Package 'consolechoice'

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Title An Easy and Quick Way to Loop a Character Vector as a Menu in
the Console

Version 1.1.1

Description A fast way to loop a character vector or file names as a menu in the console for the
user to choose an option.

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Encoding UTF-8

RoxygenNote 7.1.2

Suggests covr, testthat (>= 3.0.0)

Config/testthat/edition 3

NeedsCompilation no

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R topics documented:

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console_file_menu   *Prints out a menu from a list of file names in a folder for user selection*

Description

wrapper function to console_menu.

Usage

```
console_file_menu(
  folder_path = ".",
  pattern = NULL,
  instruction_msg = "Type the number in the console your choice and press enter: ",
  quit_key = "q",
  quit_message = paste0("To quit please type ", quit_key, " and press return."),
  return_number = FALSE,
  test_args = list(test_mode = FALSE, test_input = NA_character_)
)
```

Arguments

folder_path	character.
pattern	character. Regex pattern used in list.files.
instruction_msg	
	character. Message shows under the menu selection.
quit_key	character. Character value for the user to quit the menu.
quit_message	character. Character value to explain how to quit the menu.
return_number	logical. TRUE return number choice. FALSE returns the index of chr_vector.
test_args	list(test_mode logical, test_input character). Only use for testing.

Value

character

Examples

```
## Not run:
console_file_menu("/folder/path/with/files")

console_file_menu("/folder/path/with/files",
                  ".bmp",
                  instruction_msg = "Please select a file to open")

console_file_menu(folder_path = "/folder/path/with/files",
                  pattern = "example_doc",
                  instruction_msg = "Choose a excel file to open",
                  quit_key = "Q",
                  quit_message = "Type in Q and press return to quit",
                  return_number = TRUE)

# Example code on how the function could be used
user_choice <- console_file_menu("/folder/path/", ".doc")

switch_result <- switch(
    user_choice,
    "document_one.doc" = # code here,
    "document_two.doc" = # code here,
```

```
    "q" = # exit code here
)
# Example code if the function returned the number in the list
user_choice <- console_file_menu("/folder/path/", ".doc", return_number = FALSE)

switch_result <- switch(
    user_choice,
    "1" = # code here,
    "2" = # code here,
    "q" = # exit code here
)

## End(Not run)
```

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console_menu   *Prints out a menu from a character vector and waits for user selection*

Description

Prints out a menu from a character vector and waits for user selection

Usage

```
console_menu(
  chr_vector,
  instruction_msg = "Type the number in the console your choice and press enter: ",
  quit_key = "q",
  quit_message = paste0("To quit please type ", quit_key, " and press return."),
  return_number = TRUE,
  test_args = list(test_mode = FALSE, test_input = NA_character_)
)
```

Arguments

chr_vector   character vector.

instruction_msg

                 character. Message shows under the menu selection

quit_key   character. Character value for the user to quit the menu

quit_message   character. Character value to explain how to quit the menu

return_number   logical. TRUE return number choice. FALSE returns the index of chr_vector

test_args   list(test_mode logical, test_input character). Only use for testing.

Value

character

Examples

```
## Not run:
console_menu(c("Eat", "sleep", "code", "repeat"))

console_menu(c("Eat", "sleep", "code", "repeat"),
             "What would you like to do?",
             "quit",
             "Type quit to exit")

# Example code on how the function could be used
user_choice <- console_menu(c("Eat", "sleep"))

switch_result <- switch(
    user_choice,
    "1" = # code here,
    "2" = # code here,
    "q" = # exit code here
)
# Example code if the function returned the name in the character vector
user_choice <- console_menu(c("Eat", "sleep"), return_number = FALSE)

switch_result <- switch(
    user_choice,
    "Eat" = # code here,
    "sleep" = # code here,
    "q" = # exit code here
)

## End(Not run)
```

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