

Package ‘navigatr’

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Type Package

Title Navigation Menu for Pipe-Friendly Data Processing

Version 0.2.1

Description Provides a navigation menu to enable pipe-friendly data processing for hierarchical data structures. By activating the menu items, you can perform operations on each item while maintaining the overall structure in attributes.

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Encoding UTF-8

Imports cli, lifecycle, pillar, purrr, rlang, sticky, tidyselect, vctrs

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Suggests covr, dplyr, testthat (>= 3.0.0)

Config/testthat/edition 3

BugReports <https://github.com/UchidaMizuki/navigatr/issues>

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NeedsCompilation no

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activate	<i>Activate or deactivate a menu item</i>
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Description

Activates a menu item with the same syntax as `dplyr::pull()`. Activating a menu item allows you to perform operations on the active item. `activate()` turns a `navigatr_nav_menu` object into an `navigatr_item` object, and `deactivate()` turns it back.

Usage

```
activate(.data, ..., .add = FALSE)

## S3 method for class 'navigatr_nav_menu'
activate(.data, ..., .add = FALSE)

## S3 method for class 'navigatr_item'
activate(.data, ..., .add = FALSE)

deactivate(x, ..., deep = TRUE)

## S3 method for class 'navigatr_nav_menu'
deactivate(x, ..., deep = TRUE)

## S3 method for class 'navigatr_item'
deactivate(x, ..., deep = TRUE)
```

Arguments

<code>.data</code>	A <code>navigatr_nav_menu</code> object.
<code>...</code>	In <code>activate()</code> , one or more variables passed to <code>dplyr::pull()</code> . In <code>deactivate()</code> , unused (for extensibility).
<code>.add</code>	Whether to add new variables to the path indices. If <code>FALSE</code> (default value), the menu will be deactivated first by <code>deactivate()</code> .
<code>x</code>	A <code>navigatr_nav_menu</code> object.
<code>deep</code>	If <code>TRUE</code> (default value), deactivate recursively.

Value

In `activate()`, An `navigatr_item` object. If it inherits from class `navigatr_nav_menu`, the menu will be displayed hierarchically. Otherwise, the active data will be displayed. In `deactivate()`, A `navigatr_nav_menu` object.

Examples

```
library(dplyr)

mn1 <- new_nav_menu(key = c("band_members", "band_instruments"),
                    value = list(band_members, band_instruments))

mn1 |>
  activate(band_members) |>
  filter(band == "Beatles")

# Items can also be specified as integers
mn1 |>
  activate(2)

mn1 |>
  activate(-1) |>
  deactivate()

# To activate items in a nested menu, specify multiple variables
mn2 <- new_nav_menu(key = c("key1", "key2"),
                    value = list(mn1, mn1))
mn2 |>
  activate(key1, band_members)
```

itemise

Set items

Description

Set items

Usage

```
itemise(.data, ...)
```

```
itemize(.data, ...)
```

Arguments

`.data` A `nav_input` object.

`...` Key-value pairs.

Value

A `nav_input` object.

 new_menu

Deprecated functions

Description

Deprecated functions

Usage

```
new_menu(
  key = character(),
  value = list(),
  attrs = NULL,
  ...,
  class = character()
)
```

Arguments

key	A unique character vector.
value	A list of values corresponding to the keys.
attrs	A data frame for additional attributes of items (an empty data frame by default). When an item becomes active, the attrs will be added to its attributes.
...	Additional arguments passed to <code>vctrs::new_data_frame()</code> .
class	A character vector of subclasses passed to <code>vctrs::new_data_frame()</code> .

Value

A `naviatr_nav_menu` object, a subclass of class `data.frame`.

 new_nav_input

Build a new input form

Description

To create a new input form, give `new_nav_input()` a unique key and the corresponding list of values. By default, the values are empty characters. Each line shows the menu items (keys on the left, value summaries on the right). The summaries are `pillar::obj_sum` outputs, so you can change the printing methods. Each menu item can be changed by `itemise()`.

Usage

```
new_nav_input(
  key = character(),
  value = list(character()),
  ...,
  class = character()
)
```

Arguments

key	A unique character vector.
value	A list of values corresponding to the keys. By default, the values are empty characters.
...	Additional arguments passed to <code>vctrs::new_data_frame()</code> .
class	A character vector of subclasses passed to <code>vctrs::new_data_frame()</code> .

Value

A `nav_input` object, a subclass of class `data.frame`.

See Also

[itemise\(\)](#)

new_nav_menu

Build a new menu

Description

To build a new menu, give `new_nav_menu()` unique keys and a list of their corresponding values. Each line shows the menu items (keys on the left, value summaries on the right). The summaries are [pillar::obj_sum](#) outputs, so you can change the printing methods. Each menu item can be accessed by [activate\(\)](#).

Usage

```
new_nav_menu(
  key = character(),
  value = list(data.frame()),
  attrs = NULL,
  ...,
  class = character()
)
```

Arguments

key	A unique character vector.
value	A list of values corresponding to the keys.
attrs	A data frame for additional attributes of items (an empty data frame by default). When an item becomes active, the attrs will be added to its attributes.
...	Additional arguments passed to <code>vctrs::new_data_frame()</code> .
class	A character vector of subclasses passed to <code>vctrs::new_data_frame()</code> .

Value

A `navigatr_nav_menu` object, a subclass of class `data.frame`.

See Also

[activate\(\)](#)

Examples

```
library(dplyr)

band <- new_nav_menu(key = c("band_members", "band_instruments"),
                    value = list(band_members, band_instruments))

band

# You can also build a nested menu
bands <- new_nav_menu(key = c("key1", "key2"),
                    value = list(band, band))

bands
```

rekey

Rename key names

Description

Rename key names

Usage

```
rekey(.data, ...)
```

```
## S3 method for class 'navigatr_nav'
rekey(.data, ...)
```

```
## S3 method for class 'navigatr_item'
rekey(.data, ...)
```

```
rekey_with(.data, .fn, .keys = tidyselect::everything(), ...)
```

Arguments

<code>.data</code>	For <code>rekey()</code> , A <code>navigatr_nav</code> or <code>navigatr_item</code> object. For <code>rekey_with()</code> , A <code>navigatr_nav</code> object.
<code>...</code>	For <code>navigatr_nav</code> objects, use <code>new_name = old_name</code> . For <code>navigatr_item</code> objects, a scalar character of the new key name.
<code>.fn</code>	A function used to transform the selected <code>.keys</code> .
<code>.keys</code>	Keys to rename; defaults to all keys.

Value

A `navigatr_nav` or `navigatr_item` object.

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