Package ‘formods’

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Type Package

Title 'Shiny' Modules for General Tasks

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Description 'Shiny' apps can often make use of the same key elements, this package provides modules for common tasks (data upload, wrangling data, figure generation and saving the app state). These modules can react and interact as well as generate code to create reproducible analyses.

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BugReports https://github.com/john-harrold/formods/issues

URL https://formods.ubiquity.tools/

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ASM_fetch_code

**ASM_fetch_code**

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**Description**

Fetches the code to generate results seen in the app
**Usage**

ASM_fetch_code(state)

**Arguments**

- **state**
  - ASM state from `ASM_fetch_state()`

**Value**

The ASM module does not generate code

**Examples**

```r
# Creating a state object for testing
sess_res = ASM_test_mksession(session=list(), full_session=FALSE)
state = sess_res$state
code = ASM_fetch_code(state)
```

---

**ASM_fetch_dlfn**

**Fetch Download File Name**

**Description**

Gets either the file name specified by the user or the default value if that is null

**Usage**

ASM_fetch_dlfn(state, extension = ".zip")

**Arguments**

- **state**
  - ASM state from `ASM_fetch_state()`
- **extension**
  - File extension for the download (default: ".zip")

**Value**

character object with the download file name

**Examples**

```r
# Creating a state object for testing
sess_res = ASM_test_mksession(session=list(), full_session=FALSE)
state = sess_res$state
dlfn = ASM_fetch_dlfn(state)
dlfn
```
**ASM_fetch_state**

**Fetch State Manager State**

**Description**

Merges default app options with the changes made in the UI

**Usage**

```
ASM_fetch_state(id, input, session, FM_yaml_file, MOD_yaml_file)
```

**Arguments**

- **id**: Shiny module ID
- **input**: Shiny input variable
- **session**: Shiny session variable
- **FM_yaml_file**: App configuration file with FM as main section.
- **MOD_yaml_file**: Module configuration file with MC as main section.

**Value**

List containing the current state of the app including default values from the yaml file as well as any changes made by the user. The list has the following structure:

- **yaml**: Full contents of the supplied yaml file.
- **MC**: Module components of the yaml file.
- **ASM**:
  - isgood: Boolean object indicating if the file was successfully loaded.
  - checksum: This is an MD5 sum of the loaded state file
- **MOD_TYPE**: Character data containing the type of module "ASM"
- **id**: Character data containing the module id module in the session variable.
- **FM_yaml_file**: App configuration file with FM as main section.
- **MOD_yaml_file**: Module configuration file with MC as main section.

**Examples**

# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
```
sess_res = ASM_test_mksession(session=list(), full_session=FALSE)
session = sess_res$session
input = sess_res$input
```

# Configuration files
```
FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml")
MOD_yaml_file = system.file(package = "formods", "templates", "ASM.yaml")
```
ASM_init_state

# We need to specify the ID of the ASM module
id = "ASM"

state = ASM_fetch_state(id = id,
                         input = input,
                         session = session,
                         FM_yaml_file = FM_yaml_file,
                         MOD_yaml_file = MOD_yaml_file)

state

---

ASM_init_state Initialize ASM Module State

Description

Creates a list of the initialized module state

Usage

ASM_init_state(FM_yaml_file, MOD_yaml_file, id, session)

Arguments

FM_yaml_file App configuration file with FM as main section.
MOD_yaml_file Module configuration file with MC as main section.
id ID string for the module.
session Shiny session variable

Value

list containing an empty ASM state

Examples

# Within shiny the session variable will exist,
# this creates an example here for testing purposes:
sess_res = ASM_test_mksession(session=list(), full_session=FALSE)
session = sess_res$session
state = ASM_init_state(
    FM_yaml_file = system.file(package = "formods",
                                "templates",
                                "formods.yaml"),
    MOD_yaml_file = system.file(package = "formods",
                                "templates",
                                "ASM.yaml"),
    id = "ASM",
    session = session)
state
**ASM_Server**  

**Save State Server**

---

**Description**

Server function for the Save State Shiny Module

**Usage**

```r
ASM_Server(
    id,
    FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml"),
    MOD_yaml_file = system.file(package = "formods", "templates", "ASM.yaml"),
    deployed = FALSE,
    react_state = NULL,
    mod_ids
)
```

**Arguments**

- **id**: An ID string that corresponds with the ID used to call the modules UI elements
- **FM_yaml_file**: App configuration file with FM as main section.
- **MOD_yaml_file**: Module configuration file with MC as main section.
- **deployed**: Boolean variable indicating whether the app is deployed or not.
- **react_state**: Variable passed to server to allow reaction outside of module (NULL)
- **mod_ids**: Vector of module IDs and order they are needed (used for code generation).

**Value**

UD Server object

**Examples**

```r
if(interactive()){
# These are suggested packages
library(shinydashboard)
library(ggpubr)
library(plotly)
library(shinybusy)
library(prompter)
library(utils)
library(clipr)
library(formods)

CSS <- "
.wrapfig {
    float: right;
```
# Default to not deployed
if(!exists("deployed")){
  deployed = FALSE
}

#https://fontawesome.com/icons?from=io

ui <- dashboardPage(
  skin="black",
  dashboardHeader(title="formods"),
  dashboardSidebar(
    sidebarMenu(
      menuItem("Source Data", tabName="upload", icon=icon("table")),
      menuItem("Wrangle", tabName="wrangle", icon=icon("hat-cowboy")),
      menuItem("Plot", tabName="plot", icon=icon("chart-line")),
      menuItem("App State", tabName="app_state", icon=icon("archive")),
      menuItem("App Info", tabName="sysinfo", icon=icon("book-medical"))
    ),
  ),
  dashboardBody(
    tags$head(
      tags$style(HTML(CSS))
    ),
    tabItems(
      tabItem(tabName="app_state",
        box(title="Manage App State",
            htmlOutput(NS("ASM", "ui_asm_compact"))))),
      tabItem(tabName="upload",
        box(title="Load Data", width=12,
            fluidRow(
              prompter::use_prompt(),
              column(width=6,
                htmlOutput(NS("UD",  "UD_ui_compact")))))
            column(width=6),
      tags$p(
        tags$img(
          class = "wrapfig",
          width = 100,
          alt = "formods logo" ),
        'Formods is a set of modules and an framework for developing modules which interact and create code to replicate analyses performed within an app. To experiment download this',
        tags$a("test dataset", href=data_url),
        'and upload it into the App using the form on the left.'))
  )
)
# Main app server
server <- function(input, output, session) {
  # Empty reactive object to track and react to
  # changes in the module state outside of the module
  react_FM = reactiveValues()

  # This is the list of module ids used for reproducible script generation. The
  # order here is important.
  mod_ids = c("UD", "DW", "FG")

  #Populating with test data
  FG_test_mksession(session)

  # Module servers
ASM_test_mksession

Populate Session Data for Module Testing

Description

Populates the supplied session variable for testing.

Usage

ASM_test_mksession(
  session,
  id = "ASM",
  id_UD = "UD",
  id_DW = "DW",
  id_FG = "FG",
  full_session = TRUE
)

Arguments

session Shiny session variable (in app) or a list (outside of app)

id An ID string that corresponds with the ID used to call the modules UI elements

id_UD An ID string that corresponds with the ID used to call the UD modules UI elements

id_DW An ID string that corresponds with the ID used to call the DW modules UI elements

id_FG An ID string that corresponds with the ID used to call the FG modules UI elements

full_session Boolean to indicate if the full test session should be created (default TRUE).
ASM_write_state

Value

list with the following elements

- isgood: Boolean indicating the exit status of the function.
- session: The value Shiny session variable (in app) or a list (outside of app) after initialization.
- input: The value of the shiny input at the end of the session initialization.
- state: App state.
- rsc: The react_state components.

Examples

```
sess_res = ASM_test_mksession(session=list(), full_session=FALSE)
```

---

ASM_write_state Write State to File for Saving

Description

Called from download handler and used to write a saved state value if that is null

Usage

```
ASM_write_state(state, session, file, mod_ids)
```

Arguments

- state: ASM state from `ASM_fetch_state()`
- session: Shiny session variable
- file: File name to write zipped state.
- mod_ids: Vector of module IDs and order they are needed (used for code generation).

Value

This function only writes the state and has no return value.

Examples

```
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = ASM_test_mksession(session=list(), full_session=FALSE)
session = sess_res$session
input = sess_res$input

# Configuration files
FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml")
```
MOD_yaml_file = system.file(package = "formods", "templates", "ASM.yaml")

# We need to specify the ID of the ASM module
id = "ASM"

state = ASM_fetch_state(id = id,
            input = input,
            session = session,
            FM_yaml_file = FM_yaml_file,
            MOD_yaml_file = MOD_yaml_file)

ASM_write_state(state, session,
            file = tempfile(fileext=".zip"),
            mod_ids = c("UD"))

autocast

**Automatically Cast UI Input Variable**

**Description**
Takes UI input and tries to figure out if it's numeric or text

**Usage**
autocast(ui_input, quote_char = TRUE)

**Arguments**

- **ui_input**: UI input from a shiny form
- **quote_char**: TRUE will include double quotes in the character string

**Value**
Best guess of type casting applied to the ui_input

**Examples**

```r
number = autocast('10')
text = autocast('ten')
```
**dwrs_builder**

**Builds a Data Wrangling R Statement From ui Elements:**

**Description**

Takes the current ui elements and constructs the appropriate data wrangling command from the user input.

**Usage**

\[
\text{dwrs_builder}(\text{state})
\]

**Arguments**

- **state**
  DW state from `DW_fetch_state()`

**Value**

- list containing the following elements
  - `isgood`: Return status of the function
  - `cmd`: Data wrangling R command
  - `action`: The action being performed
  - `desc`: Verbose description of the action
  - `msgs`: Messages to be passed back to the user

**Examples**

```r
library(formods)
# The example requires a formods DW state object
state = DW_test_mksession(session=list())$state
state["DW"]["ui"]["select_dw_element"] = "filter"
state["DW"]["ui"]["select_fds_filter_column"] = "EVID"
state["DW"]["ui"]["select_fds_filter_operator"] = "=="
state["DW"]["ui"]["fds_filter_rhs"] = 0

# This builds the data wrangling statement based on
# elements scraped from the UI
dwb_res = dwrs_builder(state)

# Here we evaluate the resulting command:
dwee_res = dw_eval_element(state, dwb_res["cmd"])

# Next we add this wrangling element to the state
state = DW_add_wrangling_element(state, dwb_res, dwee_res)

# This creates a new data view and makes it active
state = DW_new_view(state)
```
# Here we can pluck out that data view from the state
current_view = DW_fetch_current_view(state)

# This will update the key in this view
current_view["key"] = "My new view"

# And this will place it back into the state
state = DW_set_current_view(state, current_view)

### DW_add_wrangling_element

**Adding Wrangling Element to Current Data View**

**Description**

Adds the wrangling element to the current data view.

**Usage**

`DW_add_wrangling_element(state, dwb_res, dwee_res)`

**Arguments**

- `state`: DW state from `DW_fetch_state()`
- `dwb_res`: Output from `dwrs_builder()`
- `dwee_res`: Output from `dw_eval_element()` returned by `UD_fetch_state()`.

**Value**

state with data set attached

**Examples**

```r
library(formods)
# The example requires a formods DW state object
state = DW_test_mksession(session=list())$state
state["DW"][["ui"]][["select_dw_element"]][["select_fds_filter_column"]]["condition"] = "filter"
state["DW"][["ui"]][["select_fds_filter_column"]]["operator"] = ==
state["DW"][["ui"]][["fds_filter_rhs"]]["value"] = 0

# This builds the data wrangling statement based on
# elements scraped from the UI
dwb_res = dwrs_builder(state)

# Here we evaluate the resulting command:
dwee_res = dw_eval_element(state, dwb_res[["cmd"]])
```
# Next we add this wrangling element to the state
state = DW_add_wrangling_element(state, dwb_res, dwee_res)

# This creates a new data view and makes it active
state = DW_new_view(state)

# Here we can pluck out that data view from the state
current_view = DW_fetch_current_view(state)

# This will update the key in this view
current_view["key"] = "My new view"

# And this will place it back into the state
state = DW_set_current_view(state, current_view)

---

**Description**

Takes the current state of the app and appends data views to an xlsx report object.

