

Package ‘leprechaun’

May 8, 2026

Title Create Simple 'Shiny' Applications as Packages

Version 1.0.0

Description Code generator for robust dependency-free 'Shiny' applications in the form of packages. It includes numerous convenience functions to create modules, include utility functions to create common 'Bootstrap' elements, setup a project from the ground-up, and much more.

License GPL (>= 2)

Encoding UTF-8

RoxygenNote 7.1.2

Imports fs, cli, usethis, jsonlite, roxygen2

Suggests bslib, yaml, covr, sass, htmltools, packer, shiny, testthat (>= 3.0.0), pkgload

Config/testthat/edition 3

NeedsCompilation no

Author John Coene [aut, cre],
Opifex [cph]

Maintainer John Coene <john@opifex.org>

Repository CRAN

Date/Publication 2022-01-19 09:32:47 UTC

Contents

add_app_file	2
add_module	2
bootstrap_version	3
build	3
build_roclet	4
create_assets	4
create_input_handlers	5
create_onload	5

create_utils	6
scaffold	6
sitrep	7
update_scaffold	7
use_config	8
use_endpoints_utils	8
use_html_utils	9
use_js_utils	9
use_packer	10
use_sass	10

Index **11**

add_app_file	<i>Add App</i>
--------------	----------------

Description

Add the app.R required to run on RStudio Connect, RStudio server, and shinyapps.io.

Usage

```
add_app_file()
```

Value

Invisibly returns a boolean indicating whether the operation was successful.

Examples

```
## Not run: add_app_file()
```

add_module	<i>Add module</i>
------------	-------------------

Description

Add boilerplate for a module.

Usage

```
add_module(name)
```

Arguments

name	Name of the module. This is used to dynamically create the names of the functions and file.
------	---

Value

Called for side-effects, invisibly returns NULL.

Examples

```
## Not run: add_module("module_name")
```

bootstrap_version	<i>Default Bootstrap Version</i>
-------------------	----------------------------------

Description

Gets the default Bootstrap version based on the Shiny version installed. Shiny > 1.6 uses version 5 while earlier version use Bootstrap 4.

Usage

```
bootstrap_version()
```

Value

An integer denoting the Bootstrap version.

Examples

```
bootstrap_version()
```

build	<i>Build</i>
-------	--------------

Description

Runs the various scripts that were created with setup functions.

Usage

```
build()
```

Value

Invisibly returns a boolean indicating whether the operation was successful.

Examples

```
## Not run: build()
```

build_roclet	<i>Build Roclet</i>
--------------	---------------------

Description

Roclet to run `build()` when documenting. Meant to be used in DESCRIPTION, e.g.: Roxygen:
`list(markdown = TRUE, roclets = c("namespace", "collate", "rd", "leprechaun::build_roclet"))`

Usage

```
build_roclet()
```

Value

An object of class `roclet` as expected by `roxygen2`.

create_assets	<i>Create Assets</i>
---------------	----------------------

Description

Create assets function and file `assets.R`.

Usage

```
create_assets(quiet = FALSE)
```

Arguments

`quiet` Whether to print messages to the console.

Value

Invisibly returns `NULL`, called for side-effects.

Examples

```
## Not run: create_assets()
```

create_input_handlers *Create Input Handlers*

Description

Create input handlers functions and file inputs-handlers.R.

Usage

```
create_input_handlers(quiet = FALSE)
```

Arguments

quiet Whether to print messages to the console.

Examples

```
## Not run: create_input_handlers()
```

create_onload *Create onLoad*

Description

Create zzz.R file containing .onLoad function.

Usage

```
create_onload(quiet = FALSE)
```

Arguments

quiet Whether to print messages to the console.

Examples

```
## Not run: create_onload()
```

create_utils	<i>Create Utils</i>
--------------	---------------------

Description

Create utils.R file containing helper functions.

Usage

```
create_utils(quiet = FALSE)
```

Arguments

quiet Whether to print messages to the console.

Examples

```
## Not run: create_utils()
```

scaffold	<i>Scaffold Leprechaun</i>
----------	----------------------------

Description

Scaffolds a leprechaun project. This must be run from within a package and should only be run once per project.

