

# Package ‘assertive’

August 29, 2016

**Type** Package

**Title** Readable Check Functions to Ensure Code Integrity

**Version** 0.3-4

**Date** 2016-05-08

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**Maintainer** Richard Cotton <richierocks@gmail.com>

**Description** Lots of predicates (is\_\* functions) to check the state of your variables, and assertions (assert\_\* functions) to throw errors if they aren't in the right form.

**URL** <https://bitbucket.org/richierocks/assertive>

**BugReports** <https://bitbucket.org/richierocks/assertive/issues>

**Depends** R (>= 3.0.0)

**Imports** assertive.base (>= 0.0-4), assertive.properties (>= 0.0-2),  
assertive.types (>= 0.0-2), assertive.numbers,  
assertive.strings, assertive.dates, assertive.files,  
assertive.sets (>= 0.0-2), assertive.matrices,  
assertive.models, assertive.data, assertive.data.uk,  
assertive.data.us, assertive.reflection (>= 0.0-2),  
assertive.code, knitr

**Suggests** testthat

**License** GPL (>= 3)

**LazyLoad** yes

**LazyData** yes

**VignetteBuilder** knitr

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**NeedsCompilation** no

**Repository** CRAN

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---

are_identical	<i>Are the inputs identical?</i>
---------------	----------------------------------

---

**Description**

See [are\\_identical](#).

---

are_same_length	<i>Are the inputs the same length/dimension?</i>
-----------------	--

---

**Description**

See [are\\_same\\_length](#).

---

are_set_equal	<i>Set comparisons</i>
---------------	------------------------

---

**Description**

See [is\\_set\\_equal](#).

---

assertionError	<i>Condition classes</i>
----------------	--------------------------

---

**Description**

See [assertionError](#).

---

assertive	<i>Readable check functions to ensure code integrity.</i>
-----------	---

---

**Description**

assertive contains lots of `is_*` functions to check the state of your variables, and `assert_*` functions to throw errors if they aren't in the right form.

**Details**

When the package loads, it creates a global option "`assertive.severity`" that determines what happens when an `assert_*` function's input fails the condition. By default, an error is thrown but it is possible to generate warnings or messages instead (see the examples).

**Author(s)**

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**Examples**

```
is_numeric(1:10)
assert_all_are_positive(1:10)
dont_stop(assert_is_scalar(runif(10)))
```

---

assert_engine	<i>Throws an error if a condition isn't met</i>
---------------	---

---

**Description**

See [assert\\_engine](#).

---

assert_is_all_of	<i>Does x belong to these classes?</i>
------------------	--

---

**Description**

See [assert\\_is\\_all\\_of](#).

---

bapply	<i>Wrapper to vapply that returns booleans.</i>
--------	---

---

**Description**

See [bapply](#).

---

call_and_name	<i>Call a function, and give the result names.</i>
---------------	--

---

**Description**

See [call\\_and\\_name](#).

---

cause	<i>Get or set the "cause" attribute</i>
-------	---

---

**Description**

See [cause](#).

---

changes

*Important changes to assertive*

---

## Description

Changes since 0.3-0:

## Virtuality

The assertive package is now a virtual package: that is, it no longer contains its own functions, but instead reexports them from lower-level packages.

For interactive use, you can carry on using assertive as before.

For programmatic use, you can have more fine-grained control over what gets loaded by using the lower-level packages.

`assertive.base` contains the core functionality. `assertive.properties` contains checks on properties of variables. `assertive.types` contains checks on types of variables. `assertive.numbers` contains checks for numbers. `assertive.strings` contains checks for strings. `assertive.dates` contains checks for dates and times. `assertive.files` contains checks for files and connections. `assertive.sets` contains checks for sets. `assertive.matrices` contains checks for matrices. `assertive.models` contains checks for models. `assertive.data` contains checks for complex data types. `assertive.data.uk` contains checks for UK-specific complex data types. `assertive.data.us` contains checks for US-specific complex data types. `assertive.reflection` contains checks on the state of R. `assertive.code` contains checks for code.