**Usage**

```r
DW_append_report(state, rpt, rpttype, gen_code_only = FALSE)
```

**Arguments**

- **state**: DW state from `DW_fetch_state()`
- **rpt**: Report with the current content of the report which will be appended to in this function. For details on the structure see the documentation for `FM_generate_report`.
- **rpttype**: Type of report to generate (supported "xlsx").
- **gen_code_only**: Boolean value indicating that only code should be generated (FALSE).

**Value**

List containing the following elements:

- **isgood**: Return status of the function.
- **hasrptele**: Boolean indicator if the module has any reportable elements.
- **code**: Code to generate reporting elements.
- **msgs**: Messages to be passed back to the user.
- **rpt**: Report with any additions passed back to the user.

**See Also**

`FM_generate_report`
## Examples

```r
# We need a state object to use below
sess_res = DW_test_mksession(session=list())
state = sess_res$state

rpt = list(summary = list(), sheets=list())

rpt_res = DW_append_report(state, 
    rpt = rpt, 
    rpttype = "xlsx")

# Shows if report elements are present
rpt_res$hasrptele

# Code chunk to generate report element
cat(paste(rpt_res$code, collapse="\n"))

# Tabular summary of data views
rpt_res$rpt$summary
```

---

### Description

Attaches a dataset to the DW state supplied.

### Usage

`DW_attach_ds(state, id_UD, session)`

### Arguments

- `state`  
  DW state from `DW_fetch_state()`
- `id_UD`  
  ID string for the upload data module used to handle uploads
- `session`  
  Shiny session variable

### Value

state with data set attached

### Examples

```r
# Within shiny both session and input variables will exist, 
# this creates examples here for testing purposes:
sess_res = DW_test_mksession(session=list())
session = sess_res$session
input   = sess_res$input
```
# We also need a state variable
state = sess_res$state

# We need to identify the UD module with the data
id_UD = "UD"
state = DW_attach_ds(state, id_UD, session)

---

dw_eval_element  Evaluates Data Wrangling Generated Code

Description
Takes the current state and a string containing a data wrangling command and evaluates it.

Usage
dw_eval_element(state, cmd)

Arguments

- **state**: DW state from DW_fetch_state()
- **cmd**: string containing the data wrangling command

Value
list with the following elements

- **isgood**: Return status of the function.
- **msgs**: Messages to be passed back to the user.
- **DS**: Wrangled dataset.

Examples

```r
library(formods)
# The example requires a formods DW state object
state = DW_test_mksession(session=list())$state
state[""DW""][][""ui""][][""select_dw_element""][] = "filter"
state[""DW""][][""ui""][][""select_fds_filter_column""][] = "EVID"
state[""DW""][][""ui""][][""select_fds_filter_operator""][] = "=="
state[""DW""][][""ui""][][""fds_filter_rhs""][] = 0

# This builds the data wrangling statement based on
elements scraped from the UI
dwb_res = dwrs_builder(state)

# Here we evaluate the resulting command:
dwee_res = dw_eval_element(state, dwb_res[["cmd"]])
```
# Next we add this wrangling element to the state
state = DW_add_wrangling_element(state, dwb_res, dwee_res)

# This creates a new data view and makes it active
state = DW_new_view(state)

# Here we can pluck out that data view from the state
current_view = DW_fetch_current_view(state)

# This will update the key in this view
current_view["key"] = "My new view"

# And this will place it back into the state
state = DW_set_current_view(state, current_view)

---

**DW_fetch_code**  
*Fetch Module Code*

**Description**

Fetches the code to generate results seen in the app.

**Usage**

```r
DW_fetch_code(state)
```

**Arguments**

- `state`  
  DW state from `DW_fetch_state()`

**Value**

Character object vector with the lines of code and isgood)

**Examples**

```r
# This will create a formods DW state object for the example
sess_res = DW_test_mksession(session=list())
state = sess_res$state
code = DW_fetch_code(state)
cat(code)
```
**DW_fetch_current_view**  
Fetches Current Data View

**Description**
Takes a DW state and returns the current active view

**Usage**

```
DW_fetch_current_view(state)
```

**Arguments**

- `state`  
  DW state from `DW_fetch_state()`

**Value**
List containing the details of the active data view. The structure of this list is the same as the structure of `state$DW$views` in the output of `DW_fetch_state()`.

**Examples**

```r
library(formods)
# The example requires a formods DW state object
state = DW_test_mksession(session=list())$state
state[["DW"]][["ui"]][["select_dw_element"]]] = "filter"
state[["DW"]][["ui"]][["select_fds_filter_column"]]] = "EVID"
state[["DW"]][["ui"]][["select_fds_filter_operator"]]] = "="
state[["DW"]][["ui"]][["fds_filter_rhs"]]] = 0

# This builds the data wrangling statement based on
# elements scraped from the UI
dwb_res = dwrs_builder(state)

# Here we evaluate the resulting command:
dwee_res = dw_eval_element(state, dwb_res[["cmd"]])

# Next we add this wrangling element to the state
state = DW_add_wrangling_element(state, dwb_res, dwee_res)

# This creates a new data view and makes it active
state = DW_new_view(state)

# Here we can pluck out that data view from the state
current_view = DW_fetch_current_view(state)

# This will update the key in this view
current_view["key"] = "My new view"

# And this will place it back into the state
state = DW_set_current_view(state, current_view)

---

**DW_fetch_ds**  
*Fetch Module Datasets*

**Description**
Fetches the datasets contained in the module.

**Usage**

`DW_fetch_ds(state)`

**Arguments**

- **state**: UD state from UD_fetch_state()

**Value**
Character object vector with the lines of code
list containing the following elements
- **isgood**: Return status of the function.
- **hasds**: Boolean indicator if the module has any datasets
- **msgs**: Messages to be passed back to the user.
- **ds**: List with datasets. Each list element has the name of the R-object for that dataset. Each element has the following structure:
  - **label**: Text label for the dataset
  - **MOD_TYPE**: Short name for the type of module.
  - **id**: module ID
  - **DS**: Dataframe containing the actual dataset.
  - **DSMETA**: Metadata describing DS, see FM_fetch_ds() for details on the format.
  - **code**: Complete code to build dataset.
  - **checksum**: Module checksum.
  - **DSchecksum**: Dataset checksum.

**Examples**

```r
# We need a state variable
sess_res = DW_test_mksession(session=list())
state = sess_res$state

ds = DW_fetch_ds(state)
```
**Description**

Merges default app options with the changes made in the UI

**Usage**

```r
DW_fetch_state(
  id,
  input,
  session,
  FM_yaml_file,
  MOD_yaml_file,
  id_UD,
  react_state
)
```

**Arguments**

- `id`: Shiny module ID
- `input`: Shiny input variable
- `session`: Shiny session variable
- `FM_yaml_file`: App configuration file with FM as main section.
- `MOD_yaml_file`: Module configuration file with MC as main section.
- `id_UD`: ID string for the upload data module used to handle uploads or the name of the list element in react_state where the data set is stored.
- `react_state`: Variable passed to server to allow reaction outside of module (NULL)

**Value**

List containing the current state of the DM module including default values from the yaml file as well as any changes made by the user. The structure of the list is defined below.

- `yaml`: Contents of the yaml file.
- `MC`: Module components of the yaml file.
- `DW`: Data wrangling state
  - `isgood`: Boolean status of the state. FALSE if the dataset identified by id_UD is bad.
  - `checksum`: MD5 sum indicating if there was a change in the datasets within the view. Use this to trigger updates in response to changes in this module.
  - `button_counters`: List of counters to detect button clicks.
  - `code_previous`: Loading code from the UD field.
  - `current_view`: View id of the current active data wrangling view.
- UD: Copy of the "UD" field of the id_UD from the react_state input.
- ui: Current value of form elements in the UI
- ui_hold: List of hold elements to disable updates before a full ui refresh is complete.
- view_cntr: Counter for tracking view ids, value contains the id of the last view created.
- views: List of data wrangling views. Each view has the following structure:
  * checksum: MD5 sum of WDS
  * code: Code to generate WDS from start to finish
  * code_dw_only: Code for just the wrangling portion.
  * code_previous: Code to load data and assign to view object.
  * elements_table: Table of data wrangling elements.
  * id: Character id (view_id)
  * idx: Numeric id (1)
  * isgood: Boolean status of the data view. False if evaluation fails
  * key: User key (short description)
  * view_ds_object_name: Object name for this data view
  * WDS: Current value of the data view with all of the successful commands in elements_table evaluated.

- MOD_TYPE: Character data containing the type of module "DW"
- id: Character data containing the module id
- FM_yaml_file: App configuration file with FM as main section.
- MOD_yaml_file: Module configuration file with MC as main section. module in the session variable.

**Examples**

```r
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
(sess_res = DW_test_mksession(session=list()))
(session = sess_res$session)
(input = sess_res$input)

# Configuration files
FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml")
MOD_yaml_file = system.file(package = "formods", "templates", "DW.yaml")

# We need to specify both the DW module id as well as the id of the UD module that feeds into it.
id = "DW"
id_UD = "UD"

# Creating an empty state object
state = DW_fetch_state(id = id,
                       input = input,
                       session = session,
                       FM_yaml_file = FM_yaml_file,
                       MOD_yaml_file = MOD_yaml_file,
                       id_UD = "UD")
```

**Description**

Creates a list of the initialized module state

**Usage**

```r
DW_init_state(FM_yaml_file, MOD_yaml_file, id, id_UD, session)
```

**Arguments**

- **FM_yaml_file**: App configuration file with FM as main section.
- **MOD_yaml_file**: Module configuration file with MC as main section.
- **id**: Shiny module ID
- **id_UD**: ID string for the upload data module used to handle uploads or the name of the list element in react_state where the data set is stored.
- **session**: Shiny session variable module (NULL)

**Value**

list containing an empty DW state

**Examples**

```r
# Within shiny both session and input variables will exist, # this creates examples here for testing purposes:
sess_res = DW_test_mksession(session=list())
session = sess_res$session
input = sess_res$input

state = DW_init_state(
  FM_yaml_file = system.file(package = "formods",
                              "templates",
                              "formods.yaml"),
  MOD_yaml_file = system.file(package = "formods",
                              "templates",
                              "DW.yaml"),
  id = "DW",
  id_UD = "UD",
  session = session)

state
```
**New Data Wrangling View**

**Description**

Appends a new empty data wrangling view to the DW state object and makes this new view the active view.

**Usage**

```
DW_new_view(state)
```

**Arguments**

- `state` DW state from `DW_fetch_state()`

**Value**

DW state object containing a new data view and that view set as the current active view. See the help for `DW_fetch_state()` for view format.

**Examples**

```r
library(formods)
# The example requires a formods DW state object
dwb_res = dwrs_builder(state)
# Here we evaluate the resulting command:
dwee_res = dw_eval_element(state, dwb_res[["cmd"]])
# Next we add this wrangling element to the state
state = DW_add_wrangling_element(state, dwb_res, dwee_res)
# This creates a new data view and makes it active
state = DW_new_view(state)
# Here we can pluck out that data view from the state
current_view = DW_fetch_current_view(state)
# This will update the key in this view
current_view["key"] = "My new view"
```
And this will place it back into the state:

```r
state = DW_set_current_view(state, current_view)
```

---

### Description

Server function for the data wrangling module

### Usage

