object of class list.

Examples

d1 = dict(a = 1, b = 2)
d2 = dict(b = 0, c = 3)
update(d1, d2)  # {a = 1, b = 0, c = 3}
update(d2, d1)  # {a = 1, b = 2, c = 3}

d1 = dict(a = 1:2, b = 3:4)
d2 = dict(b = 5:6, c = 8:9)
update(d1, d2)
update(d2, d1)

l1 = list(1, b = 2)
l2 = list(b = 0, c = 3)
update(l1, l2)
update(l2, l1)
Index

!=.Container (OpsCompare), 56
+.Container (OpsArithmetic), 55
+.Deque (OpsArithmetic), 55
+.Dict (OpsArithmetic), 55
+.Set (OpsArithmetic), 55
-.Container (OpsArithmetic), 55
-.Deque (OpsArithmetic), 55
-.Dict (OpsArithmetic), 55
-.Set (OpsArithmetic), 55
<.Container (OpsCompare), 56
<=.Container (OpsCompare), 56
==.Container (OpsCompare), 56
>.Container (OpsCompare), 56
>=.Container (OpsCompare), 56
[..Container (OpsExtract), 58
[<-Container (OpsReplace), 59
[[.-Container (OpsReplace), 59
$<-Container (OpsReplace), 59
&.Dict (OpsLogic), 59
&.Set (OpsLogic), 59

add, 3, 3
add(), 18, 37, 77
add.left, 4, 5
as.cont (ContainerS3), 17
as.container, 18
as.container (ContainerS3), 17
as.deque (DequeS3), 31
as.deque(), 31
as.dict (DictS3), 42
as.dict(), 42
as.dict.table (dict.table), 37
as.list(), 29
as.list.Container (ContainerS3), 17
as.orderedset (SetS3), 76
as.set (SetS3), 76
as.set(), 77
at, 5
at(), 64

at2, 6
at2(), 35, 63, 65

base: :rev(), 72
begin(iterS3), 53
cbind.dict.table (dict.table), 37
clear, 8
close, 9
cnt (ContainerS3), 17
Container, 3, 8, 10, 17–19, 42, 43, 50, 62, 74, 76, 77
container (ContainerS3), 17
Container(), 12, 29, 31, 32, 34, 36, 55, 57, 59, 78
cnter(), 10, 16, 32, 43, 77
cnter::Container, 29, 34, 61, 74
cnter::Iterable, 10, 29, 34, 61, 74
cnter::Set, 61
cnter_options, 24
ContainerS3, 17
count, 25
data.table, 37
delete, 26
delete(), 15, 29, 35
delete_at, 27
deprecated, 28
Deque, 3–5, 10, 16, 17, 29, 29, 31
deque, 19, 31
deque (DequeS3), 31
deque(), 30, 32, 33
deque(), 29, 31
DequeS3, 31
Dict, 3, 10, 16, 17, 29, 33, 42, 43
dict, 19, 37, 38
dict (DictS3), 42
Dict(), 34
dict(), 34, 36
dict.table, 3, 8, 37, 37
INDEX

dict.table(), 68
DictS3, 42
discard, 44
discard_at, 45

empty (deprecated), 28
empty(), 29

format(), 14

get_next (iterS3), 53
get_value (iterS3), 53
get_value(), 53
getContainerOption (container_options), 24

has, 46
has(), 48
has_name, 47
has_name(), 47
has_next (iterS3), 53
has_value (iterS3), 53

is.container, 18
is.container (ContainerS3), 17
is.deque (DequeS3), 31
is.deque(), 31
is.dict (DictS3), 42
is.dict(), 42
is.dict.table (dict.table), 37
is.iterable (iterS3), 53
is.iterator (iterS3), 53
is.orderedset (SetS3), 76
is.set (SetS3), 76
is.set(), 77
is_empty, 48
is_empty(), 13, 29
iter (iterS3), 53
iter(), 49, 50
Iterable, 10, 16, 49, 49, 53
Iterator, 49, 50, 50, 53, 54
iterS3, 53

keys (deprecated), 28

length(), 15, 29
length.Container (ContainerS3), 17
length.Iterator (iterS3), 53
list, 17, 18, 53

names.Container (ContainerS3), 17
names<- .Container (ContainerS3), 17
next_iter (iterS3), 53
next_iter(), 53

 OpsArithmetic, 55
 OpsCompare, 56
 OpsExtract, 58
 OpsLogic, 59
 OpsReplace, 59
 OrderedSet, 61, 61

peek, 62
peek(), 67
peek_at, 63
peek_at(), 6
peek_at2, 64
peek_at2(), 7
peekleft (peek), 62
pop, 66
pos (iterS3), 53

rbind.dict.table (dict.table), 37
ref_add, 3
ref_add (add), 3
ref_add(), 18, 37, 77
ref_addleft, 5
ref_addleft (addleft), 4
ref_clear (clear), 8
ref_delete (delete), 26
ref_delete_at (delete_at), 27
ref_discard (discard), 44
ref_discard_at (discard_at), 45
ref_pop (pop), 66
ref_popleft (pop), 66
ref_rename (rename), 67
ref_replace (replace), 69
ref_replace_at (replace_at), 70
ref_rev (rev), 72
ref_rotate (rotate), 73
ref_update (update), 79
remove(), 29
rename, 67
replace, 69
replace(), 35
replace_at, 70
reset_iter (iterS3), 53
rev, 72
rotate, 73
Set, 3, 10, 16, 17, 61, 62, 74, 74, 76, 77
Set(), 77
set(), 29, 76
setnew, 19
setnew(SetS3), 76
setnew(), 29, 74
SetS3, 76
size (deprecated), 28
size(), 29
sortkey (deprecated), 28
sortkey(), 29
type(), 29
unlist(), 78
unpack, 78
unpack(), 78
update, 79
values (deprecated), 28
values(), 29