## Translations

The infrastructure for errors and warnings in multiple languages is in place, and translations are planned for future versions. If you want to be a translator, email me at <[richierocks@gmail.com](mailto:richierocks@gmail.com)>.

---

`character_to_list_of_integer_vectors`

*Convert a character vector to a list of integer vectors See [character\\_to\\_list\\_of\\_integer\\_vectors](#).*

---

## Description

Convert a character vector to a list of integer vectors

See [character\\_to\\_list\\_of\\_integer\\_vectors](#).

---

coerce_to	<i>Coerce variable to a different class</i>
-----------	---

---

**Description**

See [coerce\\_to](#).

---

DIM	<i>Get the dimensions of an object</i>
-----	--

---

**Description**

See [DIM](#).

See [DIM](#).

---

dont_stop	<i>Run code without stopping</i>
-----------	----------------------------------

---

**Description**

See [dont\\_stop](#).

---

false	<i>FALSE, with a cause of failure</i>
-------	---------------------------------------

---

**Description**

See [false](#).

---

get_name_in_parent	<i>Get the name of a variable in the parent frame</i>
--------------------	---

---

**Description**

See [get\\_name\\_in\\_parent](#).



---

has\_any\_attributes      *Does the input have any attributes?*

---

**Description**

See [has\\_any\\_attributes](#).

---

has\_arg      *Does the current call have an argument? See [has\\_arg](#).*

---

**Description**

Does the current call have an argument?

See [has\\_arg](#).

---

has\_attributes      *Does the input have the specified attributes?*

---

**Description**

See [has\\_attributes](#).

---

has\_cols      *Does the input have rows/columns?*

---

**Description**

See [has\\_cols](#).

---

has\_dims      *Does the input have dimensions?*

---

**Description**

See [has\\_dims](#).

---

has_duplicates	<i>Does the input have duplicates?</i>
----------------	--

---

**Description**

See [has\\_duplicates](#).

---

has_names	<i>Does the input have names?</i>
-----------	-----------------------------------

---

**Description**

See [has\\_names](#).

---

has_slot	<i>Does the S4 input have a slot?</i>
----------	---------------------------------------

---

**Description**

See [has\\_slot](#).

---

has_terms	<i>Does the input have terms?</i>
-----------	-----------------------------------

---

**Description**

See [has\\_terms](#).

---

is2	<i>Alternative version of is</i>
-----	----------------------------------

---

**Description**

See [is2](#).

---

is_array	<i>Is the input an array or matrix?</i>
----------	---

---

**Description**

See [is\\_array](#).

---

is_atomic	<i>Is the input atomic/recursive/vector?</i>
-----------	--

---

**Description**

See [is\\_atomic](#).

---

is_batch_mode	<i>How is R running?</i>
---------------	--------------------------

---

**Description**

See [is\\_batch\\_mode](#).

---

is_binding_locked	<i>Is the binding of a variable locked? See <a href="#">is_binding_locked</a>.</i>
-------------------	--

---

**Description**

Is the binding of a variable locked?

See [is\\_binding\\_locked](#).

---

is_cas_number	<i>Does the character vector contain CAS registry numbers?</i>
---------------	--

---

**Description**

See [is\\_cas\\_number](#).

---

is_character	<i>Is the input of type character?</i>
--------------	--

---

**Description**

See [is\\_character](#).

---

is_class	<i>Is the input the name of a (formally defined) class?</i>
----------	---

---

**Description**

See [is\\_class](#).

---

is_complex	<i>Is the input complex?</i>
------------	------------------------------

---

**Description**

See [is\\_complex](#).

---

is_connection	<i>Is the input a connection?</i>
---------------	-----------------------------------

---

**Description**

See [is\\_connection](#).

---

is_credit_card_number	<i>Does the character vector contain credit card numbers?</i>
-----------------------	---

---

**Description**

See [is\\_credit\\_card\\_number](#).

---

is_data.frame	<i>Is the input is a data.frame?</i>
---------------	--------------------------------------

---

**Description**

See [is\\_data.frame](#).

---

is_data.table	<i>Is the input a data.table?</i>
---------------	-----------------------------------

---

**Description**

See [is\\_data.table](#).

