

# Package: lintr (via r-universe)

June 28, 2024

**Title** A 'Linter' for R Code

**Version** 3.1.2.9000

**Description** Checks adherence to a given style, syntax errors and possible semantic issues. Supports on the fly checking of R code edited with 'RStudio IDE', 'Emacs', 'Vim', 'Sublime Text', 'Atom' and 'Visual Studio Code'.

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**URL** <https://lintr.r-lib.org>, <https://github.com/r-lib/lintr>

**BugReports** <https://github.com/r-lib/lintr/issues>

**Depends** R (>= 4.0)

**Imports** backports (>= 1.1.7), cli (>= 3.4.0), codetools, digest, glue, knitr, rex, stats, utils, xml2 (>= 1.0.0), xmlparsedata (>= 1.0.5)

**Suggests** bookdown, cyclocomp, jsonlite, patrick (>= 0.2.0), rlang, rmarkdown, rstudioapi (>= 0.2), testthat (>= 3.2.1), tibble, tuft, withr (>= 2.5.0)

**Enhances** data.table

**VignetteBuilder** knitr

**Config/Needs/website** tidyverse/tidytemplate

**Config/Needs/development** pkgload, cli, testthat, patrick

**Config/testthat/edition** 3

**Encoding** UTF-8

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.3.1

**Collate** 'make\_linter\_from\_xpath.R' 'xp\_utils.R' 'utils.R' 'AAA.R' 'T\_and\_F\_symbol\_linter.R' 'absolute\_path\_linter.R' 'actions.R' 'addins.R' 'any\_duplicated\_linter.R' 'any\_is\_na\_linter.R' 'assignment\_linter.R' 'backport\_linter.R' 'boolean\_arithmetic\_linter.R' 'brace\_linter.R' 'cache.R' 'class\_equals\_linter.R' 'commas\_linter.R'

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 'condition\_call\_linter.R' 'condition\_message\_linter.R'  
 'conjunct\_test\_linter.R' 'consecutive\_assertion\_linter.R'  
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 'with\_id.R' 'xml\_nodes\_to\_lints.R' 'xml\_utils.R'  
 'yoda\_test\_linter.R' 'zzz.R'

**Language** en-US

**Repository** <https://jimhester.r-universe.dev>

**RemoteUrl** <https://github.com/jimhester/lintr>

**RemoteRef** HEAD

**RemoteSha** 3419159633067d2e6799854ec3cf5ff31bce15d0

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---

absolute\_path\_linter *Absolute path linter*

---

**Description**

Check that no absolute paths are used (e.g. `"/var"`, `"C:\System"`, `"~/docs"`).

**Usage**

```
absolute_path_linter(lax = TRUE)
```

## Arguments

- lax
- Less stringent linting, leading to fewer false positives. If TRUE, only lint path strings, which
- contain at least two path elements, with one having at least two characters and
  - contain only alphanumeric chars (including UTF-8), spaces, and win32-allowed punctuation

## Tags

[best\\_practices](#), [configurable](#), [robustness](#)

## See Also

- [linters](#) for a complete list of linters available in lintr.
- [nonportable\\_path\\_linter\(\)](#)

## Examples

```
# will produce lints
lint(
  text = 'R--[/blah/file.txt]--',
  linters = absolute_path_linter()
)

# okay
lint(
  text = 'R"(./blah)',
  linters = absolute_path_linter()
)
```

---

all\_linters

*Create a linter configuration based on all available linters*

---

## Description

Create a linter configuration based on all available linters

## Usage

```
all_linters(..., packages = "lintr")
```

**Arguments**

...	Arguments of elements to change. If unnamed, the argument is automatically named. If the named argument already exists in the list of linters, it is replaced by the new element. If it does not exist, it is added. If the value is NULL, the linter is removed.
packages	A character vector of packages to search for linters.

**See Also**

- [linters\\_with\\_defaults](#) for basing off lintr's set of default linters.
- [linters\\_with\\_tags](#) for basing off tags attached to linters, possibly across multiple packages.
- [available\\_linters](#) to get a data frame of available linters.
- [linters](#) for a complete list of linters available in lintr.

**Examples**

```
names(all_linters())
```

---

```
all_undesirable_functions
```

*Default undesirable functions and operators*

---

**Description**

Lists of function names and operators for `undesirable_function_linter()` and `undesirable_operator_linter()`. There is a list for the default elements and another that contains all available elements. Use `modify_defaults()` to produce a custom list.

**Usage**

```
all_undesirable_functions
default_undesirable_functions
all_undesirable_operators
default_undesirable_operators
```

**Format**

A named list of character strings.



## Details

The following functions are sometimes regarded as undesirable:

- `.libPaths()` As an alternative, use `withr::with_libpaths()` for a temporary change instead of permanently modifying the library location.
- `attach()` As an alternative, use roxygen2's `@importFrom` statement in packages, or `::` in scripts. `attach()` modifies the global search path.
- `browser()` As an alternative, remove this likely leftover from debugging. It pauses execution when run.
- `debug()` As an alternative, remove this likely leftover from debugging. It traps a function and causes execution to pause when that function is run.
- `debugcall()` As an alternative, remove this likely leftover from debugging. It traps a function and causes execution to pause when that function is run.
- `debugonce()` As an alternative, remove this likely leftover from debugging. It traps a function and causes execution to pause when that function is run.
- `detach()` As an alternative, avoid modifying the global search path. Detaching environments from the search path is rarely necessary in production code.
- `library()` As an alternative, use roxygen2's `@importFrom` statement in packages and `::` in scripts, instead of modifying the global search path.
- `mapply()` As an alternative, use `Map()` to guarantee a list is returned and simplify accordingly.
- `options()` As an alternative, use `withr::with_options()` for a temporary change instead of permanently modifying the session options.
- `par()` As an alternative, use `withr::with_par()` for a temporary change instead of permanently modifying the graphics device parameters.
- `require()` As an alternative, use roxygen2's `@importFrom` statement in packages and `library()` or `::` in scripts, instead of modifying the global search path.
- `sapply()` As an alternative, use `vapply()` with an appropriate `FUN.VALUE=` argument to obtain type-stable simplification.
- `setwd()` As an alternative, use `withr::with_dir()` for a temporary change instead of modifying the global working directory.
- `sink()` As an alternative, use `withr::with_sink()` for a temporary redirection instead of permanently redirecting output.
- `source()` As an alternative, manage dependencies through packages. `source()` loads code into the global environment unless `local = TRUE` is used, which can cause hard-to-predict behavior.
- `structure()` As an alternative, Use `class<-`, `names<-`, and `attr<-` to set attributes.
- `Sys.setenv()` As an alternative, use `withr::with_envvar()` for a temporary change instead of permanently modifying global environment variables.
- `Sys.setlocale()` As an alternative, use `withr::with_locale()` for a temporary change instead of permanently modifying the session locale.
- `trace()` As an alternative, remove this likely leftover from debugging. It traps a function and causes execution of arbitrary code when that function is run.

- `undebug()` As an alternative, remove this likely leftover from debugging. It is only useful for interactive debugging with `debug()`.
- `untrace()` As an alternative, remove this likely leftover from debugging. It is only useful for interactive debugging with `trace()`.

The following operators are sometimes regarded as undesirable:

- `<<-`. It assigns outside the current environment in a way that can be hard to reason about. Prefer fully-encapsulated functions wherever possible, or, if necessary, assign to a specific environment with `assign()`. Recall that you can create an environment at the desired scope with `new.env()`.
- `:::`. It accesses non-exported functions inside packages. Code relying on these is likely to break in future versions of the package because the functions are not part of the public interface and may be changed or removed by the maintainers without notice. Use public functions via `::` instead.
- `<<-`. It assigns outside the current environment in a way that can be hard to reason about. Prefer fully-encapsulated functions wherever possible, or, if necessary, assign to a specific environment with `assign()`. Recall that you can create an environment at the desired scope with `new.env()`.

---

`any_duplicated_linter` *Require usage of `anyDuplicated(x) > 0` over `any(duplicated(x))`*

---

## Description

`anyDuplicated()` exists as a replacement for `any(duplicated(.))`, which is more efficient for simple objects, and is at worst equally efficient. Therefore, it should be used in all situations instead of the latter.

## Usage

```
any_duplicated_linter()
```

## Details

Also match usage like `length(unique(x$col)) == nrow(x)`, which can be replaced by `anyDuplicated(x$col) == 0L`.

## Tags

[best\\_practices](#), [efficiency](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "any(duplicated(x), na.rm = TRUE)",
  linters = any_duplicated_linter()
)

lint(
  text = "length(unique(x)) == length(x)",
  linters = any_duplicated_linter()
)

# okay
lint(
  text = "anyDuplicated(x)",
  linters = any_duplicated_linter()
)

lint(
  text = "anyDuplicated(x) == 0L",
  linters = any_duplicated_linter()
)
```

---

any_is_na_linter	<i>Require usage of anyNA(x) over any(is.na(x))</i>
------------------	---

---

## Description

[anyNA\(\)](#) exists as a replacement for `any(is.na(x))` which is more efficient for simple objects, and is at worst equally efficient. Therefore, it should be used in all situations instead of the latter.

## Usage

```
any_is_na_linter()
```

## Tags

[best\\_practices](#), [efficiency](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

**Examples**

```
# will produce lints
lint(
  text = "any(is.na(x), na.rm = TRUE)",
  linters = any_is_na_linter()
)

lint(
  text = "any(is.na(foo(x)))",
  linters = any_is_na_linter()
)

# okay
lint(
  text = "anyNA(x)",
  linters = any_is_na_linter()
)

lint(
  text = "anyNA(foo(x))",
  linters = any_is_na_linter()
)

lint(
  text = "any(!is.na(x), na.rm = TRUE)",
  linters = any_is_na_linter()
)
```

---

assignment_linter	<i>Assignment linter</i>
-------------------	--------------------------

---

**Description**

Check that <- is always used for assignment.

**Usage**

```
assignment_linter(
  allow_cascading_assign = TRUE,
  allow_right_assign = FALSE,
  allow_trailing = TRUE,
  allow_pipe_assign = FALSE
)
```

**Arguments**

`allow_cascading_assign`  
Logical, default TRUE. If FALSE, <<- and ->> are not allowed.

`allow_right_assign` Logical, default FALSE. If TRUE, `->` and `->>` are allowed.  
`allow_trailing` Logical, default TRUE. If FALSE then assignments aren't allowed at end of lines.  
`allow_pipe_assign` Logical, default FALSE. If TRUE, magrittr's `%<>%` assignment is allowed.

## Tags

[configurable](#), [consistency](#), [default](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in `lintr`.
- <https://style.tidyverse.org/syntax.html#assignment-1>
- <https://style.tidyverse.org/pipes.html#assignment-2>

## Examples

```

# will produce lints
lint(
  text = "x = mean(x)",
  linters = assignment_linter()
)

code_lines <- "1 -> x\n2 ->> y"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = assignment_linter()
)

lint(
  text = "x %<>% as.character()",
  linters = assignment_linter()
)

# okay
lint(
  text = "x <- mean(x)",
  linters = assignment_linter()
)

code_lines <- "x <- 1\ny <<- 2"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = assignment_linter()
)

