

Package ‘ehelp’

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Title Enhanced Help to Enable ``Docstring''-Comments in Users Functions

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Description By overloading the R help() function, this package allows users to use ``docstring" style comments within their own defined functions.

URL <https://github.com/mponce0/eHelp>

BugReports <https://github.com/mponce0/eHelp/issues>

License GPL (>= 2)

Encoding UTF-8

LazyData true

RoxygenNote 6.1.99.9001

Suggests testthat (>= 2.1.0), knitr, rmarkdown, crayon

VignetteBuilder knitr

NeedsCompilation no

Repository CRAN

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 help

Wrapper Help Function

Description

This function is a wrapper around the R's system help() function. It allows the user to include docstring styles documentation and displayed it as help or information to the users using the help() command.

Usage

```
help(
  topic,
  package = NULL,
  lib.loc = NULL,
  verbose = getOption("verbose"),
  try.all.packages = getOption("help.try.all.packages"),
  help_type = getOption("help_type")
)
```

Arguments

topic	topic/or/function name to search for
package	package where to search
lib.loc	location of R libraries
verbose	for displaying the filename
try.all.packages	attempt to go through all installed packages
help_type	format of the displayed help (text,html, or pdf)

Details

Parameters are the same as in utils::help, see help(help,package='utils') for further details.

Examples

```
compute3Dveloc <- function(x,y,z,t){
#' @fnName compute3Dveloc
#' this function computes the velocity of an object in a 3D space
#' @param x vector of positions in the x-axis
#' @param y vector of positions in the y-axis
#' @param z vector of positions in the z-axis
#' @param t time vector corresponding to the position vector

# number of elements in vectors
n <- length(t)
# compute delta_t
```

```
delta_t <- t[2:n]-t[1:n-1]
# compute delta_x
delta_x <- x[2:n]-x[1:n-1]
# compute delta_y
delta_y <- y[2:n]-y[1:n-1]
# compute delta_z
delta_z <- z[2:n]-z[1:n-1]
# do actual computation of velocity...
veloc3D <- list(delta_x/delta_t, delta_y/delta_t, delta_z/delta_t)
# return value
return(veloc3D)
}
```

```
help(compute3Dveloc)
```

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