---

is_date	<i>Is the input a date?</i>
---------	-----------------------------

---

**Description**

See [is\\_date](#).

---

is_date_string	<i>Does the character vector contain dates?</i>
----------------	---

---

**Description**

See [is\\_date\\_string](#).

---

is_debugged	<i>Is the input function being debugged? See <a href="#">is_debugged</a>.</i>
-------------	---

---

**Description**

Is the input function being debugged?

See [is\\_debugged](#).

---

is\_diagonal\_matrix      *Is the input a diagonal matrix?*

---

**Description**

See [is\\_diagonal\\_matrix](#).

---

is\_dir                      *Is the path a directory?*

---

**Description**

See [is\\_dir](#).

---

is\_divisible\_by          *Is the input divisible by a number?*

---

**Description**

See [is\\_divisible\\_by](#).

---

is\_email\_address        *Does the character vector contain email addresses?*

---

**Description**

See [is\\_email\\_address](#).

---

is\_empty                      *Is the input empty/scalar?*

---

**Description**

See [is\\_empty](#).

---

*is\_empty\_character*      *Does the input contain empty or missing strings?*

---

**Description**

See [is\\_empty\\_character](#).

---

*is\_empty\_file*      *Is a file too big or small?*

---

**Description**

See [is\\_empty\\_file](#).

---

*is\_empty\_model*      *Is the input the empty model?*

---

**Description**

See [is\\_empty\\_model](#).

---

*is\_environment*      *Is the input an environment?*

---

**Description**

See [is\\_environment](#).

---

*is\_equal\_to*      *How does the input relate to a value?*

---

**Description**

See [is\\_equal\\_to](#).

---

is_error_free	<i>Does the code run without throwing an error? See <a href="#">is_error_free</a>.</i>
---------------	--

---

**Description**

Does the code run without throwing an error?  
See [is\\_error\\_free](#).

---

is_executable_file	<i>Is the file accessible?</i>
--------------------	--------------------------------

---

**Description**

See [is\\_executable\\_file](#).

---

is_existing	<i>Does the variable exist? See <a href="#">is_existing</a>.</i>
-------------	--

---

**Description**

Does the variable exist?  
See [is\\_existing](#).

---

is_existing_file	<i>Does the file exist?</i>
------------------	-----------------------------

---

**Description**

See [is\\_existing\\_file](#).

---

is_factor	<i>Is the input a factor?</i>
-----------	-------------------------------

---

**Description**

See [is\\_factor](#).



---

is_finite	<i>Are the inputs (in)finite?</i>
-----------	-----------------------------------

---

**Description**

See [is\\_finite](#).

---

is_formula	<i>Is the input a formula?</i>
------------	--------------------------------

---

**Description**

See [is\\_formula](#).

---

is_function	<i>Is the input a function?</i>
-------------	---------------------------------

---

**Description**

See [is\\_function](#).

---

is_hex_color	<i>Does the character vector contain hex colors?</i>
--------------	--

---

**Description**

See [is\\_hex\\_color](#).

---

is_honorific	<i>Is the string an honorific?</i>
--------------	------------------------------------

---

**Description**

See [is\\_honorific](#).

---

is\_identity\_matrix      *Is the input an identity matrix?*

---

**Description**

See [is\\_identity\\_matrix](#).

---

is\_if\_condition      *Is suitable to be used as an if condition See [is\\_if\\_condition](#).*

---

**Description**

Is suitable to be used as an if condition

See [is\\_if\\_condition](#).

---

is\_inherited\_from      *Does the object inherit from some class?*

---

**Description**

See [is\\_inherited\\_from](#).

---

is\_integer      *Is the input an integer?*

---

**Description**

See [is\\_integer](#).

---

is\_in\_past      *Is the input in the past/future?*

---

**Description**

See [is\\_in\\_past](#).

---

is_in_range	<i>Is the input in range?</i>
-------------	-------------------------------

---

**Description**

See [is\\_in\\_range](#).

---

is_ip_address	<i>Does the character vector contain IP addresses?</i>
---------------	--

---

**Description**

See [is\\_ip\\_address](#).