# customizing using arguments
code_lines <- "1 -> x\n2 ->> y"

```

```

writeLines(code_lines)
lint(
  text = code_lines,
  linters = assignment_linter(allow_right_assign = TRUE)
)

lint(
  text = "x <<- 1",
  linters = assignment_linter(allow_cascading_assign = FALSE)
)

writeLines("foo(bar = \n 1)")
lint(
  text = "foo(bar = \n 1)",
  linters = assignment_linter(allow_trailing = FALSE)
)

lint(
  text = "x %<>% as.character()",
  linters = assignment_linter(allow_pipe_assign = TRUE)
)

```

---

available\_linters      *Get Linter metadata from a package*

---

### Description

available\_linters() obtains a tagged list of all Linters available in a package.  
 available\_tags() searches for available tags.

### Usage

```

available_linters(packages = "lintr", tags = NULL, exclude_tags = "deprecated")

available_tags(packages = "lintr")

```

### Arguments

packages	A character vector of packages to search for linters.
tags	Optional character vector of tags to search. Only linters with at least one matching tag will be returned. If tags is NULL, all linters will be returned. See available_tags("lintr") to find out what tags are already used by lintr.
exclude_tags	Tags to exclude from the results. Linters with at least one matching tag will not be returned. If exclude_tags is NULL, no linters will be excluded. Note that tags takes priority, meaning that any tag found in both tags and exclude_tags will be included, not excluded. Note that linters with tag "defunct" (which do not work and can no longer be run) cannot be queried directly. See <a href="#">lintr-deprecated</a> instead.

**Value**

`available_linters` returns a data frame with columns 'linter', 'package' and 'tags':

**linter** A character column naming the function associated with the linter.

**package** A character column containing the name of the package providing the linter.

**tags** A list column containing tags associated with the linter.

`available_tags` returns a character vector of linter tags used by the packages.

**Package Authors**

To implement `available_linters()` for your package, include a file `inst/lintr/linters.csv` in your package. The CSV file must contain the columns 'linter' and 'tags', and be UTF-8 encoded. Additional columns will be silently ignored if present and the columns are identified by name. Each row describes a linter by

1. its function name (e.g. "assignment\_linter") in the column 'linter'.
2. space-separated tags associated with the linter (e.g. "style consistency default") in the column 'tags'.

Tags should be snake\_case.

See `available_tags("lintr")` to find out what tags are already used by lintr.

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- [available\\_tags\(\)](#) to retrieve the set of valid tags.

**Examples**

```
lintr_linters <- available_linters()

# If the package doesn't exist or isn't installed, an empty data frame will be returned
available_linters("does-not-exist")

lintr_linters2 <- available_linters(c("lintr", "does-not-exist"))
identical(lintr_linters, lintr_linters2)
available_tags()
```

---

backport_linter	<i>Backport linter</i>
-----------------	------------------------

---

### Description

Check for usage of unavailable functions. Not reliable for testing r-level dependencies.

### Usage

```
backport_linter(r_version = getRversion(), except = character())
```

### Arguments

<code>r_version</code>	Minimum R version to test for compatibility
<code>except</code>	Character vector of functions to be excluded from linting. Use this to list explicitly defined backports, e.g. those imported from the <code>{backports}</code> package or manually defined in your package.

### Tags

[configurable](#), [package\\_development](#), [robustness](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "trimws(x)",
  linters = backport_linter("3.0.0")
)

lint(
  text = "str2lang(x)",
  linters = backport_linter("3.2.0")
)

# okay
lint(
  text = "trimws(x)",
  linters = backport_linter("3.6.0")
)

lint(
  text = "str2lang(x)",
  linters = backport_linter("4.0.0")
)
```



```
lint(  
    text = "str2lang(x)",  
    linters = backport_linter("3.2.0", except = "str2lang")  
)
```

---

best\_practices\_linters

*Best practices linters*

---

### **Description**

Linters checking the use of coding best practices, such as explicit typing of numeric constants.

### **Linters**

The following linters are tagged with 'best\_practices':

- [absolute\\_path\\_linter](#)
- [any\\_duplicated\\_linter](#)
- [any\\_is\\_na\\_linter](#)
- [boolean\\_arithmetic\\_linter](#)
- [class\\_equals\\_linter](#)
- [commented\\_code\\_linter](#)
- [condition\\_call\\_linter](#)
- [condition\\_message\\_linter](#)
- [conjunct\\_test\\_linter](#)
- [cyclocomp\\_linter](#)
- [empty\\_assignment\\_linter](#)
- [expect\\_comparison\\_linter](#)
- [expect\\_length\\_linter](#)
- [expect\\_named\\_linter](#)
- [expect\\_not\\_linter](#)
- [expect\\_null\\_linter](#)
- [expect\\_s3\\_class\\_linter](#)
- [expect\\_s4\\_class\\_linter](#)
- [expect\\_true\\_false\\_linter](#)
- [expect\\_type\\_linter](#)
- [fixed\\_regex\\_linter](#)
- [for\\_loop\\_index\\_linter](#)

- `function_argument_linter`
- `function_return_linter`
- `if_switch_linter`
- `ifelse_censor_linter`
- `implicit_assignment_linter`
- `implicit_integer_linter`
- `is_numeric_linter`
- `length_levels_linter`
- `lengths_linter`
- `library_call_linter`
- `list_comparison_linter`
- `literal_coercion_linter`
- `nonportable_path_linter`
- `nrow_subset_linter`
- `nzchar_linter`
- `object_overwrite_linter`
- `outer_negation_linter`
- `paste_linter`
- `pipe_return_linter`
- `print_linter`
- `redundant_equals_linter`
- `redundant_ifelse_linter`
- `regex_subset_linter`
- `rep_len_linter`
- `routine_registration_linter`
- `scalar_in_linter`
- `seq_linter`
- `sort_linter`
- `stopifnot_all_linter`
- `system_file_linter`
- `T_and_F_symbol_linter`
- `terminal_close_linter`
- `undesirable_function_linter`
- `undesirable_operator_linter`
- `unnecessary_lambda_linter`
- `unnecessary_nesting_linter`
- `unnecessary_placeholder_linter`
- `unreachable_code_linter`
- `unused_import_linter`
- `vector_logic_linter`
- `yoda_test_linter`

**See Also**

[linters](#) for a complete list of linters available in lintr.