```r
DW_Server(
  id,
  id_ASM = "ASM",
  id_UD = "UD",
  FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml"),
  MOD_yaml_file = system.file(package = "formods", "templates", "DW.yaml"),
  deployed = FALSE,
  react_state = NULL
)
```

### Arguments

- **id**: An ID string that corresponds with the ID used to call the modules UI elements.
- **id_ASM**: ID string for the app state management module used to save and load app states.
- **id_UD**: ID string for the upload data module used to handle uploads or the name of the list element in `react_state` where the data set is stored.
- **FM_yaml_file**: App configuration file with FM as main section.
- **MOD_yaml_file**: Module configuration file with DW as main section.
- **deployed**: Boolean variable indicating whether the app is deployed or not.
- **react_state**: Variable passed to server to allow reaction outside of module (NULL)

### Value

DW Server object

### Examples

```r
if(interactive()){  
  # These are suggested packages  
  library(shinydashboard)  
  library(ggpubr)  
  library(plotly)  
  library(shinybusy)  
  library(prompter)
```
```r
library(utils)
library(clipr)
library(formods)

CSS <- "
.wrapfig {
  float: right;
  shape-margin: 20px;
  margin-right: 20px;
  margin-bottom: 20px;
}
"

# Default to not deployed
if(!exists("deployed")){
  deployed = FALSE
}

#https://fontawesome.com/icons?from=io

ui <- dashboardPage(
  skin="black",
  dashboardHeader(title="formods"),
  dashboardSidebar(
    sidebarMenu(
      menuItem("Source Data",  
        tabName="upload", 
        icon=icon("table")),
      menuItem("Wrangle",  
        tabName="wrangle", 
        icon=icon("hat-cowboy")),
      menuItem("Plot",  
        tabName="plot", 
        icon=icon("chart-line")),
      menuItem("App State",  
        tabName="app_state", 
        icon=icon("archive")),
      menuItem("App Info",  
        tabName="sysinfo", 
        icon=icon("book-medical"))
    ),
  ),
  dashboardBody(
    tags$head(
      tags$style(HTML(CSS))
    ),
    tabItems(
      tabItem(tabName="app_state",
        box(title="Manage App State",
          htmlOutput(NS("ASM", "ui_asm_compact")))),
      tabItem(tabName="upload",
        box(title="Load Data", width=12,
          fluidRow(
            prompter::use_prompt(),
            column(width=6,
              htmlOutput(NS("UD", "UD_ui_compact")))),
          column(width=6,
            htmlOutput(NS("UD", "UD_ui_compact"))))
      ),
    tags$p(
      tags$img(  
        class = "wrapfig",
```
Formods is a set of modules and a framework for developing modules which interact and create code to replicate analyses performed within an app. To experiment download this:

tags$a("test dataset", href=data_url),

'and upload it into the App using the form on the left."

# Main app server
server <- function(input, output, session) {
  # Empty reactive object to track and react to
  # changes in the module state outside of the module
  react_FM = reactiveValues()

  # Main server
  server <- function(input, output, session) {
    # Empty reactive object to track and react to
    # changes in the module state outside of the module
    react_FM = reactiveValues()

    # Main server
    server <- function(input, output, session) {
      # Empty reactive object to track and react to
      # changes in the module state outside of the module
      react_FM = reactiveValues()

      # Main server
      server <- function(input, output, session) {
        # Empty reactive object to track and react to
        # changes in the module state outside of the module
        react_FM = reactiveValues()

        # Main server
        server <- function(input, output, session) {
          # Empty reactive object to track and react to
          # changes in the module state outside of the module
          react_FM = reactiveValues()

          # Main server
          server <- function(input, output, session) {
            # Empty reactive object to track and react to
            # changes in the module state outside of the module
            react_FM = reactiveValues()

            # Main server
            server <- function(input, output, session) {
              # Empty reactive object to track and react to
              # changes in the module state outside of the module
              react_FM = reactiveValues()

              # Main server
              server <- function(input, output, session) {
                # Empty reactive object to track and react to
                # changes in the module state outside of the module
                react_FM = reactiveValues()

                # Main server
                server <- function(input, output, session) {
                  # Empty reactive object to track and react to
                  # changes in the module state outside of the module
                  react_FM = reactiveValues()

                  # Main server
                  server <- function(input, output, session) {
                    # Empty reactive object to track and react to
                    # changes in the module state outside of the module
                    react_FM = reactiveValues()

                    # Main server
                    server <- function(input, output, session) {
                      # Empty reactive object to track and react to
                      # changes in the module state outside of the module
                      react_FM = reactiveValues()

                      # Main server
                      server <- function(input, output, session) {
                        # Empty reactive object to track and react to
                        # changes in the module state outside of the module
                        react_F
# This is the list of module ids used for reproducible script generation. The
# order here is important.
mod_ids = c("UD", "DW", "FG")

# Populating with test data
FG_test_mksession(session)
# Module servers
formods::ASM_Server(id = "ASM",
    deployed = deployed,
    react_state = react_FM, mod_ids = mod_ids)
formods::UD_Server( id = "UD", id_ASM = "ASM",
    deployed = deployed,
    react_state = react_FM)
formods::DW_Server( id = "DW", id_ASM = "ASM", id_UD = "UD",
    deployed = deployed,
    react_state = react_FM)
formods::FG_Server( id = "FG", id_ASM = "ASM", id_UD = "UD", id_DW = "DW",
    deployed = deployed,
    react_state = react_FM)
}

shinyApp(ui, server)
}

---

**DW_set_current_view**

Sets Current Data View

**Description**

Takes a DW state and an updated view and sets that view to the current view_id

**Usage**

`DW_set_current_view(state, dw_view)`

**Arguments**

- **state**
  - DW state from `DW_fetch_state()`
- **dw_view**
  - Data view list of the format returned from `DW_fetch_current_view()` (see the structure of `state$DW$views` in the output of `DW_fetch_state()`).

**Value**

DW state object with the value of `dw_view` set to the current view_id.
Examples

```r
library(formods)
# The example requires a formods DW state object
state = DW_test_mksession(session=list())$state
state["DW"]["ui"]["select_dw_element"] = "filter"
state["DW"]["ui"]["select_fds_filter_column"] = "EVID"
state["DW"]["ui"]["select_fds_filter_operator"] = "=="
state["DW"]["ui"]["fds_filter_rhs"] = 0

# This builds the data wrangling statement based on
# elements scraped from the UI
dwb_res = dwrs_builder(state)

# Here we evaluate the resulting command:
dwee_res = dw_eval_element(state, dwb_res["cmd"])

# Next we add this wrangling element to the state
state = DW_add_wrangling_element(state, dwb_res, dwee_res)

# This creates a new data view and makes it active
state = DW_new_view(state)

# Here we can pluck out that data view from the state
current_view = DW_fetch_current_view(state)

# This will update the key in this view
current_view["key"] = "My new view"

# And this will place it back into the state
state = DW_set_current_view(state, current_view)
```

---

**DW_test_mksession**  
*Populate Session Data for Module Testing*

**Description**

Populates the supplied session variable for testing.

**Usage**

```r
DW_test_mksession(session, id = "DW", id_UD = "UD")
```

**Arguments**

- **session**  
  Shiny session variable (in app) or a list (outside of app)

- **id**  
  An ID string that corresponds with the ID used to call the modules UI elements

- **id_UD**  
  An ID string that corresponds with the ID used to call the UD modules UI elements
Value

list with the following elements

- isgood: Boolean indicating the exit status of the function.
- session: The value Shiny session variable (in app) or a list (outside of app) after initialization.
- input: The value of the shiny input at the end of the session initialization.
- state: App state.
- rsc: The react_state components.

Examples

```
sess_res = DW_test_mksession(session=list())
```

---

**DW_update_checksum**  
*Updates DW Module Checksum*

Description

Takes a DW state and updates the checksum used to trigger downstream updates

Usage

```
DW_update_checksum(state)
```

Arguments

- **state**: DW state from `DW_fetch_state()`

Value

DW state object with the checksum updated

Examples

```
# Within shiny both session and input variables will exist,  
# this creates examples here for testing purposes:
sess_res = DW_test_mksession(session=list())
session = sess_res$session
input = sess_res$input

# We also need a state variable
state = sess_res$state

state = DW_update_checksum(state)
```
fers_builder

Builds a Figure Element R Statement From UI Elements:

Description
Takes the current ui elements and constructs the appropriate ggplot commands from the user input. The plot commands assume the existence of a ggplot object p.

Usage
fers_builder(state)

Arguments
state FG state from FG_fetch_state()

Value
list containing the following elements
- isgood: Return status of the function.
- cmd: ggplot R command as a character string
- element: The type of element being added
- desc: Verbose description of the element
- msgs: Messages to be passed back to the user

Examples
sess_res = FG_test_mksession(session=list(), full_session=FALSE)
state = sess_res$state
fb_res = fers_builder(state)

fetch_hold

Fetches the Hold Status UI Element Supplied

Description
When some buttons are clicked they will change the state of the system, but other UI components will not detect that change correctly. So those triggers are put on hold. This will fetch hold status for a specified inputId.

Usage
fetch_hold(state, inputId = NULL)
fetch_package_version

Arguments

state  module state with all of the current ui elements populated
inputId  The input ID of the UI element that was put on hold

Value

Boolean value with the hold status

Examples

# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = DW_test_mksession(session=list())
session = sess_res$session
input  = sess_res$input

# For this example we also need a state variable
state = sess_res$state

# This sets a hold on the specified inputID. This is normally done in
# your XX_fetch_state() function.
state = set_hold(state, inputId = "select_dw_views")

# This will fetch the hold status of the specified inputID.
fetch_hold(state, inputId = "select_dw_views")

# This will remove the hold and is normally done in one of the UI outputs
# with a priority set to ensure it happens after the rest of the UI has
# refreshed.
state = remove_hold(state, session, inputId = "select_dw_views")

fetch_package_version  Fetches the Current Version of Package

Description

The specified package version is extracted and returned. This can simply be the version installed
from CRAN or if a development version from GitHub is used details from that will be returned.

Usage

fetch_package_version(pkgname)

Arguments

pkgname  Name of package
**Value**

String with the version information

**Examples**

```r
# This package should exist
fetch_package_version('digest')

# This package should not exist
fetch_package_version('bad package name')
```

---

**FG_append_report**  
*Append Report Elements*

**Description**

Description

**Usage**

```
FG_append_report(state, rpt, rpttype, gen_code_only = FALSE)
```

**Arguments**

- `state`: FG state from `FG_fetch_state()`
- `rpt`: Report with the current content of the report which will be appended to in this function. For details on the structure see the documentation for `FM_generate_report`.
- `rpttype`: Type of report to generate (supported "xlsx", "pptx", "docx").
- `gen_code_only`: Boolean value indicating that only code should be generated (`FALSE`).

**Value**

- `isgood`: Return status of the function.
- `hasrptele`: Boolean indicator if the module has any reportable elements.
- `code`: Data wrangling R command.
- `msgs`: Messages to be passed back to the user.
- `rpt`: Report with any additions passed back to the user.

**See Also**

`FM_generate_report`
Examples

```r
ess_res = FG_test_mksession(session=list(), full_session=FALSE)
state = sess_res$state
# This will read in the default PowerPoint report template
rpt = onbrand::read_template(
  template = system.file(package="onbrand","templates","report.pptx"),
  mapping = system.file(package="onbrand","templates","report.yaml"))

rpt_res = FG_append_report(state = state, rpt = rpt,
  rpttype = "pptx", gen_code_only=TRUE)

# Shows if report elements are present
rpt_res$hasrptele

# Code chunk to generate report element
cat(paste(rpt_res$code, collapse="\n"))
```

---

**FG_build**  
*Evaluates Figure Generation Code*

**Description**

Takes the current state and rebuilds the active figure. If the elements table has a row flagged for deletion, it will be deleted. If the cmd input is not NULL it will attempt to append that element to the figure.

**Usage**

