

# Package: leprechaun (via r-universe)

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**Title** Create Simple 'Shiny' Applications as Packages

**Version** 1.0.0

**Description** Code generator for robust dependency-free 'Shiny' applications in the form of packages. It includes numerous convenience functions to create modules, include utility functions to create common 'Bootstrap' elements, setup a project from the ground-up, and much more.

**License** GPL (>= 2)

**Encoding** UTF-8

**RoxygenNote** 7.1.2

**Imports** fs, cli, usethis, jsonlite, roxygen2

**Suggests** bslib, yaml, covr, sass, htmltools, packer, shiny, testthat (>= 3.0.0), pkgload

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**NeedsCompilation** no

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**Repository** CRAN

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add\_app\_file            *Add App*

### Description

Add the app.R required to run on RStudio Connect, RStudio server, and shinyapps.io.

### Usage

```
add_app_file()
```

### Value

Invisibly returns a boolean indicating whether the operation was successful.

### Examples

```
## Not run: add_app_file()
```

add\_module            *Add module*

### Description

Add boilerplate for a module.

### Usage

```
add_module(name)
```

### Arguments

name            Name of the module. This is used to dynamically create the names of the functions and file.

**Value**

Called for side-effects, invisibly returns NULL.

**Examples**

```
## Not run: add_module("module_name")
```

---

bootstrap_version	<i>Default Bootstrap Version</i>
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---

**Description**

Gets the default Bootstrap version based on the Shiny version installed. Shiny > 1.6 uses version 5 while earlier version use Bootstrap 4.

**Usage**

```
bootstrap_version()
```

**Value**

An integer denoting the Bootstrap version.

**Examples**

```
bootstrap_version()
```

---

build	<i>Build</i>
-------	--------------

---

**Description**

Runs the various scripts that were created with setup functions.

**Usage**

```
build()
```

**Value**

Invisibly returns a boolean indicating whether the operation was successful.

**Examples**

```
## Not run: build()
```

---

`build_roclet`*Build Roclet*

---

**Description**

Roclet to run `build()` when documenting. Meant to be used in DESCRIPTION, e.g.: Roxygen:  
`list(markdown = TRUE, roclets = c("namespace", "collate", "rd", "leprechaun::build_roclet"))`

**Usage**

```
build_roclet()
```

**Value**

An object of class `roclet` as expected by `roxygen2`.

---

`create_assets`*Create Assets*

---

**Description**

Create assets function and file `assets.R`.

**Usage**

```
create_assets(quiet = FALSE)
```

**Arguments**

`quiet` Whether to print messages to the console.

**Value**

Invisibly returns `NULL`, called for side-effects.

**Examples**

```
## Not run: create_assets()
```

---

create\_input\_handlers *Create Input Handlers*

---

**Description**

Create input handlers functions and file inputs-handlers.R.

**Usage**

```
create_input_handlers(quiet = FALSE)
```

**Arguments**

quiet                    Whether to print messages to the console.

**Examples**

```
## Not run: create_input_handlers()
```

---

create\_onload            *Create onLoad*

---

**Description**

Create zzz.R file containing .onLoad function.

**Usage**

```
create_onload(quiet = FALSE)
```

**Arguments**

quiet                    Whether to print messages to the console.

**Examples**

```
## Not run: create_onload()
```

---

create_utils	<i>Create Utils</i>
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**Description**

Create utils.R file containing helper functions.

**Usage**

```
create_utils(quiet = FALSE)
```

**Arguments**

quiet            Whether to print messages to the console.

**Examples**

```
## Not run: create_utils()
```

---

scaffold	<i>Scaffold Leprechaun</i>
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---

**Description**

Scaffolds a leprechaun project. This must be run from within a package and should only be run once per project.

**Usage**

```
scaffold(  
  ui = c("navbarPage", "fluidPage"),  
  bs_version = bootstrap_version(),  
  overwrite = FALSE  
)
```

**Arguments**

ui                Type of UI to use.

bs\_version        Bootstrap version to use. If shiny > 1.6 is installed defaults to version 5, otherwise version 4.

overwrite        Whether to force overwrite all files. This is not recommended, make sure you have save and/or committed and checked that the files that will be overwritten can be before proceeding with this option.

**Value**

Invisibly return NULL, called for side-effects.

**Examples**

```
## Not run: scaffold()
```

---

sitrep	<i>Sitrep</i>
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---

**Description**

Run a check on the project, prints useful messages.

**Usage**

```
sitrep()
```

**Value**

Invisibly returns a boolean indicating whether the operation was successful.

**Examples**

```
## Not run: sitrep()
```

---

update_scaffold	<i>Update</i>
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---

**Description**

Update the scaffolded code to a new version of leprechaun.

**Usage**

```
update_scaffold(force = !interactive())
```

**Arguments**

force            Force update, ignore safety checks.

**Details**

This reads the content of the `.leprechaun` lock file and updates it too.

**Value**

Invisibly returns a boolean indicating whether the scaffold was updated.

**Examples**

```
## Not run: update_scaffold()
```

---

use_config	<i>Config</i>
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---

**Description**

Setup a configuration file and helper functions.

**Usage**

```
use_config(quiet = FALSE)
```

**Arguments**

quiet            Whether to print messages.

**Value**

Invisibly returns a boolean indicating whether the operation was successful.

---

use_endpoints_utils	<i>Endpoints</i>
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---

**Description**

Add utility functions to create and serve session-specific endpoints.

**Usage**

```
use_endpoints_utils(overwrite = FALSE, quiet = FALSE)
```

**Arguments**

overwrite        Whether to overwrite existing files.  
quiet            Whether to print messages.

**Value**

Invisibly returns a boolean indicating whether the operation was successful.

---

use_html_utils	<i>Htmltools Utils</i>
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---

**Description**

Add htmltools utility functions, e.g.: shorthands to create columns.

**Usage**

```
use_html_utils(overwrite = FALSE, quiet = FALSE)
```

**Arguments**

overwrite	Whether to overwrite existing files.
quiet	Whether to print messages.

**Value**

Invisibly returns a boolean indicating whether the operation was successful.

---

use_js_utils	<i>JavaScript Utils</i>
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---

**Description**

Add utility JavaScript function, e.g.: to hide or show element in the DOM.

**Usage**

```
use_js_utils(overwrite = FALSE, quiet = FALSE)
```

**Arguments**

overwrite	Whether to overwrite existing files.
quiet	Whether to print messages.

**Value**

Invisibly returns a boolean indicating whether the operation was successful.

**Note**

This requires [use\\_packer](#). Also, it will require using [build](#).

**Examples**

```
## Not run: use_js_utils()
```

---

use_packer	<i>Packer</i>
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---

**Description**

Setup a packer script to easily bundle the JavaScript.

**Usage**

```
use_packer(quiet = FALSE)
```

**Arguments**

quiet            Whether to print messages.

**Value**

Invisibly returns a boolean indicating whether the operation was successful.

**Note**

This requires a scaffold of packer already in place. Also, this will require using [build](#).

---

use_sass	<i>Sass</i>
----------	-------------

---

**Description**

Setup basic structure for sass and helper script for bundling.

**Usage**

```
use_sass(quiet = FALSE)
```

**Arguments**

quiet            Whether to print messages.

**Value**

Invisibly returns a boolean indicating whether the operation was successful.

**Note**

This will require using [build](#).

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