---

`boolean_arithmetic_linter`

*Require usage of boolean operators over equivalent arithmetic*

---

**Description**

`length(which(x == y)) == 0` is the same as `!any(x == y)`, but the latter is more readable and more efficient.

**Usage**

```
boolean_arithmetic_linter()
```

**Tags**

[best\\_practices](#), [efficiency](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "length(which(x == y)) == 0L",
  linters = boolean_arithmetic_linter()
)

lint(
  text = "sum(grepl(pattern, x)) == 0",
  linters = boolean_arithmetic_linter()
)

# okay
lint(
  text = "!any(x == y)",
  linters = boolean_arithmetic_linter()
)

lint(
  text = "!any(grepl(pattern, x))",
  linters = boolean_arithmetic_linter()
)
```

---

`brace_linter`*Brace linter*

---

## Description

Perform various style checks related to placement and spacing of curly braces:

## Usage

```
brace_linter(allow_single_line = FALSE)
```

## Arguments

`allow_single_line`  
if TRUE, allow an open and closed curly pair on the same line.

## Details

- Opening curly braces are never on their own line and are always followed by a newline.
- Opening curly braces have a space before them.
- Closing curly braces are on their own line unless they are followed by an else.
- Closing curly braces in if conditions are on the same line as the corresponding else.
- Either both or neither branch in if/else use curly braces, i.e., either both branches use `{ . . . }` or neither does.
- Functions spanning multiple lines use curly braces.

## Tags

[configurable](#), [default](#), [readability](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in `lintr`.
- <https://style.tidyverse.org/syntax.html#indenting>
- <https://style.tidyverse.org/syntax.html#if-statements>

## Examples

```
# will produce lints
lint(
  text = "f <- function() { 1 }",
  linters = brace_linter()
)

writeLines("if (TRUE) {\n return(1) }")
lint(
  text = "if (TRUE) {\n return(1) }",
```

```

  linters = brace_linter()
)

# okay
writeLines("f <- function() {\n 1\n}")
lint(
  text = "f <- function() {\n 1\n}",
  linters = brace_linter()
)

writeLines("if (TRUE) { \n return(1) \n}")
lint(
  text = "if (TRUE) { \n return(1) \n}",
  linters = brace_linter()
)

# customizing using arguments
writeLines("if (TRUE) { return(1) }")
lint(
  text = "if (TRUE) { return(1) }",
  linters = brace_linter(allow_single_line = TRUE)
)

```

---

checkstyle\_output      *Checkstyle Report for lint results*

---

### Description

Generate a report of the linting results using the **Checkstyle** XML format.

### Usage

```
checkstyle_output(lints, filename = "lintr_results.xml")
```

### Arguments

lints	the linting results.
filename	the name of the output report

---

class\_equals\_linter      *Block comparison of class with ==*

---

### Description

Usage like `class(x) == "character"` is prone to error since class in R is in general a vector. The correct version for S3 classes is `inherits()`: `inherits(x, "character")`. Often, class k will have an `is.` equivalent, for example `is.character()` or `is.data.frame()`.

**Usage**

```
class_equals_linter()
```

**Details**

Similar reasoning applies for `class(x) %in% "character"`.

**Tags**

[best\\_practices](#), [consistency](#), [robustness](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = 'is_lm <- class(x) == "lm"',
  linters = class_equals_linter()
)

lint(
  text = 'if ("lm" %in% class(x)) is_lm <- TRUE',
  linters = class_equals_linter()
)

# okay
lint(
  text = 'is_lm <- inherits(x, "lm")',
  linters = class_equals_linter()
)

lint(
  text = 'if (inherits(x, "lm")) is_lm <- TRUE',
  linters = class_equals_linter()
)
```

---

clear\_cache

*Clear the lintr cache*

---

**Description**

Clear the lintr cache

**Usage**

```
clear_cache(file = NULL, path = NULL)
```

**Arguments**

file filename whose cache to clear. If you pass NULL, it will delete all of the caches.  
 path directory to store caches. Reads option 'lintr.cache\_directory' as the default.

**Value**

0 for success, 1 for failure, invisibly.

---

commas_linter	<i>Commas linter</i>
---------------	----------------------

---

**Description**

Check that all commas are followed by spaces, but do not have spaces before them.

**Usage**

```
commas_linter(allow_trailing = FALSE)
```

**Arguments**

allow\_trailing If TRUE, the linter allows a comma to be followed directly by a closing bracket without a space.

**Tags**

[configurable](#), [default](#), [readability](#), [style](#)

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#commas>

**Examples**

```
# will produce lints
lint(
  text = "switch(op , x = foo, y = bar)",
  linters = commas_linter()
)

lint(
  text = "mean(x,trim = 0.2,na.rm = TRUE)",
  linters = commas_linter()
)

lint(
  text = "x[ ,, drop=TRUE]",
```

```
linters = commas_linter()
)

lint(
  text = "x[1,]",
  linters = commas_linter()
)

# okay
lint(
  text = "switch(op, x = foo, y = bar)",
  linters = commas_linter()
)

lint(
  text = "switch(op, x = , y = bar)",
  linters = commas_linter()
)

lint(
  text = "mean(x, trim = 0.2, na.rm = TRUE)",
  linters = commas_linter()
)

lint(
  text = "a[1, , 2, , 3]",
  linters = commas_linter()
)

lint(
  text = "x[1,]",
  linters = commas_linter(allow_trailing = TRUE)
)
```

---

commented\_code\_linter *Commented code linter*

---

### **Description**

Check that there is no commented code outside roxygen blocks.