```r
FG_build(
  state,
  del_row = NULL,
  cmd = NULL,
  element = "unknown",
  desc = "unknown"
)
```

**Arguments**

- **state**: FG state from FG_fetch_state()
- **del_row**: Row number to be deleted (NULL if no rows need to be deleted)
- **cmd**: String containing the plotting command. Set to NULL to initialize a new figure or force a rebuild after a dataset update.
- **element**: Short name for the figure element being performed, eg. point
- **desc**: Verbose description for the action being performed
**Value**

list with the following elements

- isgood: Return status of the function.
- msgs: Messages to be passed back to the user.
- pages: List with each element containing a ggplot object (p) and the code to generate that object (code)

**Examples**

```r
library(formods)
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = FG_test_mksession(session=list(), full_session=FALSE)
session = sess_res$session
input = sess_res$input

# This will create a populated FG state object:
state = sess_res$state

# This sets the current active figure to Fig_1
state[["FG"]][["current_fig"]]= "Fig_1"

# This is a paginated figure, and we can access a specific
# figure using the following:
pg_1 = FG_extract_page(state, 1)
pg_2 = FG_extract_page(state, 2)

# This will give you access to the current figure directly:
current_fig = FG_fetch_current_fig(state)

# For example this will set the key for that figure:
current_fig$key = "Individual profiles by cohort (multiple pages)"

# Once you're done you can put it back into the state:
state = FG_set_current_fig(state, current_fig)

# If you made any changes to the actual figure, this will
# force a rebuild of the current figure:
state = FG_build( state=state, del_row = NULL, cmd = NULL)

# To create a new empty figure you can do this:
state = FG_new_fig(state)
```

**Description**

Used to extract the specified page from the current figure.
Usage

FG_extract_page(state, page)

Arguments

state FG state from FG_fetch_state()
page Page number to extract

Value

ggplot object with the specified page.

Examples

library(formods)
# Within shiny both session and input variables will exist, # this creates examples here for testing purposes:
(sess_res = FG_test_mksession(session=list(), full_session=FALSE))
session = sess_res$session
input = sess_res$input

# This will create a populated FG state object:
state = sess_res$state

# This sets the current active figure to Fig_1
state["FG"]["current_fig"] = "Fig_1"

# This is a paginated figure, and we can access a specific # figure using the following:
pg_1 = FG_extract_page(state, 1)
pg_2 = FG_extract_page(state, 2)

# This will give you access to the current figure directly:
current_fig = FG_fetch_current_fig(state)

# For example this will set the key for that figure:
current_fig$key = "Individual profiles by cohort (multiple pages)"

# Once you’re done you can put it back into the state:
state = FG_set_current_fig(state, current_fig)

# If you made any changes to the actual figure, this will # force a rebuild of the current figure:
state = FG_build( state=state, del_row = NULL, cmd = NULL)

# To create a new empty figure you can do this:
state = FG_new_fig(state)
**FG_fetch_code**  
*Fetch Module Code*

**Description**
Fetched the code to generate results seen in the app.

**Usage**
```
FG_fetch_code(state)
```

**Arguments**
- `state` UD state from `FG_fetch_state()`

**Value**
Character object vector with the lines of code.

**Examples**
```
# This will create a populated FG state object:
sess_res = FG_test_mksession(session=list(), full_session=FALSE)
state  = sess_res$state
code   = FG_fetch_code(state)
cat(paste(code, collapse="\n"))
```

**FG_fetch_current_fig**  
*Fetches Current Figure*

**Description**
Takes a FG state and returns the current active figure.

**Usage**
```
FG_fetch_current_fig(state)
```

**Arguments**
- `state` FG state from `FG_fetch_state()`

**Value**
List containing the details of the active figure. The structure of this list is the same as the structure of `state$FG$figs` in the output of `FG_fetch_state()`.
Examples

library(formods)
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = FG_test_mksession(session=list(), full_session=FALSE)
session = sess_res$session
input = sess_res$input

# This will create a populated FG state object:
state = sess_res$state

# This sets the current active figure to Fig_1
state[["FG"]][["current_fig"]]["Fig_1""]

# This is a paginated figure, and we can access a specific
# figure using the following:
pg_1 = FG_extract_page(state, 1)
pg_2 = FG_extract_page(state, 2)

# This will give you access to the current figure directly:
current_fig = FG_fetch_current_fig(state)

# For example this will set the key for that figure:
current_fig$key = "Individual profiles by cohort (multiple pages)"

# Once you're done you can put it back into the state:
state = FG_set_current_fig(state, current_fig)

# If you made any changes to the actual figure, this will
# force a rebuild of the current figure:
state = FG_build( state=state, del_row = NULL, cmd = NULL)

# To create a new empty figure you can do this:
state = FG_new_fig(state)

---

**FG_fetch_state**  
*Fetch Figure Generation State*

**Description**

Merges default app options with the changes made in the UI

**Usage**

FG_fetch_state(  
id,  
input,  
session,  
FM_yam1_file,  
...
```r
MOD_yaml_file,
id_ASM = NULL,
id_UD = NULL,
id_DW = NULL,
react_state
)
```

**Arguments**

- *id*  
  Shiny module ID
- *input*  
  Shiny input variable
- *session*  
  Shiny session variable
- *FM_yaml_file*  
  App configuration file with FM as main section.
- *MOD_yaml_file*  
  Module configuration file with MC as main section.
- *id_ASM*  
  ID string for the app state management module used to save and load app states
- *id_UD*  
  ID string for the upload data module used to handle uploads or the name of the list element in react_state where the data set is stored.
- *id_DW*  
  ID string for the data wrangling module to process any uploaded data
- *react_state*  
  Variable passed to server to allow reaction outside of module (NULL)

**Value**

A list containing the current state of the app including default values from the yaml file as well as any changes made by the user. The structure of the list is defined below:

- *yaml*: Contents of the yaml file.
- *FG*: Data wrangling state
  - *isgood*: Boolean status of the state. Currently just TRUE
  - *button_counters*: List of counters to detect button clicks.
  - *ui_msg*: Message returned when users perform actions.
  - *ui*: Current value of form elements in the UI.
  - *ui_ids*: Vector of UI elements for the module.
  - *ui_hold*: List of hold elements to disable updates before a full UI refresh is complete.
  - *checksum*: checksum of the FG module used to detect changes in the module.
  - *aes_elements*: Plot elements defined by aesthetics (i.e. the X in geom_X)
  - *current_fig*: fig_id of the currently figure.
  - *fig_cntr*: Counter for figures, incremented each time a new figure is created.
  - *DSV*: Available data sets from the UD and DW modules.
  - *figs*: List of figures. Each view has the following structure:
    - *add_isgood*: JMH
    - *checksum*: Checksum of the figure used to detect changes in the figure.
    - *code*: Code to generate figure from start to finish.
    - *code_fg_only*: Code to just generate the figure.
FG_fetch_state

* code_previous: Code to load and/or wrangle the dataset.
* elements_table: Table of figure generation elements.
* fg_object_name: JMH
* fig_dsview: Name of the dataset view for the current figure (also the R object name of the dataset view).
* fobj: JMH
* id: Character id (fig_idx)
* idx: Numeric id (1)
* isgood: Boolean status of the figure. FALSE if evaluation/build fails.
* key: Figure key acts as a title/caption (user editable)
* msgs: JMH
* notes: Figure notes (user editable)
* num_pages: JMH
* page: JMH

• MOD_TYPE: Character data containing the type of module "DW"
• id: Character data containing the module id module in the session variable.
• FM_yaml_file: App configuration file with FM as main section.
• MOD_yaml_file: Module configuration file with MC as main section.

Examples

# Configuration files
FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml")
MOD_yaml_file = system.file(package = "formods", "templates", "FG.yaml")

# We need to specify both the FG module id as well as the
# id of the UD module that feeds into it.
id = "FG"
id_UD = "UD"
id_DW = "DW"

# These would be the Shiny input and session variables
input = list()
session = list()

# Creating an empty state object
state = FG_fetch_state(id = id,
                       input = input,
                       session = session,
                       FM_yaml_file = FM_yaml_file,
                       MOD_yaml_file = MOD_yaml_file,
                       id_UD = id_UD,
                       id_DW = id_DW,
                       react_state = NULL)

state
**FG_init_state**  
*Initialize FG Module State*

**Description**  
Creates a list of the initialized module state

**Usage**  

```
FG_init_state(FM_yaml_file, MOD_yaml_file, id, id_UD, id_DW, session)
```

**Arguments**

- **FM_yaml_file**  
  App configuration file with FM as main section.

- **MOD_yaml_file**  
  Module configuration file with MC as main section.

- **id**  
  Shiny module ID

- **id_UD**  
  ID string for the upload data module used to handle uploads or the name of the list element in react_state where the data set is stored.

- **id_DW**  
  ID string for the data wrangling module to process any uploaded data

- **session**  
  Shiny session variable

**Value**

list containing an empty app state object

**Examples**

```r
# These would be the Shiny input and session variables
input = list()
session = list()

state = FG_init_state(
  FM_yaml_file = system.file(package = "formods",
                              "templates",
                              "formods.yaml"),
  MOD_yaml_file = system.file(package = "formods",
                               "templates",
                               "FG.yaml"),
  id = "FG",
  id_UD = "UD",
  id_DW = "DW",
  session = session)

state
```
**FG_new_fig**

*Initialize New Figure*

**Description**

 Creates a new figure in a FG module

**Usage**

`FG_new_fig(state)`

**Arguments**

- **state**
  
  FG state from `FG_fetch_state()`

**Value**

FG state object containing a new empty figure and that figure set as the current active figure

**Examples**

```r
library(formods)
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = FG_test_mksession(session=list(), full_session=FALSE)
session = sess_res$session
input = sess_res$input

# This will create a populated FG state object:
state = sess_res$state

# This sets the current active figure to Fig_1
state["FG"][["current_fig"]] = "Fig_1"

# This is a paginated figure, and we can access a specific
# figure using the following:
pag_1 = FG_extract_page(state, 1)
pag_2 = FG_extract_page(state, 2)

# This will give you access to the current figure directly:
current_fig = FG_fetch_current_fig(state)

# For example this will set the key for that figure:
current_fig$key = "Individual profiles by cohort (multiple pages)"

# Once you're done you can put it back into the state:
state = FG_set_current_fig(state, current_fig)

# If you made any changes to the actual figure, this will
# force a rebuild of the current figure:
```
FG_Server

state = FG_build( state=state, del_row = NULL, cmd = NULL)

# To create a new empty figure you can do this:
state = FG_new_fig(state)

---

**FG_Server**

*Figure Generation Server*

**Description**

Server function for the figure generation module

**Usage**

FG_Server(
  id,
  FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml"),
  MOD_yaml_file = system.file(package = "formods", "templates", "FG.yaml"),
  id_ASM = "ASM",
  id_UD = "UD",
  id_DW = "DW",
  deployed = FALSE,
  react_state = NULL
)

**Arguments**

- **id**: An ID string that corresponds with the ID used to call the module’s UI function
- **FM_yaml_file**: App configuration file with FM as main section.
- **MOD_yaml_file**: Module configuration file with MC as main section.
- **id_ASM**: ID string for the app state management module used to save and load app states
- **id_UD**: ID string for the upload data module used to handle uploads or the name of the list element in react_state where the data set is stored.
- **id_DW**: ID string for the data wrangling module to process any uploaded data
- **deployed**: Boolean variable indicating whether the app is deployed or not.
- **react_state**: Variable passed to server to allow reaction outside of module (NULL)

**Value**

FG Server object
Examples

