

Package ‘checkdown’

October 27, 2023

Type Package

Title Check-Fields and Check-Boxes for 'rmarkdown'

Version 0.0.12

Depends R (>= 3.5.0)

Description Creates auto-grading check-fields and check-boxes for 'rmarkdown' or 'quarto' HTML. It can be used in class, when teacher share materials and tasks, so students can solve some problems and check their work. In contrast to the 'learnr' package, the 'checkdown' package works serverlessly without 'shiny'.

Imports markdown, htmltools, glue

URL <https://agricolamz.github.io/checkdown/>

BugReports <https://github.com/agricolamz/checkdown/issues>

Suggests rmarkdown, knitr

License GPL (>= 2)

Encoding UTF-8

RoxygenNote 7.2.3

VignetteBuilder knitr

NeedsCompilation no

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Repository CRAN

Date/Publication 2023-10-27 11:40:16 UTC

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check_hint	<i>Create hint for 'rmarkdown'</i>
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Description

Create hint for 'rmarkdown'

Usage

```
check_hint(  
  hint_text,  
  hint_title = "Click here to see/close the hint",  
  type = c("onclick", "onmouseover", "ondblclick"),  
  hint_id = sample(1e+05:1, 1)  
)
```

Arguments

hint_text	hint paragraph text; can contain markdown
hint_title	click paragraph text; can contain markdown
type	character that describes behavior of the hint. Possible values are: onclick, onmouseover, ondblclick
hint_id	unique identifier of the question

Value

returns the html tags and javascript code

Author(s)

George Moroz <agricolamz@gmail.com>

Examples

```
check_hint("You can use argument `echo=FALSE`!")
```

`check_hints`*Create list of hints for 'rmarkdown'*

Description

Create list of hints for 'rmarkdown'

Usage

```
check_hints(  
  hint_text,  
  hint_title = "Click here to see/close the hint",  
  hint_title_prefix = "",  
  hint_title_suffix = "",  
  list_title = "Click here to see/close the list of hints",  
  type = c("onclick", "onmouseover", "ondblclick")  
)
```

Arguments

<code>hint_text</code>	hint paragraph texts; can contain markdown
<code>hint_title</code>	hint title texts; can contain markdown
<code>hint_title_prefix</code>	string that added before each <code>hint_title</code>
<code>hint_title_suffix</code>	string that added after each <code>hint_title</code>
<code>list_title</code>	unique identifier for each hint
<code>type</code>	character that describes behavior of the hints. Possible values are: <code>onclick</code> , <code>onmouseover</code> , <code>ondblclick</code>

Value

returns the html tags and javascript code

Author(s)

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Examples

```
check_hints(1:4)
```

check_question	<i>Create check-fields and check-boxes for 'rmarkdown'</i>
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Description

Create check-fields and check-boxes for 'rmarkdown'

Usage

```
check_question(
  answer,
  right = "Correct",
  wrong = "I have a different answer",
  options = NULL,
  type = NULL,
  button_label = "check",
  alignment = NULL,
  placeholder = "",
  random_answer_order = FALSE,
  title = NULL,
  width_of_in_order = paste0(round(1/length(answer) * 85), "%"),
  height_of_in_order = "60px",
  style_of_in_order = "padding:5px;border: 1px solid #aaaaaa; display: inline-block;",
  q_id = sample(1:1e+05, 1)
)
```

Arguments

answer	correct answer (can be a double or a string). It is possible to put here a vector of several answers.
right	form reaction on right answer
wrong	form reaction on wrong answer
options	vector of values for the selection list type
type	character that defines type of the list. Possible values: text, select, radio, checkbox, in_order
button_label	character value that will be displayed on the button
alignment	character argument for options' alignment: vertical or horizontal
placeholder	character that defines a short hint that describes the expected value of an input field. This works with the text input type only.
random_answer_order	logical argument that denotes whether answers should be shuffled, when the type value is select, radio or checkbox
title	character value that will be displayed as a question title. It is possible to put there the question. You can put markdown markup. Since this argument wraps the form contents with fieldset tags, you can redefine it appearance with CSS.

width_of_in_order	character with some values for width of the boxes, when the type value is in_order. Possible values: "30px", "20%"
height_of_in_order	character with some values for height of the boxes, when the type value is in_order. Possible values: "30px", "20%"
style_of_in_order	character that contains CSS style for the div boxes, when the type value is in_order
q_id	unique identifier of the question

Value

returns the html tags and javascript code

Author(s)

George Moroz <agricolamz@gmail.com>

Examples

```
check_question(answer = 5)
```

insert_audio

Insert audio

Description

Insert audio

Usage

```
insert_audio(  
  src,  
  controls = TRUE,  
  autoplay = FALSE,  
  loop = FALSE,  
  muted = FALSE,  
  preload = c("none", "auto", "metadata")  
)
```

Arguments

src	character. It specifies the location (URL) of the audio file.
controls	logical. When TRUE, it specifies that audio controls should be displayed.
autoplay	logical. When TRUE, the audio will automatically start playing as soon as it can do so without stopping.
loop	logical. When TRUE, it specifies that the audio will start over again, every time it is finished.
muted	logical. When TRUE, it specifies that the audio output should be muted.
preload	character. It specifies if and how the author thinks that the audio file should be loaded when the page loads. Possible values are none, auto and metadata

Value

returns set of html tags

Author(s)

George Moroz <agricolamz@gmail.com>

Examples

```
insert_audio("1.wav")
```

insert_images

Insert multiple images into questions and hints

Description

Insert multiple images into questions and hints

Usage

```
insert_images(  
  src,  
  alt = "image",  
  image_width = "100%",  
  image_height = "100%"  
)
```

Arguments

src	image file names
alt	alternate texts for an image in case If a browser cannot find an image
image_width	image widths. Could be absolute value in pixels or percentage.
image_height	image heights. Could be absolute value in pixels or percentage.

insert_score

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Value

returns set of html tags

Author(s)

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Examples

```
insert_images(c("1.png", "2.png"))
```

insert_score

Create an overall sum score for all correct tasks in the document

Description

Create an overall sum score for all correct tasks in the document

Usage

```
insert_score()
```

Value

returns the html tags and javascript code

Author(s)

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