### **Usage**

```
commented_code_linter()
```

### **Tags**

[best\\_practices](#), [default](#), [readability](#), [style](#)



**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "# x <- 1",
  linters = commented_code_linter()
)

lint(
  text = "x <- f() # g()",
  linters = commented_code_linter()
)

lint(
  text = "x + y # + z[1, 2]",
  linters = commented_code_linter()
)

# okay
lint(
  text = "x <- 1; x <- f(); x + y",
  linters = commented_code_linter()
)

lint(
  text = "#' x <- 1",
  linters = commented_code_linter()
)
```

---

common\_mistakes\_linters

*Common mistake linters*

---

**Description**

Linters highlighting common mistakes, such as duplicate arguments.

**Linters**

The following linters are tagged with 'common\_mistakes':

- [duplicate\\_argument\\_linter](#)
- [equals\\_na\\_linter](#)
- [length\\_test\\_linter](#)

- [list\\_comparison\\_linter](#)
- [missing\\_argument\\_linter](#)
- [missing\\_package\\_linter](#)
- [pipe\\_return\\_linter](#)
- [redundant\\_equals\\_linter](#)
- [sprintf\\_linter](#)
- [unused\\_import\\_linter](#)
- [vector\\_logic\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

---

comparison\_negation\_linter

*Block usages like `!(x == y)` where a direct relational operator is appropriate*

---

### Description

`!(x == y)` is more readably expressed as `x != y`. The same is true of other negations of simple comparisons like `!(x > y)` and `!(x <= y)`.

### Usage

```
comparison_negation_linter()
```

### Tags

[consistency](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
lint(
  text = "!x == 2",
  linters = comparison_negation_linter()
)

lint(
  text = "!(x > 2)",
  linters = comparison_negation_linter()
)
```

```
)  
  
# okay  
lint(  
  text = "!(x == 2 & y > 2)",  
  linters = comparison_negation_linter()  
)  
  
lint(  
  text = "!(x & y)",  
  linters = comparison_negation_linter()  
)  
  
lint(  
  text = "x != 2",  
  linters = comparison_negation_linter()  
)
```

---

condition\_call\_linter *Recommend usage of call. = FALSE in conditions*

---

## Description

This linter, with the default `display_call = FALSE`, enforces the recommendation of the tidyverse design guide regarding displaying error calls.

## Usage

```
condition_call_linter(display_call = FALSE)
```

## Arguments

`display_call` Logical specifying expected behavior regarding `call.` argument in conditions.

- NA forces providing `call. =` but ignores its value (this can be used in cases where you expect a mix of `call. = FALSE` and `call. = TRUE`)
- TRUE lints `call. = FALSE`
- FALSE forces `call. = FALSE` (lints `call. = TRUE` or missing `call. = value`)

## Tags

[best\\_practices](#), [configurable](#), [style](#), [tidy\\_design](#)

## See Also

- [linters](#) for a complete list of linters available in `lintr`.
- <https://design.tidyverse.org/err-call.html>>

**Examples**

```

# will produce lints
lint(
  text = "stop('test')",
  linters = condition_call_linter()
)

lint(
  text = "stop('test', call. = TRUE)",
  linters = condition_call_linter()
)

lint(
  text = "stop('test', call. = FALSE)",
  linters = condition_call_linter(display_call = TRUE)
)

lint(
  text = "stop('this is a', 'test', call. = FALSE)",
  linters = condition_call_linter(display_call = TRUE)
)

# okay
lint(
  text = "stop('test', call. = FALSE)",
  linters = condition_call_linter()
)

lint(
  text = "stop('this is a', 'test', call. = FALSE)",
  linters = condition_call_linter()
)

lint(
  text = "stop('test', call. = TRUE)",
  linters = condition_call_linter(display_call = TRUE)
)

```

---

condition\_message\_linter

*Block usage of paste() and paste0() with messaging functions using ...*

---

**Description**

This linter discourages combining condition functions like `stop()` with string concatenation functions `paste()` and `paste0()`. This is because

- `stop(paste0(...))` is redundant as it is exactly equivalent to `stop(...)`

- `stop(paste(...))` is similarly equivalent to `stop(...)` with separators (see examples)

The same applies to the other default condition functions as well, i.e., `warning()`, `message()`, and `packageStartupMessage()`.

## Usage

```
condition_message_linter()
```

## Tags

[best\\_practices](#), [consistency](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = 'stop(paste("a string", "another"))',
  linters = condition_message_linter()
)

lint(
  text = 'warning(paste0("a string", " another"))',
  linters = condition_message_linter()
)

# okay
lint(
  text = 'stop("a string", " another")',
  linters = condition_message_linter()
)

lint(
  text = 'warning("a string", " another")',
  linters = condition_message_linter()
)