---

is_isbn_code	<i>Does the character vector contain ISBN book codes?</i>
--------------	---

---

**Description**

See [is\\_isbn\\_code](#).

---

is_language	<i>Is the input a language object?</i>
-------------	--

---

**Description**

See [is\\_language](#).

---

is_leaf	<i>Is the input a (dendrogram) leaf?</i>
---------	--

---

**Description**

See [is\\_leaf](#).

---

is_library	<i>Is the directory a known R library?</i>
------------	--

---

**Description**

See [is\\_library](#).

---

is_list	<i>Is the input a list?</i>
---------	-----------------------------

---

**Description**

See [is\\_list](#).

---

is_loaded	<i>Is the input DLL loaded? See <a href="#">is_loaded</a>.</i>
-----------	--

---

**Description**

Is the input DLL loaded?

See [is\\_loaded](#).

---

is_logical	<i>Is the input logical?</i>
------------	------------------------------

---

**Description**

See [is\\_logical](#).

---

is_lower_triangular_matrix	<i>Is the matrix upper/lower triangular?</i>
----------------------------	--

---

**Description**

See [is\\_lower\\_triangular\\_matrix](#).

---

`is_matching_fixed`      *Does the string match a pattern? See [is\\_matching\\_fixed](#).*

---

**Description**

Does the string match a pattern?  
See [is\\_matching\\_fixed](#).

---

`is_monotonic_increasing`      *Is the vector monotonically increasing or decreasing?*

---

**Description**

See [is\\_monotonic\\_increasing](#).

---

`is_nan`      *Is the input (not) NaN?*

---

**Description**

See [is\\_nan](#).

---

`is_null`      *Checks to see if the input is (not) null.*

---

**Description**

See [is\\_null](#).

---

`is_numeric`      *Is the input numeric?*

---

**Description**

See [is\\_numeric](#).

---

is\_numeric\_string      *Does the string contain a number? See [is\\_numeric\\_string](#).*

---

**Description**

Does the string contain a number?  
See [is\\_numeric\\_string](#).

---

is\_on\_os\_path          *Is the path on the OS path?*

---

**Description**

See [is\\_on\\_os\\_path](#).

---

is\_package\_current    *Is the installed version of a package current?*

---

**Description**

See [is\\_package\\_current](#).

---

is\_qr                  *Is the input a QR decomposition of a matrix?*

---

**Description**

See [is\\_qr](#).

---

is\_r                    *Are you running R?*

---

**Description**

See [is\\_r](#).

---

is_raster	<i>Is the input a raster?</i>
-----------	-------------------------------

---

**Description**

See [is\\_raster](#).

---

is_raw	<i>Is the input raw?</i>
--------	--------------------------

---

**Description**

See [is\\_raw](#).

---

is_real	<i>Is the input real/imaginary?</i>
---------	-------------------------------------

---

**Description**

See [is\\_real](#).

---

is_relistable	<i>Is the input relistable?</i>
---------------	---------------------------------

---

**Description**

See [is\\_relistable](#).

---

is_rstudio_current	<i>Is RStudio the current version?</i>
--------------------	--

---

**Description**

See [is\\_rstudio\\_current](#).

---

is\_rstudio\_desktop      *Is RStudio running in desktop or server mode?*

---

**Description**

See [is\\_rstudio\\_desktop](#).

---

is\_r\_current              *Is this version of R up to date?*

---

**Description**

See [is\\_r\\_current](#).

---

is\_s4                      *Is the input an S4 object?*

---

**Description**

See [is\\_s4](#).

---

is\_single\_character      *Is the input a single character? See [is\\_single\\_character](#).*

---

**Description**

Is the input a single character?

See [is\\_single\\_character](#).

---

is\_square\_matrix         *Is the input a square matrix?*

---

**Description**

See [is\\_square\\_matrix](#).



---

is\_symmetric\_matrix     *Is the input a symmetric matrix?*

---

**Description**

See [is\\_symmetric\\_matrix](#).

---

is\_table     *Is the input a table?*

---

**Description**

See [is\\_table](#).

