

Package ‘r2fireworks’

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Type Package

Title Enhance Your 'Rmarkdown' and 'shiny' Apps with Dazzling
Fireworks Celebrations

Version 0.1.0

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Description Implementation of 'jQuery' <<https://jquery.com>> and 'CSS' styles to allow the display of fireworks on a document. Toolkit to easily incorporate celebratory splashes in 'Rmarkdown' and 'shiny' apps.

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URL <https://r2fireworks.obianom.com/>

BugReports <https://github.com/oobianom/r2fireworks/issues>

Depends R (> 3.6)

Imports utils, htmltools, shiny

Suggests rmarkdown, knitr

Encoding UTF-8

VignetteBuilder knitr

Language en-US

LazyData false

RoxygenNote 7.2.3

NeedsCompilation no

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Repository CRAN

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fireworkMessenger	<i>Widget to initiate or terminate fireworks display</i>
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Description

Add or remove fireworks graphics from page

Add fireworks visuals to page

Remove fireworks visuals from page

Add fireworks visuals to Rmarkdown page

Usage

```
fireworkMessenger(
  type,
  duration = NULL,
  speed = NULL,
  particleCount = 30,
  session = getDefaultReactiveDomain()
)

showFireworks(
  speed = 1,
  particleCount = 40,
  session = getDefaultReactiveDomain()
)

removeFireworks(session = getDefaultReactiveDomain())

addRmdFireworks(speed = 1, particleCount = 40)
```

Arguments

type	type of action e.g start, remove
duration	duration of fireworks outbursts
speed	speed of display of fireworks
particleCount	particle size of fireworks
session	session object from server

Value

inclusion or exclusion of fireworks from page

visible firework canvas on the page

removal of firework canvas from the page

addition of firework canvas on the page

Examples

```
# In R markdown documents
library(r2fireworks)
useFireworks()
addRmdFireworks(particleCount = 100, speed = 3)
```

`useFireworks`*Set up firework scripts and loader*

Description

Calls to load fireworks to a page

Usage

```
useFireworks()
```

Value

scripts to load fireworks and trigger to start fireworks

Examples for r2fireworks

More examples and demo pages are located at this link - <https://r2fireworks.obianom.com>.

Examples

```
# In shiny applications

if(interactive()){
# example 1: simple example with automatic start
library(shiny)
library(r2fireworks)

ui <- fluidPage(
  useFireworks(),
  shiny::tags$h1("Introducing r2fireworks"),
  shiny::tags$p("Celebrate 4th of July and my R package!!!")
)
server <- function(input, output, session) {
  # optional. start fireworks on load
  showFireworks(particleCount = 30)
}

shinyApp(ui, server)
```

```
# example 2: sample with start and stop buttons
library(shiny)
library(r2fireworks)

ui <- fluidPage(
  useFireworks(),
  shiny::tags$h1("Here is the starts"),
  shiny::tags$p("Celebrate 4th of July and my R package!!!"),
  actionButton("startFW", "Show and Start Fireworks, with speed x1"),
  actionButton("startFWx4", "Show and Start Fireworks, with speed x4"),
  actionButton("startFWspx4", "Show Fireworks, with particle burst size 10000"),
  actionButton("stopFW", "Remove Fireworks")
)

server <- function(input, output, session) {
  observeEvent(input$startFW,{
    showFireworks()
  })

  observeEvent(input$startFWx4,{
    showFireworks(speed = 4,particleCount = 50)
  })

  observeEvent(input$startFWspx4,{
    showFireworks(speed = 1,particleCount = 10000)
  })
  observeEvent(input$stopFW,{
    removeFireworks()
  })
}

}
```

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