lint(
  text = 'warning(paste("a string", "another", sep = "-"))',
  linters = condition_message_linter()
)
```

---

configurable\_linters    *Configurable linters*

---

### **Description**

Generic linters which support custom configuration to your needs.

### **Linters**

The following linters are tagged with 'configurable':

- `absolute_path_linter`
- `assignment_linter`
- `backport_linter`
- `brace_linter`
- `commas_linter`
- `condition_call_linter`
- `conjunct_test_linter`
- `consecutive_mutate_linter`
- `cyclocomp_linter`
- `duplicate_argument_linter`
- `fixed_regex_linter`
- `if_not_else_linter`
- `if_switch_linter`
- `implicit_assignment_linter`
- `implicit_integer_linter`
- `indentation_linter`
- `infix_spaces_linter`
- `library_call_linter`
- `line_length_linter`
- `missing_argument_linter`
- `namespace_linter`
- `nested_pipe_linter`
- `nonportable_path_linter`
- `object_length_linter`
- `object_name_linter`
- `object_overwrite_linter`
- `object_usage_linter`
- `paste_linter`

- [pipe\\_consistency\\_linter](#)
- [quotes\\_linter](#)
- [redundant\\_ifelse\\_linter](#)
- [return\\_linter](#)
- [scalar\\_in\\_linter](#)
- [semicolon\\_linter](#)
- [string\\_boundary\\_linter](#)
- [todo\\_comment\\_linter](#)
- [trailing\\_whitespace\\_linter](#)
- [undesirable\\_function\\_linter](#)
- [undesirable\\_operator\\_linter](#)
- [unnecessary\\_concatenation\\_linter](#)
- [unnecessary\\_lambda\\_linter](#)
- [unnecessary\\_nesting\\_linter](#)
- [unreachable\\_code\\_linter](#)
- [unused\\_import\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

---

conjunct\_test\_linter *Force && conditions to be written separately where appropriate*

---

### Description

For readability of test outputs, testing only one thing per call to `testthat::expect_true()` is preferable, i.e., `expect_true(A); expect_true(B)` is better than `expect_true(A && B)`, and `expect_false(A); expect_false(B)` is better than `expect_false(A || B)`.

### Usage

```
conjunct_test_linter(
  allow_named_stopifnot = TRUE,
  allow_filter = c("never", "not_dplyr", "always")
)
```

### Arguments

<code>allow_named_stopifnot</code>	Logical, TRUE by default. If FALSE, "named" calls to <code>stopifnot()</code> , available since R 4.0.0 to provide helpful messages for test failures, are also linted.
<code>allow_filter</code>	Character naming the method for linting calls to <code>filter()</code> . The default, "never", means <code>filter()</code> and <code>dplyr::filter()</code> calls are linted; "not_dplyr" means only <code>dplyr::filter()</code> calls are linted; and "always" means no calls to <code>filter()</code> are linted. Calls like <code>stats::filter()</code> are never linted.

## Details

Similar reasoning applies to `&&` usage inside `stopifnot()` and `assertthat::assert_that()` calls. Relatedly, `dplyr::filter(DF, A & B)` is the same as `dplyr::filter(DF, A, B)`, but the latter will be more readable / easier to format for long conditions. Note that this linter assumes usages of `filter()` are `dplyr::filter()`; if you're using another function named `filter()`, e.g. `stats::filter()`, please namespace-qualify it to avoid false positives. You can omit linting `filter()` expressions altogether via `allow_filter = TRUE`.

## Tags

[best\\_practices](#), [configurable](#), [package\\_development](#), [pkg\\_testthat](#), [readability](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "expect_true(x && y)",
  linters = conjunct_test_linter()
)

lint(
  text = "expect_false(x || (y && z))",
  linters = conjunct_test_linter()
)

lint(
  text = "stopifnot('x must be a logical scalar' = length(x) == 1 && is.logical(x) && !is.na(x))",
  linters = conjunct_test_linter(allow_named_stopifnot = FALSE)
)

lint(
  text = "dplyr::filter(mtcars, mpg > 20 & vs == 0)",
  linters = conjunct_test_linter()
)

lint(
  text = "filter(mtcars, mpg > 20 & vs == 0)",
  linters = conjunct_test_linter()
)

# okay
lint(
  text = "expect_true(x || (y && z))",
  linters = conjunct_test_linter()
)

lint(
```



```

    text = 'stopifnot("x must be a logical scalar" = length(x) == 1 && is.logical(x) && !is.na(x))',
    linters = conjunct_test_linter(allow_named_stopifnot = TRUE)
)

lint(
  text = "dplyr::filter(mtcars, mpg > 20 & vs == 0)",
  linters = conjunct_test_linter(allow_filter = "always")
)

lint(
  text = "filter(mtcars, mpg > 20 & vs == 0)",
  linters = conjunct_test_linter(allow_filter = "not_dplyr")
)

lint(
  text = "stats::filter(mtcars$cyl, mtcars$mpg > 20 & mtcars$vs == 0)",
  linters = conjunct_test_linter()
)

```

---

consecutive\_assertion\_linter

*Force consecutive calls to assertions into just one when possible*

---

## Description

[stopifnot\(\)](#) accepts any number of tests, so sequences like `stopifnot(x); stopifnot(y)` are redundant. Ditto for tests using `assertthat::assert_that()` without specifying `msg=`.

## Usage

```
consecutive_assertion_linter()
```

## Tags

[consistency](#), [readability](#), [style](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```

# will produce lints
lint(
  text = "stopifnot(x); stopifnot(y)",
  linters = consecutive_assertion_linter()
)

lint(

```

```

    text = "assert_that(x); assert_that(y)",
    linters = consecutive_assertion_linter()
  )

  # okay
  lint(
    text = "stopifnot(x, y)",
    linters = consecutive_assertion_linter()
  )

  lint(
    text = 'assert_that(x, msg = "Bad x!"); assert_that(y)',
    linters = consecutive_assertion_linter()
  )

```

---

consecutive\_mutate\_linter

*Require consecutive calls to mutate() to be combined when possible*

---

### Description

`dplyr::mutate()` accepts any number of columns, so sequences like `DF %>% dplyr::mutate(..1) %>% dplyr::mutate(..2)` are redundant – they can always be expressed with a single call to `dplyr::mutate()`.

### Usage