Usage

```
scaffold(  
  ui = c("navbarPage", "fluidPage"),  
  bs_version = bootstrap_version(),  
  overwrite = FALSE  
)
```

Arguments

ui Type of UI to use.

bs_version Bootstrap version to use. If shiny > 1.6 is installed defaults to version 5, otherwise version 4.

overwrite Whether to force overwrite all files. This is not recommended, make sure you have save and/or committed and checked that the files that will be overwritten can be before proceeding with this option.

Value

Invisibly return NULL, called for side-effects.

Examples

```
## Not run: scaffold()
```

sitrep	<i>Sitrep</i>
--------	---------------

Description

Run a check on the project, prints useful messages.

Usage

```
sitrep()
```

Value

Invisibly returns a boolean indicating whether the operation was successful.

Examples

```
## Not run: sitrep()
```

update_scaffold	<i>Update</i>
-----------------	---------------

Description

Update the scaffolded code to a new version of leprechaun.

Usage

```
update_scaffold(force = !interactive())
```

Arguments

force Force update, ignore safety checks.

Details

This reads the content of the `.leprechaun` lock file and updates it too.

Value

Invisibly returns a boolean indicating whether the scaffold was updated.

Examples

```
## Not run: update_scaffold()
```

use_config	<i>Config</i>
------------	---------------

Description

Setup a configuration file and helper functions.

Usage

```
use_config(quiet = FALSE)
```

Arguments

quiet Whether to print messages.

Value

Invisibly returns a boolean indicating whether the operation was successful.

use_endpoints_utils	<i>Endpoints</i>
---------------------	------------------

Description

Add utility functions to create and serve session-specific endpoints.

Usage

```
use_endpoints_utils(overwrite = FALSE, quiet = FALSE)
```

Arguments

overwrite Whether to overwrite existing files.
quiet Whether to print messages.

Value

Invisibly returns a boolean indicating whether the operation was successful.

use_html_utils	<i>Htmltools Utils</i>
----------------	------------------------

Description

Add htmltools utility functions, e.g.: shorthands to create columns.

Usage

```
use_html_utils(overwrite = FALSE, quiet = FALSE)
```

Arguments

overwrite	Whether to overwrite existing files.
quiet	Whether to print messages.

Value

Invisibly returns a boolean indicating whether the operation was successful.

use_js_utils	<i>JavaScript Utils</i>
--------------	-------------------------

Description

Add utility JavaScript function, e.g.: to hide or show element in the DOM.

Usage

```
use_js_utils(overwrite = FALSE, quiet = FALSE)
```

Arguments

overwrite	Whether to overwrite existing files.
quiet	Whether to print messages.

Value

Invisibly returns a boolean indicating whether the operation was successful.

Note

This requires [use_packer](#). Also, it will require using [build](#).

Examples

```
## Not run: use_js_utils()
```

use_packer	<i>Packer</i>
------------	---------------

Description

Setup a packer script to easily bundle the JavaScript.

Usage

```
use_packer(quiet = FALSE)
```

Arguments

quiet Whether to print messages.

Value

Invisibly returns a boolean indicating whether the operation was successful.

Note

This requires a scaffold of packer already in place. Also, this will require using [build](#).

use_sass	<i>Sass</i>
----------	-------------

Description

Setup basic structure for sass and helper script for bundling.

Usage

```
use_sass(quiet = FALSE)
```

Arguments

quiet Whether to print messages.

Value

Invisibly returns a boolean indicating whether the operation was successful.

Note

This will require using [build](#).

Index

`add_app_file`, 2
`add_module`, 2

`bootstrap_version`, 3
`build`, 3, 9, 10
`build()`, 4
`build_roclet`, 4

`create_assets`, 4
`create_input_handlers`, 5
`create_onload`, 5
`create_utils`, 6

`scaffold`, 6
`sitrep`, 7

`update_scaffold`, 7
`use_config`, 8
`use_endpoints_utils`, 8
`use_html_utils`, 9
`use_js_utils`, 9
`use_packer`, 9, 10
`use_sass`, 10