

# Package ‘codename’

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**Type** Package

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

**Version** 0.2.0

**Depends** R (>= 3.5.0)

**Maintainer** Steve Miller <steven.v.miller@gmail.com>

**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".

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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".

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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)
```

**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. 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 infinitesimally small, that two different character vectors can return the same reproducible seed. 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().

**Author(s)**

Steven V. Miller

## Examples

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

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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	<i>Display package version for <b>codename</b></i>
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---

**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()
```

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gods	<i>A Data Frame of Gods</i>
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**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

*Get a variety pack of unique code names for yourself, your organization, other people, your projects, and whatever else*

---

**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

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

---

**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.

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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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