```r
if(interactive()){
  # These are suggested packages
  library(shinydashboard)
  library(ggpubr)
  library(plotly)
  library(shinybusy)
  library(prompter)
  library(utils)
  library(clipr)
  library(formods)
}

CSS <- "
  .wrapfig {
    float: right;
    shape-margin: 20px;
    margin-right: 20px;
    margin-bottom: 20px;
  }
"

# Default to not deployed
if(!exists("deployed")){
  deployed = FALSE
}

#https://fontawesome.com/icons?from=io

ui <- dashboardPage(
  skin="black",
  dashboardHeader(title="formods"),
  dashboardSidebar(
    sidebarMenu(
      menuItem("Source Data", tabName="upload", icon=icon("table")),
      menuItem("Wrangle", tabName="wrangle", icon=icon("hat-cowboy")),
      menuItem("Plot", tabName="plot", icon=icon("chart-line")),
      menuItem("App State", tabName="app_state", icon=icon("archive")),
      menuItem("App Info", tabName="sysinfo", icon=icon("book-medical"))
    ),
  ),
  dashboardBody(
    tags$head(
      tags$style(HTML(CSS))
    ),
    tabItems(
      tabItem(tabName="app_state",
        box(title="Manage App State",
            htmlOutput(NS("ASM", "ui_asm_compact"))
        ),
      tabItem(tabName="upload",
        box(title="Load Data", width=12,
```
Formods is a set of modules and an framework for developing modules which interact and create code to replicate analyses performed within an app. To experiment download this, and upload it into the App using the form on the left.
FG_set_current_fig

Sets Current Figure

Description

Takes a FG state and a figure list and sets that figure list as the value for the active figure

Usage

FG_set_current_fig(state, fig)

Arguments

state  FG state from FG_fetch_state()
fig    Figure list from FG_fetch_current_fig
Value

State with the current figure updated

Examples

library(formods)
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = FG_test_mksession(session=list(), full_session=FALSE)
session = sess_res$session
input = sess_res$input

# This will create a populated FG state object:
state = sess_res$state

# This sets the current active figure to Fig_1
state[["FG"]][["current_fig"] ] = "Fig_1"

# This is a paginated figure, and we can access a specific
# figure using the following:
pg_1 = FG_extract_page(state, 1)
pg_2 = FG_extract_page(state, 2)

# This will give you access to the current figure directly:
current_fig = FG_fetch_current_fig(state)

# For example this will set the key for that figure:
current_fig$key = "Individual profiles by cohort (multiple pages)"

# Once you're done you can put it back into the state:
state = FG_set_current_fig(state, current_fig)

# If you made any changes to the actual figure, this will
# force a rebuild of the current figure:
state = FG_build( state=state, del_row = NULL, cmd = NULL)

# To create a new empty figure you can do this:
state = FG_new_fig(state)
Usage

FG_test_mksession(
    session,
    id = "FG",
    id_UD = "UD",
    id_DW = "DW",
    full_session = TRUE
)

Arguments

session Shiny session variable (in app) or a list (outside of app)
id An ID string that corresponds with the ID used to call the modules UI elements
id_UD An ID string that corresponds with the ID used to call the UD modules UI elements
id_DW An ID string that corresponds with the ID used to call the DW modules UI elements
full_session Boolean to indicate if the full test session should be created (default TRUE).

Value

list with the following elements

• isgood: Boolean indicating the exit status of the function.
• session: The value Shiny session variable (in app) or a list (outside of app) after initialization.
• input: The value of the shiny input at the end of the session initialization.
• state: App state.
• rsc: The react_state components.

Examples

 sess_res = FG_test_mksession(session=list(), full_session=FALSE)

__________________________________________________________________________

FG_update_checksum Updates FG Module Checksum

Description

Called after any changes to figures, this function will update the checksum of the module. This allows other modules to determine if there were any changes to the figures within it.

Usage

FG_update_checksum(state)
**FM_add_ui_tooltip**

**Add Tooltip to UI Element**

**Description**

Adds a tool tip to a user element.

**Usage**

```r
FM_add_ui_tooltip(
  state,
  uiele,
  tooltip = "mytooltip",
  position = "right",
  size = "medium"
)
```

**Arguments**

- **state**: Current module state after yaml file has been read.
- **uiele**: UI element to add the tooltip to.
- **tooltip**: Text containing the tool tip.
- **position**: Position of the tooltip.
- **size**: size of the tooltip

**Value**

If tooltips are enabled and the suggested packages are installed then a uiele with the tooltip added will be returned. Otherwise it will just return the original uiele unchanged.

**Examples**

```r
# This will create a populated FG state object:
sess_res = FG_test_mksession(session=list(), full_session=FALSE)
state = sess_res$state
state = FG_update_checksum(state)
```
Examples

```r
if(interactive()){  
  # We need a module state object to use this function:
  id="UD"
  sess_res = UD_test_mksession(session=list(), id=id)
  state = sess_res$state
  uiele = shiny::textInput(inputId = "my input", label="example input")

  uiele = FM_add_ui_tooltip(state, uiele)
}
```
**FM_fetch_app_code**  
*Fetches the Code to Reproduce Analysis*

**Description**

Takes the current state of the app and builds a script to reproduce the analysis within the app.

**Usage**

```r
FM_fetch_app_code(session, state, mod_ids)
```

**Arguments**

- `session`: Shiny session variable
- `state`: module state after yaml read
- `mod_ids`: Vector of module IDs and order they are needed (used for code generation).

**Value**

A list with the following elements:

- `isgood`: Boolean indicating the whether code generation was successful (TRUE)
- `msgs`: Any messages generated
- `code`: Code to regenerate the app

**Examples**

```r
# We need a Shiny session object to use this function:
sess_res = DW_test_mksession(session=list())
session = sess_res$session
state = sess_res$state
app_code = FM_fetch_app_code(session = session, 
                              state = state, 
                              mod_ids = c("UD", "DW"))
cat(app_code$code)
```

---

**FM_fetch_app_info**  
*Fetches Information About the App*

**Description**

Returns diagnostic information about the app.

**Usage**

```r
FM_fetch_app_info(session)
```
**FM_fetch_app_state**

Fetches the App State

---

**Description**

Returns the entire state of the App

**Usage**

`FM_fetch_app_state(session)`

**Arguments**

- `session` Shiny session variable.

**Value**

App state or NULL if it's not defined.

---

**Arguments**

- `session` Shiny session variable.

**Value**

List with information about the app with the following structure

- `uiele`: All system information as UI elements to be used in shiny apps.
- `uiele_packages`: UI element for installed packages to be used in shiny apps.
- `uiele_options`: UI element for current options.
- `uiele_modules`: UI element for loaded formods modules to be used in shiny apps.
- `msgs`: System information as text to be used in a report/terminal.
- `si_packages` Dataframe with currently used packages.
- `si_options` Dataframe with current options.

**Examples**

```r
# We need a Shiny session object to use this function:
id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
session = sess_res$session
app_info = FM_fetch_app_info(session)
app_info$msgs
```
Examples

# We need a Shiny session object to use this function:
id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
session = sess_res$session
app_state = FM_fetch_app_state(session)
app_state

FM_fetch_current_mods  Fetches Details About Current Modules

Description

Use this to get information about the currently supported modules. This includes short names, UI elements,

Usage

FM_fetch_current_mods()

Value

list with details about the currently supported modules.

Examples

FM_fetch_current_mods()

FM_fetch_data_format  Creates Formatting Information for Datasets

Description

Takes a data frame and information in the site configuration to produce formatting information to make it easier for the user to see data type information.

Usage

FM_fetch_data_format(df, state)

Arguments

df  Raw dataframe to be built into an rhandsontable.
state  Current module state after yaml file has been read.
Value

list with the following elements:

- `col_heads`: List (element for each column) of formatting information for column headers to be use with `rhandsontable`.
- `col_subtext`: List (element for each column) of subtext to be displayed in selections using ‘pickerInput’ from the ‘shinyWidgets’ package.

Examples

```r
# We need a module state object to use this function:
sess_res = UD_test_mksession(session=list())
state = sess_res$state

data_file_local = system.file(package="formods", "test_data", "TEST_DATA.xlsx")
sheet = "DATA"

df = readxl::read_excel(path=data_file_local, sheet=sheet)

hfmt = FM_fetch_data_format(df, state)

# Column header formatting
head(as.vector(unlist(hfmt[["col_heads"]])))

# Column select subtext
head(as.vector(unlist(hfmt[["col_subtext"]])))
```

---

**FM_fetch_deps**

*Fetches Dependency Information*

**Description**

For a given state and session this function will determine the module ids that are dependent as well as any packages the module elements might depend on.

**Usage**

`FM_fetch_deps(state, session)`

**Arguments**

- `state` Current module state after yaml file has been read
- `session` Shiny session variable
FM_fetch_ds

Fix

Value

list with the following elements:

• mod_ids Dependent module ids.
• packages List of package dependencies.
• package_code Library commands to load packages.

Examples

# We need a Shiny session object to use this function:

id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
session = sess_res$session
state = sess_res$state
mod_deps = FM_fetch_deps(state, session)

__________________________________________________________

FM_fetch_ds Fetches Datasets from Modules in the App
__________________________________________________________

Description

Loops through each specified module ID or all modules if no ID was specified. For each ID, an attempt will be made to extract any datasets available.

Usage

FM_fetch_ds(state, session, ids = NULL)

Arguments

state Current module state after yaml file has been read
session Shiny session variable
ids Vector of ID strings for the modules containing the datasets or NULL for all datasets available.

Value

list containing the current dataset with the following format:

• isgood: Boolean indicating the whether a dataset was found (FALSE)
• ds: List of datasets with element names corresponding to the R object name for that dataset. This has the following format
  – label: Text label for the dataset (used to display to the user)
  – DS: Data frame with the dataset
  – DSMETA: Data frame with metadata about the columns of the dataset in DS. The data frame should have the following columns:
* col1: column 1
  - code: Code to generate the dataset.
  - checksum: Module checksum when the dataset was pulled
  - DSchecksum: Checksum of the dataframe in DS

* catalog: Dataframe containing the a tabular catalog of the datasets found.
  - label: Text label
  - object: Name of the R Object containing the data frame
  - MOD_TYPE: Short name of the type of module
  - id: Module ID
  - checksum: Module checksum
  - DSchecksum: Checksum of the dataset
  - code: Code to generate the dataset

* modules: List with an entry for each module. The element name is the short name. Each of these is a list with an entry that is the shiny module ID. For each of these there is a checksum. For example to access the checksum of a DW module with a module ID of 'my_id', you would use the following: res$modules$DW$my_id.

Examples

```r
# We need a module state and a Shiny session variable
# to use this function:
id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
session = sess_res$session
state = sess_res$state
ds = FM_fetch_ds(state, session)
ds$catalog
```

---

**FM_fetch_log_path**

*Fetches the Path to the Log File*

**Description**

Use this to get the path to the formods log file

**Usage**

```r
FM_fetch_log_path(state)
```

**Arguments**

- `state` module state after yaml read

**Value**

Character string with the path to the log file.
Examples

```r
# Within shiny a session variable will exist,
# this creates one here for testing purposes:
sess_res = UD_test_mksession(session=list())
session = sess_res$session
# This function assumes that some module state exists:
state = UD_init_state(
  FM_yaml_file = system.file(package = "formods",
    "templates",
    "formods.yaml"),
  MOD_yaml_file = system.file(package = "formods",
    "templates",
    "UD.yaml"),
  id = "UD",
  session = session)
FM_fetch_log_path(state)
```

---

**FM_fetch_mdl**

*Fetches Models from Modules in the App*

Description

Loops through each specified module ID or all modules if no ID was specified. For each ID, an attempt will be made to extract any models available.

Usage

