Package 'roundhouse'

October 14, 2022

Type Package

Title Random Chuck Norris Facts

Version 0.0.2

Description R functions for generating and/or displaying random Chuck Norris
facts. Based on data from the 'Internet Chuck Norris database' ('ICNDb').

License GPL (>= 2)

URL <https://github.com/bgreenwell/roundhouse>

BugReports <https://github.com/bgreenwell/roundhouse/issues>

Suggests covr, httr, magick, tinytest, tuneR,

Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

NeedsCompilation no

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Repository CRAN

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R topics documented:

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facts   *Chuck Norris facts*

Description

A data frame of various Chuck Norris facts. Warning, some facts contain explicit language!

Usage

```
data(facts, package = "roundhouse")
```

Format

A data frame with 574 rows and 1 column.

Source

http://www.icndb.com/

Examples

```
head(roundhouse::facts)

# Or use
data(facts, package = "roundhouse")
head(facts)
```

---

kick   *Roundhouse kick*

Description

Generate a roundhouse kick from Chuck Norris...with a random fact (or user- supplied text).

Usage

```
kick(
  text = NULL,
  type = 1,
  width = 35,
  size = 20,
  color = "white",
  fps = NULL,
  loop = 0,
  ...
)
```

Arguments

text	Character string specifying the text to display with the roundhouse (preferably, a Chuck Norris fact). If NULL, a fact is selected at random from the ICNDb.
type	Integer specifying which roundhouse kick to generate. Current options are 1 (standard roundhouse kick) or 2 (roundhouse kick bad guy through bar window). Default is 1.
width	Integer specifying the number of characters per line. Default is 35
size	Integer specifying the font size in pixels. Default is 10.
color	Character string specifying the color of the text.
fps	Integer specifying the frames per second of the roundhouse kick. (Must be a factor of 100.)
loop	Integer specifying the number of times the roundhouse kick should be repeated. Though a single roundhouse kick is always sufficient, the default is 0 which results in an infinite number of roundhouse kicks.
...	Additional optional arguments to be passed onto [image_annotate]().

Examples

```
## Not run:
# Random fact
kick(width = 40, size = 15)

# User-supplied text
kick("Chuck Norris can't test for equality because he has no equal.",
     type = 2, width = 40, size = 25, fps = 5)

## End(Not run)
```

---

punch	*Roundhouse punch*

Description

Generate a roundhouse punch from Chuck Norris...with a random fact (or user- supplied text).

Usage

```
punch(
  text = NULL,
  width = 35,
  size = 20,
  color = "white",
  fps = NULL,
  loop = 0,
  sound = FALSE,
```

```
    sound_repeat = 1,
    sound_delay = 0,
    ...
)
```

Arguments

text	Character string specifying the text to display with the roundhouse (preferably, a Chuck Norris fact). If NULL, a fact is selected at random from the ICNDb.
width	Integer specifying the number of characters per line. Default is 35
size	Integer specifying the font size in pixels. Default is 10.
color	Character string specifying the color of the text.
fps	Integer specifying the frames per second of the roundhouse punch. (Must be a factor of 100.)
loop	Integer specifying the number of times the roundhouse punch should be repeated. Though a single roundhouse punch is always sufficient, the default is 0 which results in an infinite number of roundhouse punches.
sound	Logical indicating whether or not "Chuck Norris" should be shouted when generating random facts. Default is FALSE.
sound_repeat	Integer specifying the number of times the sound should be repeated. Default is 1. (Only matters if sound = TRUE.)
sound_delay	Integer specifying the delay (in seconds) to wait before shouting "Chuck Norris". Default is 0. (Only matters if sound = TRUE.)
...	Additional optional arguments to be passed onto image_annotate.

Examples

```
## Not run:
# Random fact
punch(width = 40, size = 15)

# User-supplied text
punch("Chuck Norris can't test for equality because he has no equal.",
      type = 2, width = 40, size = 25, fps = 5)

## End(Not run)
```

---

random_fact	*Random Chuck Norris facts*

Description

Query the internet Chuck Norris database (ICNDb) for a random Chuck Norris fact.

Usage

```
random_fact(
  n = 1L,
  include = NULL,
  exclude = NULL,
  sound = FALSE,
  sound_repeat = 1
)
```

Arguments

n	Integer specifying the number of random facts to return. Default is 1.
include	Character string specifying the category of the joke. Default is NULL meaning use all available categories in the query. The available categories can be viewed using fetch_categories(). (Currently ignored.)
exclude	Character string specifying the categories to exclude. Default is NULL meaning use all available categories in the query. The available categories can be viewed using fetch_categories(). (Currently ignored.)
sound	Logical indicating whether or not "Chuck Norris" should be shouted when generating random facts. Default is FALSE.
sound_repeat	Integer specifying the number of times the sound should be repeated. Default is 1. (Only matters if sound = TRUE.)

Value

An object of class "random_fact"; essentially a character vector.

Examples

```
## Not run:
# Generate a random fact
random_fact()

# Generate multiple random facts
random_fact(3, sound = TRUE)

## End(Not run)
```

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suggest_new_fact   *Suggest new Chuck Norris facts*

Description

Have a new Chuck Norris fact you want added to the database? Use this function to open a new issue on roundhouse's GitHub page. If it's good, I'll be sure to include it in the next release!

Usage

```
suggest_new_fact(fact, user, password)
```

Arguments

fact	Character string specifying a new Chuck Norris fact.
user	Character string specifying a valid GitHub username.
password	Character string specifying a valid password associated with the above GitHub username.

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