

Package ‘CamelUp’

July 19, 2020

Title 'CamelUp' Board Game as a Teaching Aid for Introductory
Statistics

Version 2.0.2

Description

Implements the board game 'CamelUp' for use in introductory statistics classes using a Shiny app.

BugReports <https://github.com/mczekanski1/Camel-Up/issues>

License GPL-3

Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

Imports data.table, dplyr, ggplot2, magrittr, methods, Rcpp, shiny

Suggests testthat

LinkingTo Rcpp

NeedsCompilation yes

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Board	<i>Encapsulates a double</i>
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Description

Type the name of the class to see its methods

Fields

new Constructor

mult Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

Camel	<i>Encapsulates a double</i>
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Description

Type the name of the class to see its methods

Fields

new Constructor

mult Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

Die *Encapsulates a double*

Description

Type the name of the class to see its

Fields

new Constructor

mult Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

Game *Encapsulates a double*

Description

Type the name of the class to see its methods

Fields

new Constructor

mult Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

generateUI *Play the game CamelUp*

Description

Run CamelUp in a local web browser. Running locally allows for using the app without an internet connection and running in parallel on the local computer

Usage

generateUI()

Value

an object representing the CamelUp app as generated by shiny::shinyApp

LegBet	<i>Encapsulates a double</i>
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Description

Type the name of the class to see its methods

Fields

new Constructor

mult Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

playCamelUp	<i>Play the game CamelUp</i>
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Description

Run CamelUp in a local web browser. Running locally allows for using the app without an internet connection and running in parallel on the local computer

Usage

playCamelUp()

Value

an object representing the CamelUp app as generated by shiny::shinyApp

Player	<i>Encapsulates a double</i>
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Description

Type the name of the class to see its

Fields

new Constructor

mult Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

server	<i>Play the game CamelUp</i>
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Description

Run CamelUp in a local web browser. Running locally allows for using the app without an internet connection and running in parallel on the local computer

Usage

```
server(input, output)
```

Arguments

input	server input
output	server output

Value

an object representing the CamelUp app as generated by shiny::shinyApp

simulateMoveNTimes	<i>Simulate moving N times</i>
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Description

Simulate moving N times

Usage

```
simulateMoveNTimes(g, N)
```

Arguments

g	game object
N	number of sims

simulateMoveOnce	<i>Simulate moving</i>
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Description

Simulate moving

Usage

```
simulateMoveOnce(g)
```

Arguments

g	game object
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Simulator	<i>Encapsulates a double</i>
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Description

Type the name of the class to see its methods

Fields

new Constructor

mult Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

Space	<i>Encapsulates a double</i>
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Description

Type the name of the class to see its methods

Fields

new Constructor

mult Multiply by another Double object

- Paramter: other - The other Double object
- Returns: product of the values

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