---

is\_tbl     *Is the input a tbl?*

---

**Description**

See [is\\_tbl](#).

---

is\_try\_error     *Is the input a condition?*

---

**Description**

See [is\\_try\\_error](#).

---

is\_ts     *Is the input a time series?*

---

**Description**

See [is\\_ts](#).

---

is\_uk\_car\_licence      *Is the string a valid UK car licence plate number?*

---

**Description**

See [is\\_uk\\_car\\_licence](#).

---

is\_uk\_national\_insurance\_number  
*Is the string a valid UK national insurance number?*

---

**Description**

See [is\\_uk\\_national\\_insurance\\_number](#).

---

is\_uk\_postcode      *Is the string a valid UK postcode?*

---

**Description**

See [is\\_uk\\_postcode](#).

---

is\_uk\_telephone\_number  
*Is the string a valid UK telephone number?*

---

**Description**

See [is\\_uk\\_telephone\\_number](#).

---

is\_unsorted      *Is the input unsorted?*

---

**Description**

See [is\\_unsorted](#).

---

is\_us\_social\_security\_number  
*Is the string a valid US SSN?*

---

**Description**

See [is\\_us\\_social\\_security\\_number](#).

---

is\_us\_telephone\_number  
*Is the string a valid US telephone number?*

---

**Description**

See [is\\_us\\_telephone\\_number](#).

---

is\_us\_zip\_code  
*Is the string a valid US zip code?*

---

**Description**

See [is\\_us\\_zip\\_code](#).

---

is\_valid\_r\_code  
*Is the input valid R code? See [is\\_valid\\_r\\_code](#).*

---

**Description**

Is the input valid R code?  
See [is\\_valid\\_r\\_code](#).

---

is\_valid\_variable\_name  
*Is the string a valid variable name? See [is\\_valid\\_variable\\_name](#).*

---

**Description**

Is the string a valid variable name?  
See [is\\_valid\\_variable\\_name](#).

---

is_whole_number	<i>Is the input a whole number?</i>
-----------------	-------------------------------------

---

**Description**

See [is\\_whole\\_number](#).

---

is_windows	<i>What OS is running?</i>
------------	----------------------------

---

**Description**

See [is\\_windows](#).

---

is_xxx_for_decimal_point	<i>What does the current locale specify for the decimal point?</i>
--------------------------	--

---

**Description**

See [is\\_xxx\\_for\\_decimal\\_point](#).

---

is_zero_matrix	<i>Is the input a zero matrix?</i>
----------------	------------------------------------

---

**Description**

See [is\\_zero\\_matrix](#).

---

merge_dots_with_list	<i>Merge ellipsis args with a list.</i>
----------------------	---

---

**Description**

See [merge\\_dots\\_with\\_list](#).

---

na	<i>NA, with a cause of failure</i>
----	------------------------------------

---

**Description**

See [na](#).

---

n_elements	<i>Get the number of elements</i>
------------	-----------------------------------

---

**Description**

See [n\\_elements](#).

See [n\\_elements](#).

---

parenthesize	<i>Wrap a string in brackets</i>
--------------	----------------------------------

---

**Description**

See [parenthesize](#).

---

r_can_find_tools	<i>Can R find tools?</i>
------------------	--------------------------

---

**Description**

See [r\\_can\\_find\\_tools](#).

---

r_has_jpeg_capability	<i>Does R have a capability?</i>
-----------------------	----------------------------------

---

**Description**

See [r\\_has\\_jpeg\\_capability](#).

---

set_cause	<i>Set a cause and return the input</i>
-----------	---

---

**Description**

See [set\\_cause](#).

---

strip_attributes	<i>Strip all attributes from a variable</i>
------------------	---

---

**Description**

See [strip\\_attributes](#).

---

sys_get_locale	<i>Get or set the system locale</i>
----------------	-------------------------------------

---

**Description**

See [sys\\_get\\_locale](#).

---

Truth	<i>Is the input TRUE/FALSE/NA?</i>
-------	------------------------------------

---

**Description**

See [Truth](#).

---

use_first	<i>Only use the first element of a vector</i>
-----------	---

---

**Description**

See [use\\_first](#).

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