

Package ‘codename’

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Type Package

Title Generation of Code Names for Organizations, People, Projects,
and Whatever Else

Version 0.4.0

Depends R (>= 3.5.0)

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Description This creates code names that a user can consider for their organiza-
tions, their projects, themselves, people
in their organizations or projects, or whatever else. The user can also supply a nu-
meric seed (and even a character seed)
for maximum reproducibility. Use is simple and the code names produced come in vari-
ous types too, contingent on what the
user may be desiring as a code name or nickname.

License GPL-2

Encoding UTF-8

LazyData true

Suggests tibble

RoxygenNote 7.1.1

URL <https://github.com/svmiller/codename>

BugReports <https://github.com/svmiller/codename/issues/>

NeedsCompilation no

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Repository CRAN

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adjectives	<i>A Data Frame of Adjectives</i>
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Description

This is a data frame of adjectives in the English language to use as an attribute in generating a code name.

Usage

```
adjectives
```

Format

a data frame with 1,347 observations and 1 column.

value a character vector

Details

Adjectives found on Github as a gist from username "@hugsy".

animals	<i>A Data Frame of Animals</i>
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Description

This is a data frame of animals in the English language to use as an object in generating a code name.

Usage

```
animals
```

Format

a data frame with 400 observations and 1 column.

value a character vector

Details

Animals found on Github as a gist from username "@atduskgreg".

char2seed	<i>Convert a character vector to a numeric integer for setting a reproducible seed</i>
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Description

char2seed() is a parlor trick for converting a character vector into an integer for the sake of setting a reproducible seed.

Usage

```
char2seed(x)
```

```
char2seed_v1(x)
```

Arguments

x a character vector

Details

Interested users can see how this works. Namely, letters (and numbers) in the character vector are assigned corresponding numbers. In char2seed(), these numbers are concatenated together and divided over 1 minus the absolute maximum number that R can handle by default (2^{32}). The remainder of this division is what ultimately becomes the reproducible seed.

In char2seed_v1(), these numbers are added together and then exponentiated to create a really big number. The number is divided over 1 minus the absolute maximum number that R can handle by default (2^{32}). The remainder of this division is what ultimately becomes the reproducible seed.

The nature of this parlor trick means there's a possibility, however small, that two different character vectors can return the same reproducible seed. This happened before <https://github.com/svmiller/codename/issues/1>, which is why I changed the function for generating the seed and moved the old function to char2seed_v1().

The function may warn of "loss of accuracy", but this just means you supplied it a really long character vector.

Value

`char2seed()` takes a character vector and returns a reproducible seed for you to use for whatever purpose. It's used internally in `codename()`. `char2seed_v1()` does the same, but using the older method from v. 0.1.0 and v. 0.2.0 of this release.

Author(s)

Steven V. Miller

Examples

```
char2seed("ABCDEF")
char2seed("Go Bucks!")
char2seed("My Project Title")
```

codename	<i>Generate a unique codename for yourself, your organization, other people, your projects, and whatever else</i>
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Description

`codename()` is a tool for generating codenames for various things.

Usage

```
codename(type = "any", seed)
```

Arguments

type	a type of code the user wants. Defaults to "any", but "gods", "ubuntu", and "wu-tang" are available.
seed	an optional reproducible seed, which can be specified as a character or number.

Value

`codename()` takes a preferred type of code and an optional reproducible seed and returns a codename for the user to consider for whatever it is they want.

Author(s)

Steven V. Miller

Examples

```
codename()  
codename(type = "ubuntu")  
codename(type = "gods")  
codename(type = "wu-tang")  
codename(seed = 8675309)  
codename(seed = 8675309)  
codename(seed = "a character")  
codename(seed = "a character")
```

codename_message *Display package version for **codename***

Description

codename_message() produces a message about the package version.

Usage

```
codename_message()
```

Value

codename_message() produces a message about the installed version of **codename**. Successive updates may (understandably) break an expected output from a reproducible seed in the codename() function. This just adds an extra layer of transparency.

Author(s)

Steven V. Miller

Examples

```
codename_message()
```

gods

A Data Frame of Gods

Description

This is a data frame of gods in the English language to use as an object in generating a code name.

Usage

gods

Format

a data frame with 221 observations and 1 column.

value a character vector

Details

Gods data cobbled from the website "Godchecker" after searching for the top 10 most popular deities by various regions/religions on their website.

nouns

A Data Frame of Nouns

Description

This is a data frame of nouns in the English language to use as an object in generating a code name.

Usage

nouns

Format

a data frame with 6801 observations and 1 column.

value a character vector

Details

Nouns data come by way of "The Great Nouns List"

variety_pack	<i>Get a variety pack of unique code names for yourself, your organization, other people, your projects, and whatever else</i>
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Description

variety_pack() is produces all types of code names available in **codename**.

Usage

```
variety_pack(seed)
```

Arguments

seed an optional reproducible seed, which can be specified as a character or number.

Value

variety_pack() takes an optional reproducible seed and produces all kinds of code names available in **codename**.

Author(s)

Steven V. Miller

Examples

```
variety_pack()  
variety_pack(seed = 8675309)
```

wu_adj	<i>A Data Frame of Adjectives from the "Wu-Tang Name Generator"</i>
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Description

This is a data frame of adjectives from the "Wu-Tang Name Generator" to use as an attribute in generating a code name.

Usage

```
wu_adj
```

Format

a data frame with 45 observations and 1 column.

value a character vector

Details

These data are classic and apparently come from around 2002.

wu_nouns

A Data Frame of Nouns from the "Wu-Tang Name Generator"

Description

This is a data frame of nouns from the "Wu-Tang Name Generator" to use as an object in generating a code name.

Usage

wu_nouns

Format

a data frame with 40 observations and 1 column.

value a character vector

Details

These data are classic and apparently come from around 2002.

xkcd_colors

A Data Frame of Colors

Description

This is a data frame of colors in the English language to use as an attribute in generating a code name.

Usage

xkcd_colors

Format

a data frame with 949 observations and 1 column.

value a character vector

Details

Colors found by way of the web comic *XKCD*.

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