```r
FM_fetch_mdl(state, session, ids = NULL)
```

Arguments

- `state`: Current module state after yaml file has been read
- `session`: Shiny session variable
- `ids`: Vector of ID strings for the modules containing models or NULL for all modules with models available.

Value

list containing the current dataset with the following format: JMH

- `isgood`: Boolean indicating the whether a dataset was found (FALSE)
- `catalog`: Dataframe containing the a tabular catalog of the models found.
  - `label`: Text label
- `modules`: List with an entry for each module.
Examples

# We need a module state and a Shiny session variable
# to use this function:
id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
session = sess_res$session
state = sess_res$state
mdl = FM_fetch_mdl(state, session)
mdl$catalog
**FM_fetch_user_files_path**  
*Fetches the Path to the User Files*

**Description**

Use this to get the path to the temporary directory where formods stores user files.

**Usage**

```
FM_fetch_user_files_path(state)
```

**Arguments**

- **state**
  
  Module state after yaml read

**Value**

Character string with the path to the log file.

**Examples**

```r
# We need a state object to use this function:
id="UD"
.sess_res = UD_test_mksession(session=list(), id=id)
state = sess_res$state
user_dir = FM_fetch_user_files_path(state)
user_dir
```

---

**FM_generate_report**  
*Generate Report*

**Description**

Generates a report from the states of the different modules. The type of report is based on the file extension of file_name.

**Usage**

```
FM_generate_report(
  state,  
  session,  
  file_dir,  
  file_name,  
  gen_code_only = FALSE,  
  rpterrors = TRUE
)
```
### Arguments

- **state**: Module state requesting the report generation
- **session**: Shiny session variable
- **file_dir**: path to the location where the file should be written.
- **file_name**: base_filename (acceptable extensions are xlsx, docx, or pptx).
- **gen_code_only**: Boolean value indicating that only code should be generated (FALSE).
- **rpterrors**: Boolean variable to generate reports with errors.

### Details

This function will look through the loaded modules and find those with reporting enabled. If reporting is enabled it will look for reporting functions for that module. Reporting functions should be of the following format (name and arguments):

```
XX_append_report(state, rpt, rpttype)
```

Where **XX** is the module short name. The state is the current state of the module. The **rpt** contains the current content of the report. This will vary based on the report type:

- **xlsx**: List with two elements. The first is summary a data frame with two columns. The first column is called `Sheet_Name` and the second column is called `Description`. This is a catalog of sheets added to the report by the user and can be appended to using `rbind`. The second element in xlsx **rpt** is another list with element names corresponding to the report sheet names and the values corresponding to dataframes to be exported in the report.
- **pptx** or **docx**: Corresponding onbrand reporting object.

### Value

List with the following elements

### Examples

```
# Within shiny both session and input variables will exist, # this creates examples here for testing purposes:
sess_res = FG_test_mksession(session=list(), full_session=FALSE)
session = sess_res$session
input = sess_res$input

# This will create a populated FG state object:
state = sess_res$state

# This is the directory to write the report:
file_dir = tempdir()

# This is the file name that determines the type of report to write:
file_name = "my_report.pptx"

rpt_res =
FM_generate_report(state = state,
```
```r
FM_init_state = session,
file_dir = file_dir,
file_name = file_name,
gen_code_only = TRUE,
rpterrors = TRUE)

# This contains the exit status of the report generation
rpt_res$isgood

# This is the underlying code that was used to generate the report
cat(paste0(rpt_res$code, collapse="\n"))
```

---

**FM_init_state**  
*Initialize a formods State Object*

**Description**

Initializes a formods state object with common elements.

**Usage**

```r
FM_init_state(
  FM_yaml_file,
  MOD_yaml_file,
  id,
  dep_mod_ids = c(),
  MT,
  button_counters,
  ui_ids,
  ui_hold,
  session
)
```

**Arguments**

- `FM_yaml_file`: App configuration file with FM as main section.
- `MOD_yaml_file`: Module configuration file with MC as main section.
- `id`: Shiny module ID.
- `dep_mod_ids`: Vector of module ids this module depends on.
- `MT`: Type of module using the short name (e.g. "UD", "FG", etc.).
- `button_counters`: Vector of button UI elements that need to be tracked.
- `ui_ids`: List of UI ids in the module.
- `ui_hold`: Vector of UI elements that require holding.
- `session`: Shiny session variable
Value

List with state initialized.

Examples

```r
# Within shiny a session variable will exist, # this creates examples here for testing purposes:
sess_res = UD_test_mksession(session=list())
session = sess_res$session
state = FM_init_state(
  FM_yaml_file = system.file(package = "formods",
                             "templates",
                             "formods.yaml"),
  MOD_yaml_file = system.file(package = "formods",
                             "templates",
                             "UD.yaml"),
  id = "UD",
  MT = "UD",
  button_counts = NULL,
  ui_ids = NULL,
  ui_hold = NULL,
  session = session)

state
```

---

**FM_le**  
*Adds Message to Log File and Displays it to the Console*

Description

Add the supplied txt and the module type to the log file and display it to the console.

Usage

```r
FM_le(state, entry, escape_braces = TRUE, entry_type = "alert")
```

Arguments

- **state**: Module state after yaml read
- **entry**: Text to add
- **escape_braces**: Set to TRUE (default) to escape curly braces in the entry, set to FALSE to have the values interpreted.
- **entry_type**: Set to either "alert" (default), "danger", "info", "success", or "warning"

Value

Boolean value indicating success (TRUE) or failure (FALSE).
Examples

# We need a module state to use this function:
id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
state = sess_res$state
FM_le(state, "This is a normal message")
FM_le(state, "This is a danger message", entry_type="danger")
FM_le(state, "This is a info message", entry_type="info")
FM_le(state, "This is a success message", entry_type="success")
FM_le(state, "This is a warning message", entry_type="warning")

FM_message  Show Message to User

Description

Writes a message to the console depending on whether cli is installed or not.

Usage

FM_message(line, escape_braces = TRUE, entry_type = "alert")

Arguments

<table>
<thead>
<tr>
<th>line</th>
<th>Text to display</th>
</tr>
</thead>
<tbody>
<tr>
<td>escape_braces</td>
<td>Set to TRUE (default) to escape curly braces in the entry, set to FALSE to have the values interpreted.</td>
</tr>
<tr>
<td>entry_type</td>
<td>Set to either &quot;alert&quot;(default), &quot;danger&quot;, &quot;info&quot;, &quot;success&quot;, or &quot;warning&quot;</td>
</tr>
</tbody>
</table>

Value

Returns NULL

Examples

mr = FM_message("This is a normal message")
mr = FM_message("This is a danger message", entry_type="danger")
mr = FM_message("This is a info message", entry_type="info")
mr = FM_message("This is a success message", entry_type="success")
mr = FM_message("This is a warning message", entry_type="warning")
FM_mk_error_fig  
Generates 'ggplot' Object with Error Message

Description
Takes a vector of messages and returns a ggplot object with the text in the figure. This can be used in automated figure generation to cascade an error message to the end user.

Usage
FM_mk_error_fig(msgs)

Arguments
msgs  Vector of error messages

Value
ggplot object

Examples
FM_mk_error_fig("Oh nos! You've made a mistake!"")

FM_notify  
Shiny Notification

Description
Generates a notification that should only show once.

Usage
FM_notify(state, session)

Arguments
state  Module state generating the notification
session  Shiny session variable

Value
Boolean variable indicating if the notification was triggered
Examples

```r
if(interactive()){
library(formods)
library(shiny)
library(shinydashboard)
#https://fontawesome.com/icons?from=io

ui <- dashboardPage(
  skin="red",
  dashboardHeader(title="Test Notifications"),
  dashboardSidebar(
    sidebarMenu(
      menuItem("Notifications", tabName="example", icon=icon("table"))
    )
  ),
  dashboardBody(
    tabItems(
      tabItem(tabName="example",
        fluidRow(
          shiny::actionButton("set_notification", "Set Notification"),
          shiny::textInput("user_text", label="Notify Text Here", value="Notify me"),
          shiny::actionButton("show_notification", "Show Notification")
        )
      )
    )
  )

  # Main app server
  server <- function(input, output, session) {
    # Need formods state object
    sess_res = UD_test_mksession(session, id="UD")

    # Captures input and sets the notification
    observeEvent(input$set_notification, {
      state = FM_fetch_mod_state(session, id="UD")
      state = FM_set_notification(state, 
        notify_text = isolate(input$user_text),
        notify_id = "example")
      FM_set_mod_state(session, id="UD", state)
    })

    # Displays the notification
    observeEvent(input$show_notification, {
      state = FM_fetch_mod_state(session, id="UD")
      FM_notify(state, session)
    })
  }
}
```
FM_pretty_sort

Centralized Sorting Function

Description

When displaying information in a pull down this function can be used to sort those options.

Usage

FM_pretty_sort(unsrt_data)

Arguments

unsrt_data Unsorted data.

FM_pause_screen

Starts Modal Screen Pause

Description

Start a modal screen pause.

Usage

FM_pause_screen(state, session, message)

Arguments

state Current module state after yaml file has been read.
session Shiny session variable.
message Optional message for the pause.

Value

Pauses the screen and has no return value.

Examples

# We need a module state object and Shiny session objects to use this function:
sess_res = UD_test_mksession(session=list())
session = sess_res$session
state = sess_res$state
FM_pause_screen(state, session)
FM_resume_screen(state, session)
Value

sorted data

Examples

# This is the full path to a test data file:
data_file_local = system.file(package="formods", "test_data", "TEST_DATA.xlsx")
# Excel files need a sheet specification:
sheet = "DATA"
# We will also attach the sheets along with it
df = readxl::read_excel(path=data_file_local, sheet=sheet)
# Regular sorting:
sort(unique(df$Cohort))
FM_pretty_sort(unique(df$Cohort))

---

**FM_proc_include**  
Sets Message in State from UI Processing

**Description**

Any errors that need to be passed back to the user can be set with this function.

**Usage**

`FM_proc_include(state, session)`

**Arguments**

- **state**: formods State object.
- **session**: Shiny session variable.

**Value**

No return value, sets message in supplied session variable.

**Examples**

# We need a module state object to use this function:
id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
state = sess_res$state
session = sess_res$session
FM_proc_include(state, session)
**FM_resume_screen**

*Stops Modal Screen Pause*

**Description**

Stops Modal Screen Pause

**Usage**

```r
FM_resume_screen(state, session)
```

**Arguments**

- `state`: Current module state after yaml file has been read.
- `session`: Shiny session variable.

**Value**

No return value, called to disable screen pause.

**Examples**

```r
# We need a module state object and Shiny session objects to use this function:
sess_res = UD_test_mksession(session=list())
session = sess_res$session
state = sess_res$state
FM_pause_screen(state, session)
FM_resume_screen(state, session)
```

---

**FM_set_app_state**

*Set the App State*

**Description**

Takes a loaded app state and overwrites the current app state

**Usage**

```r
FM_set_app_state(session, app_state, set_holds = TRUE)
```

**Arguments**

- `session`: Shiny session variable.
- `app_state`: Loaded app state.
- `set_holds`: If TRUE (default) the holds will be set for all of the modules present in the app state.
**FM_set_mod_state**  

**Set the Module State**

**Description**

Sets the module state from the userdata under the specified id

**Usage**

```r
FM_set_mod_state(session, id, state)
```

**Arguments**

- `session`: Shiny session variable
- `id`: ID string for the module.
- `state`: Module state to set.

**Value**

Session variable with the module state set.

**Examples**

```r
# We need a Shiny session object to use this function:
id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
session = sess_res$session
app_state = FM_fetch_app_state(session)
FM_set_app_state(session, app_state)
```