```
consecutive_mutate_linter(invalid_backends = "dbplyr")
```

### Arguments

`invalid_backends`

Character vector of packages providing dplyr backends which may not be compatible with combining `mutate()` calls in all cases. Defaults to "dbplyr" since not all SQL backends can handle re-using a variable defined in the same `mutate()` expression.

### Details

An exception is for some SQL back-ends, where the translation logic may not be as sophisticated as that in the default dplyr, for example in `DF %>% mutate(a = a + 1) %>% mutate(b = a - 2)`.

### Tags

[configurable](#), [consistency](#), [efficiency](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "x %>% mutate(a = 1) %>% mutate(b = 2)",
  linters = consecutive_mutate_linter()
)

# okay
lint(
  text = "x %>% mutate(a = 1, b = 2)",
  linters = consecutive_mutate_linter()
)

code <- "library(dbplyr)\nx %>% mutate(a = 1) %>% mutate(a = a + 1)"
writeLines(code)
lint(
  text = code,
  linters = consecutive_mutate_linter()
)
```

---

consistency\_linters    *Consistency linters*

---

## Description

Linters checking enforcing a consistent alternative if there are multiple syntactically valid ways to write something.

## Linters

The following linters are tagged with 'consistency':

- [assignment\\_linter](#)
- [class\\_equals\\_linter](#)
- [comparison\\_negation\\_linter](#)
- [condition\\_message\\_linter](#)
- [consecutive\\_assertion\\_linter](#)
- [consecutive\\_mutate\\_linter](#)
- [function\\_argument\\_linter](#)
- [if\\_not\\_else\\_linter](#)
- [if\\_switch\\_linter](#)
- [implicit\\_integer\\_linter](#)
- [inner\\_combine\\_linter](#)
- [is\\_numeric\\_linter](#)

- `keyword_quote_linter`
- `length_levels_linter`
- `literal_coercion_linter`
- `nested_pipe_linter`
- `nrow_subset_linter`
- `numeric_leading_zero_linter`
- `nzchar_linter`
- `object_name_linter`
- `paste_linter`
- `print_linter`
- `quotes_linter`
- `redundant_ifelse_linter`
- `rep_len_linter`
- `scalar_in_linter`
- `seq_linter`
- `system_file_linter`
- `T_and_F_symbol_linter`
- `unnecessary_nesting_linter`
- `which_grepl_linter`
- `whitespace_linter`

### See Also

[linters](#) for a complete list of linters available in `lintr`.

---

`correctness_linters`    *Correctness linters*

---

### Description

Linters highlighting possible programming mistakes, such as unused variables.

### Linters

The following linters are tagged with 'correctness':

- `duplicate_argument_linter`
- `equals_na_linter`
- `missing_argument_linter`
- `namespace_linter`
- `object_usage_linter`
- `package_hooks_linter`
- `sprintf_linter`

**See Also**

[linters](#) for a complete list of linters available in lintr.

---

cyclocomp_linter	<i>Cyclomatic complexity linter</i>
------------------	-------------------------------------

---

**Description**

Check for overly complicated expressions. See `cyclocomp()` function from `{cyclocomp}`.

**Usage**

```
cyclocomp_linter(complexity_limit = 15L)
```

**Arguments**

`complexity_limit`  
Maximum cyclomatic complexity, default 15. Expressions more complex than this are linted.

**Tags**

[best\\_practices](#), [configurable](#), [readability](#), [style](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "if (TRUE) 1 else 2",
  linters = cyclocomp_linter(complexity_limit = 1L)
)

# okay
lint(
  text = "if (TRUE) 1 else 2",
  linters = cyclocomp_linter(complexity_limit = 2L)
)
```

---

default_linters	<i>Default linters</i>
-----------------	------------------------

---

### Description

List of default linters for `lint()`. Use `linters_with_defaults()` to customize it. Most of the default linters are based on [the tidyverse style guide](#).

The set of default linters is as follows (any parameterized linters, e.g., `line_length_linter` use their default argument(s), see `?<linter_name>` for details):

### Usage

```
default_linters
```

### Format

An object of class `list` of length 25.

### Linters

The following linters are tagged with 'default':

- `assignment_linter`
- `brace_linter`
- `commas_linter`
- `commented_code_linter`
- `equals_na_linter`
- `function_left_parentheses_linter`
- `indentation_linter`
- `infix_spaces_linter`
- `line_length_linter`
- `object_length_linter`
- `object_name_linter`
- `object_usage_linter`
- `paren_body_linter`
- `pipe_continuation_linter`
- `quotes_linter`
- `return_linter`
- `semicolon_linter`
- `seq_linter`
- `spaces_inside_linter`

- [spaces\\_left\\_parentheses\\_linter](#)
- [T\\_and\\_F\\_symbol\\_linter](#)
- [trailing\\_blank\\_lines\\_linter](#)
- [trailing\\_whitespace\\_linter](#)
- [vector\\_logic\\_linter](#)
- [whitespace\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

---

default\_settings

*Default lintr settings*

---

### Description

The default settings consist of

- `linters`: a list of default linters (see [default\\_linters\(\)](#))
- `encoding`: the character encoding assumed for the file
- `exclude`: pattern used to exclude a line of code
- `exclude_start`, `exclude_end`: patterns used to mark start and end of the code block to exclude
- `exclude_linter`, `exclude_linter_sep`: patterns used to exclude linters
- `exclusions`: a list of exclusions, see [exclude\(\)](#) for a complete description of valid values.
- `cache_directory`: location of cache directory
- `comment_token`: a GitHub token character
- `error_on_lint`: decides if error should be produced when any lints are found

There are no settings without defaults, i.e., this list describes every valid setting.

### Usage

```
default_settings
```

### Format

An object of class `list` of length 12.

### See Also

[read\\_settings\(\)](#), [default\\_linters](#)

## Examples

```
# available settings
names(default_settings)