```r
# We need a Shiny session variable and a module state object to use this function:
id="UD"
sess_res = UD_test_mksession(session=list(), id=id)
session = sess_res$session
state = sess_res$state
FM_set_mod_state(session, id, state)
```
FM_set_notification  Shiny Notification

Description
Generates a notification that should only show once.

Usage

FM_set_notification(state, notify_text, notify_id, type = "info")

Arguments

state Module state generating the notification
notify_text Text to go in the notification
notify_id Unique string for this notification
type - Can be either "success", "failure", "info" (default), or "warning"

Value
Module state with notification text set

Examples

if(interactive()){  
library(formods)  
library(shiny)  
library(shinydashboard)  
#https://fontawesome.com/icons?from=io

ui <- dashboardPage(  
skin="red",  
dashboardHeader(title="Test Notifications"),  
dashboardSidebar(  
   sidebarMenu(  
      menuItem("Notifications", tabName="example", icon=icon("table"))  
   )  
),  
dashboardBody(  
   tabItems(  
      tabItem(tabName="example",  
         fluidRow(  
            shiny::actionButton("set_notification", "Set Notification"),  
            shiny::textInput("user_text", label="Notify Text Here", value="Notify me"),  
            shiny::actionButton("show_notification", "Show Notification")  
         )  
      )  
   )  
)
)
# Main app server

```r
server <- function(input, output, session) {

  # Need formods state object
  sess_res = UD_test_mksession(session, id="UD")

  # Captures input and sets the notification
  observeEvent(input$set_notification, {
    state = FM_fetch_mod_state(session, id="UD")
    state = FM_set_notification(state,
      notify_text = isolate(input$user_text),
      notify_id = "example")
    FM_set_mod_state(session, id="UD", state)
  })

  # Displays the notification
  observeEvent(input$show_notification, {
    state = FM_fetch_mod_state(session, id="UD")
    FM_notify(state, session)
  })
}

shinyApp(ui, server)
```

---

**FM_set_ui_msg**

Sets Message in State from UI Processing

**Description**

Any errors that need to be passed back to the user can be set with this function.

**Usage**

```r
FM_set_ui_msg(state, msgs, append = FALSE)
```

**Arguments**

- **state**: formods State object.
- **msgs**: Character vector of messages.
- **append**: When TRUE, msgs will be appended to any current messages. When FALSE (default) msgs will replace any existing messages.
Value

state with ui message set.

Examples

# We need a module state object to use this function:
id="UD"

    sess_res = UD_test_mksession(session=list(), id=id)
    state = sess_res$state
    state = FM_set_ui_msg(state, "Something happened.")

FM_tc

Run Try/Catch and Process Results

Description

Attempts to execute the text in cmd. This is done in a try/catch environment to capture any errors.

Usage

FM_tc(cmd, tc_env, capture)

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>cmd</td>
<td>Character object containing the R command to evaluate in the try/catch block</td>
</tr>
<tr>
<td>tc_env</td>
<td>list of with names corresponding to object names and corresponding Values to define in the try/catch environment</td>
</tr>
<tr>
<td>capture</td>
<td>Character vector of values to capture after the command is successfully captured</td>
</tr>
</tbody>
</table>

Value

list with the following fields:

- isgood: Boolean indicating the whether the evaluation was successful.
- error: If the evaluation failed this contains the error object.
- msgs: Character vector of messages and/or errors.
- capture: List with names of objects to be captured and values corresponding to those captured objects.

Examples

# Successful command

res_good = FM_tc("good_cmd=ls()", list(), c("good_cmd"))
res_good

# Failed command

res_bad = FM_tc("bad_cmd =not_a_command()", list(), c("bad_cmd"))
res_bad
formods: Shiny modules for common tasks.

Description

Shiny apps can often make use of the same key elements, this package provides modules for common tasks (data upload, wrangling data, figure generation and saving the app state). These modules can react and interact as well as generate code to create reproducible analyses.

Author(s)

Maintainer: John Harrold <john.m.harrold@gmail.com> (ORCID)

See Also

https://formods.ubiquity.tools/

has_changed

Detect if a UI element has changed

Description

Takes a UI element value and an older value and determines if it has been modified

Usage

`has_changed(ui_val = NULL, old_val = NULL, init_value = c("")`)

Arguments

ui_val Current value from the UI.
old_val Last value of of the element.
init_value Default value for reading in UI data when it has not been defined.

Value

Boolean result of the comparison

Examples

```r
changed_true = has_changed(ui_val = "a", old_val = "")
changed_true
changed_false = has_changed(ui_val = "a", old_val = "a")
changed_false
```
icon_link

*Creates Icon Link*

**Description**

Creates a link to a Shiny icon

**Usage**

```r
code
icon_link(href, target = "_blank", icon_name = "circle-info")
```

**Arguments**

- `href` URL to link to.
- `target` New tab name.
- `icon_name` Name of icon to use (argument to shiny::icon, default: "circle-info")

**Value**

A list with a shiny.tag class that can be converted into an HTML string via as.character() and saved to a file with save_html()

**Examples**

```r
code
icon_link(href="https://formods.ubiquity.tools")
```

---

is_installed

*Determines if a Package is Installed*

**Description**

Determines if the specified package is installed.

**Usage**

```r
code
is_installed(pkgname)
```

**Arguments**

- `pkgname` Name of package

**Value**

Logical indicating if the packages is installed or not
**new_module_template**

**Examples**

```r
# This package should exist
is_installed('digest')

# This package should not exist
is_installed('bad package name')
```

**Description**

If you want to create a new formods module this function will create the template files for you.

**Usage**

```r
new_module_template(  
  SN = "NM",  
  Module_Name = "New Module",  
  package = "pkgname",  
  element = "analysis",  
  file_dir = tempdir()  
)
```

**Arguments**

- **SN**: Module short name
- **Module_Name**: Module long name
- **package**: Name of package that will contain the module
- **element**: What you would call the thing the module provides for example the FG module provides "figures", the DW module provides "data views".
- **file_dir**: Directory to save file

**Value**

list with the following elements:

- **mc**: Module components.
- **server**: Server.R file.
- **yaml**: Yaml configuration file.

Each of these is a list with paths to the respective files:

- **source**: Template source.
- **dest**: Destination file name.
- **dest_full**: Full path to the destination file name.
Examples

new_module_template()

---

**remove** _hold_  
**Removes Hold on UI Element**

**Description**

When some buttons are clicked they will change the state of the system, but other UI components
will not detect that change correctly. So those triggers are put on hold. This will remove the hold
after those UI components have updated.

**Usage**

```
remove_hold(state, session, inputId)
```

**Arguments**

- **state**  
  module state with all of the current ui elements populated

- **session**  
  Shiny session variable

- **inputId**  
  The input ID of the UI element that was put on hold

**Value**

No return value, called to remove holds.

**Examples**

```
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = DW_test_mksession(session=list())
session = sess_res$session
input = sess_res$input

# For this example we also need a state variable
state = sess_res$state

# This sets a hold on the specified inputID. This is normally done in
# your XX_fetch_state() function.
state = set_hold(state, inputId = "select_dw_views")

# This will fetch the hold status of the specified inputID.
fetch_hold(state, inputId = "select_dw_views")

# This will remove the hold and is normally done in one of the UI outputs
# with a priority set to ensure it happens after the rest of the UI has
# refreshed.
state = remove_hold(state, session, inputId = "select_dw_views")
```
**set_hold**

Sets Hold on One or All UI Elements

---

**Description**

When some buttons are clicked they will change the state of the system, but other UI components will not detect that change correctly. So those triggers are put on hold. This will set the hold for a specified inputId or all ids if that value is set to NULL.

**Usage**

```r
set_hold(state, inputId = NULL)
```

**Arguments**

- **state**: module state with all of the current ui elements populated
- **inputId**: The input ID of the UI element that was put on hold or NULL to hold all IDs in the module

**Value**

state with hold or holds set

**Examples**

```r
# Within shiny both session and input variables will exist, # this creates examples here for testing purposes:
sess_res = DW_test_mksession(session=list())
session = sess_res$session
input = sess_res$input

# For this example we also need a state variable
state = sess_res$state

# This sets a hold on the specified inputID. This is normally done in # your XX_fetch_state() function.
state = set_hold(state, inputId = "select_dw_views")

# This will fetch the hold status of the specified inputID.
fetch_hold(state, inputId = "select_dw_views")

# This will remove the hold and is normally done in one of the UI outputs # with a priority set to ensure it happens after the rest of the UI has # refreshed.
state = remove_hold(state, session, inputId = "select_dw_views")
```
**UD_attach_ds**

*Attach Data Set to UD State*

**Description**

Attaches a dataset to the UD state supplied.

**Usage**

```r
UD_attach_ds(
  state,
  clean = NULL,
  isgood = TRUE,
  load_msg = NULL,
  data_file_local = NULL,
  data_file_ext = NULL,
  data_file = NULL,
  sheet = NULL,
  sheets = NULL,
  code = "",
  object_name = NULL,
  contents = NULL
)
```

**Arguments**

- **state**: UD state module.
- **clean**: Boolean switch to determine if the headers in the loaded dataset was cleaned.
- **isgood**: Boolean object indicating if the file was successfully loaded.
- **load_msg**: Text message indicated the success or any problems encountered when uploading the file.
- **data_file_local**: Full path to the data file on the server.
- **data_file_ext**: File extension of the uploaded file.
- **data_file**: Dataset file name without the path.
- **sheet**: If the uploaded file is an excel file, this is the currently selected sheet.
- **sheets**: If the uploaded file is an excel file, this is a character vector of the sheets present in that file.
- **code**: Code to load dataset.
- **object_name**: Name of the dataset object created when code is evaluated.
- **contents**: Data frame containing the contents of the data file.

**Value**

*state with data set attached*
Examples

# We need a module state object to use this function:
id="UD"
sess_res = UD_test_mksession(session=list())
state = sess_res$state

# This is the full path to a test data file:
data_file_local = system.file(package="formods", "test_data", "TEST_DATA.xlsx")

data_file_ext = "xlsx"
data_file = "TEST_DATA.xlsx"
sheet = "DATA"
sheets = readxl::excel_sheets(data_file_local)

ds_read_res = UD_ds_read(state,
data_file_ext = data_file_ext,
data_file_local = data_file_local,
data_file = data_file,
sheets = sheets,
sheet = sheet)

code = ds_read_res$code
object_name = ds_read_res$object_name
contents = ds_read_res$contents

state = UD_attach_ds(
    state,
data_file_local = data_file_local,
data_file_ext = ".xlsx",
data_file = data_file,
sheet = sheet,
sheets = sheets,
code = code,
object_name = object_name,
contents = contents)
**UD_ds_read**  
*Generate Code and Load DS*

**Description**
Generates the code for loading a dataset and returns both the code and the contents

**Usage**

```r
UD_ds_read(
  state,
  data_file_ext = NULL,
  data_file_local = NULL,
  data_file = NULL,
  sheets = NULL,
  sheet = NULL
)
```

**Arguments**
- **state**: UD state from `UD_fetch_state()`
- **data_file_ext**: File extension of the uploaded file (e.g. "xlsx", "csv", etc).
- **data_file_local**: Full path to the data file on the server.
- **data_file**: Dataset file name without the path.
- **sheets**: If the uploaded file is an excel file, this is a character vector of the sheets present in that file.
- **sheet**: If the uploaded file is an excel file, this is the currently selected sheet.

**Value**
list with the elements of the dataset (contents, object_name, code, and isgood)

**Examples**

```r
# We need a module state object to use this function:
id="UD"
sess_res = UD_test_mksession(session=list())
state = sess_res$state

# This is the full path to a test data file:
data_file_local = system.file(package="formods", "test_data", "TEST_DATA.xlsx")

# Excel file extension
data_file_ext = "xlsx"
```
# Base file name
data_file = "TEST_DATA.xlsx"

# Excel files need a sheet specification:
sheet = "DATA"

# We will also attach the sheets along with it
sheets = readxl::excel_sheets(data_file_local)

ds_read_res = UD_ds_read(state,
data_file_ext = data_file_ext,
data_file_local = data_file_local,
data_file = data_file,
sheets = sheets,
sheet = sheet)

ds_read_res

---

**UD_fetch_code**    
*Fetch Module Code*

**Description**
Fetches the code to generate results seen in the app

**Usage**

UD_fetch_code(state)

**Arguments**

state    
UD state from UD_fetch_state()

**Value**
Character object vector with the lines of code

**Examples**

# This creates a session variable that will be available in Shiny
state = UD_test_mksession(session=list())$state
UD_fetch_code(state)
**UD_fetch_ds**  
*Fetch Module Datasets*

**Description**
Fetches the datasets contained in the module.

**Usage**

```r
UD_fetch_ds(state)
```

**Arguments**

- `state` UD state from `UD_fetch_state()`

**Value**
Character object vector with the lines of code list containing the following elements

- `isgood`: Return status of the function.
- `hasds`: Boolean indicator if the module has any datasets
- `msgs`: Messages to be passed back to the user.
- `ds`: List with datasets. Each list element has the name of the R-object for that dataset. Each element has the following structure:
  - `label`: Text label for the dataset
  - `MOD_TYPE`: Short name for the type of module.
  - `id`: module ID
  - `DS`: Dataframe containing the actual dataset.
  - `DSMETA`: Metadata describing DS, see `FM_fetch_ds()` for details on the format.
  - `code`: Complete code to build dataset.
  - `checksum`: Module checksum.
  - `DSchecksum`: Dataset checksum.

**Examples**

```r
# YAML configuration files from the package:
FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml")
MOD_yaml_file = system.file(package = "formods", "templates", "UD.yaml")
# This is the module id:
id = "UD"
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = UD_test_mksession(session=list())
session = sess_res$session
input = sess_res$input
```
**UD_fetch_state**

`state = UD_fetch_state(
    id = id,
    input = input,
    session = session,
    FM_yaml_file = FM_yaml_file,
    MOD_yaml_file = MOD_yaml_file
)`

`ds_res = UD_fetch_ds(state)`

---

**Fetch Upload Data State**

**Description**

Merges default app options with the changes made in the UI

**Usage**

`UD_fetch_state(id, id_ASM, input, session, FM_yaml_file, MOD_yaml_file)`

**Arguments**

- `id` Shiny module ID
- `id_ASM` ID string for the app state management module used to save and load app states
- `input` Shiny input variable
- `session` Shiny session variable
- `FM_yaml_file` App configuration file with FM as main section.
- `MOD_yaml_file` Module configuration file with MC as main section.

**Value**

List containing the current state of the app including default values from the yaml file as well as any changes made by the user. The list has the following structure:

- `MC`: Module components of the yaml file.
- `DS`: Loaded dataset with the following elements
  - `isgood`: Boolean object indicating if the file was successfully loaded.
  - `load_msg`: Text message indicated the success or any problems encountered when uploading the file.
  - `data_file_local`: Full path to the data file on the server.
  - `data_file`: Dataset file name without the path.
  - `data_file_ext`: File extension of the uploaded file.
  - `sheet`: If the uploaded file is an excel file, this is the currently selected sheet.
- sheets: If the uploaded file is an excel file, this is a character vector of the sheets present in that file.
- contents: Data frame containing the contents of the data file.
- checksum: This is an MD5 sum of the contents element and can be used to detect changes in the loaded file.

- MOD_TYPE: Character data containing the type of module "UD"
- id: Character data containing the module id module in the session variable.
- FM_yaml_file: App configuration file with FM as main section.
- MOD_yaml_file: Module configuration file with MC as main section.

Examples

```r
# YAML configuration files from the package:
FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml")
MOD_yaml_file = system.file(package = "formods", "templates", "UD.yaml")
# This is the module id:
id = "UD"
# Within shiny both session and input variables will exist,
# this creates examples here for testing purposes:
sess_res = UD_test_mksession(session=list())
session = sess_res$session
input = sess_res$input
state = UD_fetch_state(
    id = id,
    input = input,
    session = session,
    FM_yaml_file = FM_yaml_file,
    MOD_yaml_file = MOD_yaml_file
)
```

---

**UD_init_state**  
Initialize UD Module State

**Description**

Creates a list of the initialized module state

**Usage**

`UD_init_state(FM_yaml_file, MOD_yaml_file, id, session)`

**Arguments**

- `FM_yaml_file`: App configuration file with FM as main section.
- `MOD_yaml_file`: Module configuration file with MC as main section.
- `id`: ID string for the module.
- `session`: Shiny session variable
Value

list containing an empty UD state

Examples

# Within shiny a session variable will exist,
# this creates one here for testing purposes:
sess_res = UD_test_mksession(session=list())
session = sess_res$session
state = UD_init_state(
  FM_yaml_file = system.file(package = "formods",
     "templates",
     "formods.yaml"),
  MOD_yaml_file = system.file(package = "formods",
     "templates",
     "UD.yaml"),
  id = "UD",
  session = session)
state

UD_Server  Data Upload Server

Description

Server function for the Data Upload Shiny Module

Usage

UD_Server(
  id,
  id_ASM = "ASM",
  FM_yaml_file = system.file(package = "formods", "templates", "formods.yaml"),
  MOD_yaml_file = system.file(package = "formods", "templates", "UD.yaml"),
  deployed = FALSE,
  react_state = NULL
)

Arguments

id  An ID string that corresponds with the ID used to call the modules UI elements
id_ASM  ID string for the app state management module used to save and load app states
FM_yaml_file  App configuration file with FM as main section.
MOD_yaml_file  Module configuration file with MC as main section.
deployed  Boolean variable indicating whether the app is deployed or not.
react_state  Variable passed to server to allow reaction outside of module (NULL)
Value

UD Server object

Examples

```r
if(interactive()){
# These are suggested packages
library(shinydashboard)
library(ggpubr)
library(plotly)
library(shinybusy)
library(prompter)
library(utils)
library(clipr)
library(formods)

CSS <- "
.wrapfig {
    float: right;
    shape-margin: 20px;
    margin-right: 20px;
    margin-bottom: 20px;
}
"

# Default to not deployed
if(!exists("deployed")){
    deployed = FALSE
}

#https://fontawesome.com/icons?from=io

ui <- dashboardPage(
    skin="black",
    dashboardHeader(title="formods"),
    dashboardSidebar(
        sidebarMenu(
            menuItem("Source Data",  tabName="upload",  icon=icon("table")),
            menuItem("Wrangle",    tabName="wrangle",     icon=icon("hat-cowboy")),
            menuItem("Plot",       tabName="plot",        icon=icon("chart-line")),
            menuItem("App State",  tabName="app_state",   icon=icon("archive")),
            menuItem("App Info",   tabName="sysinfo",      icon=icon("book-medical"))
        ),
        dashboardBody(
            tags$head(
                tags$style(HTML(CSS))
            ),
            tabItems(
                tabItem(tabName="app_state",
```
UD_Server

box(title="Manage App State",
    htmlOutput(NS("ASM", "ui_asm_compact")))

box(title="Load Data", width=12,
    fluidRow(
        prompter::use_prompt(),
        column(width=6,
            htmlOutput(NS("UD", "UD_ui_compact"))),
        column(width=6,
            tags$p(
                tags$img(
                    class = "wrapfig",
                    width = 100,
                    alt = "formods logo" ),
                'Formods is a set of modules and an framework for developing modules
                which interact and create code to replicate analyses performed within an app.
                To experiment download this',
                tags$a("test dataset", href=data_url),
                'and upload it into the App using the form on the left.')))
)
)
)

box(title="Transform and Create Views of Your Data", width=12,
    htmlOutput(NS("DW", "DW_ui_compact")))

box(title="Visualize Data", width=12,
    htmlOutput(NS("FG", "FG_ui_compact")))

box(title="System Details", width=12,
    shinydashboard::tabBox(
        width = 12,
        title = NULL,
        shiny::tabPanel(id="sys_modules",
            title=tagList(shiny::icon("ghost"),
                "Modules"),
            htmlOutput(NS("ASM", "ui_asm_sys_modules")) ),
        shiny::tabPanel(id="sys_packages",
            title=tagList(shiny::icon("ghost"),
                "Packages"),
            htmlOutput(NS("ASM", "ui_asm_sys_packages")) ),
        shiny::tabPanel(id="sys_log",
            title=tagList(shiny::icon("clipboard-list"),
                "App Log"),
            verbatimTextOutput(NS("ASM", "ui_asm_sys_log")) ),
        shiny::tabPanel(id="sys_options",
            title=tagList(shiny::icon("sliders"),
                "R Options"),
            htmlOutput(NS("ASM", "ui_asm_sys_options")) )
    ))
# Main app server

server <- function(input, output, session) {
  # Empty reactive object to track and react to
  # changes in the module state outside of the module
  react_FM = reactiveValues()

  # This is the list of module ids used for reproducible script generation. The
  # order here is important.
  mod_ids = c("UD", "DW", "FG")

  #Populating with test data
  FG_test_mksession(session)

  # Module servers
  formods::ASM_Server(id="ASM",
                       deployed = deployed,
                       react_state = react_FM, mod_ids = mod_ids)
  formods::UD_Server( id="UD", id_ASM = "ASM",
                       deployed = deployed,
                       react_state = react_FM)
  formods::DW_Server( id="DW", id_ASM = "ASM", id_UD = "UD",
                       deployed = deployed,
                       react_state = react_FM)
  formods::FG_Server( id="FG", id_ASM = "ASM", id_UD = "UD", id_DW = "DW",
                       deployed = deployed,
                       react_state = react_FM)
}

shinyApp(ui, server)

---

**UD_test_mksession**

**Populate Session Data for Module Testing**

**Description**

Populates the supplied session variable for testing.

**Usage**

`UD_test_mksession(session, id = "UD")`
Arguments

  session  Shiny session variable (in app) or a list (outside of app)
  id       An ID string that corresponds with the ID used to call the modules UI elements

Value

  list with the following elements

    • isgood: Boolean indicating the exit status of the function.
    • session: The value Shiny session variable (in app) or a list (outside of app) after initialization.
    • input: The value of the shiny input at the end of the session initialization.
    • state: App state.
    • rsc: The react_state components.

Examples

  res = UD_test_mksession(session=list())

unfactor | Remove Factor From Object

Description

  Takes an object that is a factor and returns an unfactored vector with the same type by the value removed

Usage

  unfactor(fctobj)

Arguments

  fctobj       Factorized object

Value

  Object with factors removed
Examples

df = data.frame(
    text = c("a", "b", "c"),
    float = c(1, 2, 3))

df$float = as.factor(df$float)
# This is a factor
df$float
# This is not a factor
unfactor(df$float)

use_formods

Create Module Templates in a Package Repository

Description

If you are developing a package within a repository (i.e. git) and want to create a new formods module this function will create the template files for you and install them in the correct location.

Usage

use_formods(
    SN = "NM",
    Module_Name = "New Module",
    package = "pkgname",
    element = "analysis",
    overwrite = FALSE,
    repo_root = NULL
)

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SN</td>
<td>Module short name</td>
</tr>
<tr>
<td>Module_Name</td>
<td>Module long name</td>
</tr>
<tr>
<td>package</td>
<td>Name of package that will contain the module</td>
</tr>
<tr>
<td>element</td>
<td>What you would call the thing the module provides for example the FG module provides &quot;figures&quot;, the DW module provides &quot;data views&quot;</td>
</tr>
<tr>
<td>overwrite</td>
<td>Boolean to indicate if you should overwrite files</td>
</tr>
<tr>
<td>repo_root</td>
<td>Root of the repository.</td>
</tr>
</tbody>
</table>

Value

Same as the return value for new_module_template()
use_formods

Examples

    if(FALSE){
        use_formods(repo_root=tempdir())
    }
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