# linters included by default
names(default_settings$linters)

# default values for a few of the other settings
default_settings[c(
  "encoding",
  "exclude",
  "exclude_start",
  "exclude_end",
  "exclude_linter",
  "exclude_linter_sep",
  "exclusions",
  "error_on_lint"
)]
```

---

deprecated\_linters      *Deprecated linters*

---

## Description

Linters that are deprecated and provided for backwards compatibility only. These linters will be excluded from `linters_with_tags()` by default.

## Linters

The following linters are tagged with 'deprecated':

- [consecutive\\_stopifnot\\_linter](#)
- [extraction\\_operator\\_linter](#)
- [no\\_tab\\_linter](#)
- [single\\_quotes\\_linter](#)
- [unnecessary\\_nested\\_if\\_linter](#)
- [unneded\\_concatenation\\_linter](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.



---

`duplicate_argument_linter`*Duplicate argument linter*

---

### Description

Check for duplicate arguments in function calls. Some cases are run-time errors (e.g. `mean(x = 1:5, x = 2:3)`), otherwise this linter is used to discourage explicitly providing duplicate names to objects (e.g. `c(a = 1, a = 2)`). Duplicate-named objects are hard to work with programmatically and should typically be avoided.

### Usage

```
duplicate_argument_linter(except = c("mutate", "transmute"))
```

### Arguments

`except` A character vector of function names as exceptions. Defaults to functions that allow sequential updates to variables, currently `dplyr::mutate()` and `dplyr::transmute()`.

### Tags

[common\\_mistakes](#), [configurable](#), [correctness](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "list(x = 1, x = 2)",
  linters = duplicate_argument_linter()
)

lint(
  text = "fun(arg = 1, arg = 2)",
  linters = duplicate_argument_linter()
)

# okay
lint(
  text = "list(x = 1, x = 2)",
  linters = duplicate_argument_linter(except = "list")
)

lint(
  text = "df %>% dplyr::mutate(x = a + b, x = x + d)",
```

```
    linters = duplicate_argument_linter()  
  )
```

---

efficiency\_linters      *Efficiency linters*

---

## Description

Linters highlighting code efficiency problems, such as unnecessary function calls.

## Linters

The following linters are tagged with 'efficiency':

- `any_duplicated_linter`
- `any_is_na_linter`
- `boolean_arithmetic_linter`
- `consecutive_mutate_linter`
- `fixed_regex_linter`
- `if_switch_linter`
- `ifelse_censor_linter`
- `inner_combine_linter`
- `length_test_linter`
- `lengths_linter`
- `list_comparison_linter`
- `literal_coercion_linter`
- `matrix_apply_linter`
- `nested_ifelse_linter`
- `nrow_subset_linter`
- `nzchar_linter`
- `outer_negation_linter`
- `redundant_equals_linter`
- `redundant_ifelse_linter`
- `regex_subset_linter`
- `routine_registration_linter`
- `sample_int_linter`
- `scalar_in_linter`
- `seq_linter`
- `sort_linter`

- [string\\_boundary\\_linter](#)
- [undesirable\\_function\\_linter](#)
- [undesirable\\_operator\\_linter](#)
- [unnecessary\\_concatenation\\_linter](#)
- [unnecessary\\_lambda\\_linter](#)
- [vector\\_logic\\_linter](#)
- [which\\_grepl\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

---

empty\_assignment\_linter

*Block assignment of {}*

---

### Description

Assignment of {} is the same as assignment of NULL; use the latter for clarity. Closely related: [unnecessary\\_concatenation\\_linter\(\)](#).

### Usage

```
empty_assignment_linter()
```

### Tags

[best\\_practices](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
lint(
  text = "x <- {}",
  linters = empty_assignment_linter()
)

writeLines("x = {\n}")
lint(
  text = "x = {\n}",
  linters = empty_assignment_linter()
)
```

```
# okay
lint(
  text = "x <- { 3 + 4 }",
  linters = empty_assignment_linter()
)

lint(
  text = "x <- NULL",
  linters = empty_assignment_linter()
)
```

---

equals\_na\_linter      *Equality check with NA linter*

---

### Description

Check for `x == NA`, `x != NA` and `x %in% NA`. Such usage is almost surely incorrect – checks for missing values should be done with [is.na\(\)](#).

### Usage

```
equals_na_linter()
```

### Tags

[common\\_mistakes](#), [correctness](#), [default](#), [robustness](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "x == NA",
  linters = equals_na_linter()
)

lint(
  text = "x != NA",
  linters = equals_na_linter()
)

lint(
  text = "x %in% NA",
  linters = equals_na_linter()
)
```

```
# okay
lint(
  text = "is.na(x)",
  linters = equals_na_linter()
)

lint(
  text = "!is.na(x)",
  linters = equals_na_linter()
)
```

---

executing\_linters      *Code executing linters*

---

### Description

Linters that evaluate parts of the linted code, such as loading referenced packages. These linters should not be used with untrusted code, and may need dependencies of the linted package or project to be available in order to function correctly. For package authors, note that this includes loading the package itself, e.g. with `pkgload::load_all()` or installing and attaching the package.

### Linters

The following linters are tagged with 'executing':

- [namespace\\_linter](#)
- [object\\_length\\_linter](#)
- [object\\_name\\_linter](#)
- [object\\_overwrite\\_linter](#)
- [object\\_usage\\_linter](#)
- [unused\\_import\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

---

expect\_comparison\_linter

*Require usage of expect\_gt(x, y) over expect\_true(x > y) (and similar)*

---

## Description

`testthat::expect_gt()`, `testthat::expect_gte()`, `testthat::expect_lt()`, `testthat::expect_lte()`, and `testthat::expect_equal()` exist specifically for testing comparisons between two objects. `testthat::expect_true()` can also be used for such tests, but it is better to use the tailored function instead.

## Usage

```
expect_comparison_linter()
```

## Tags

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#)

## See Also

[linters](#) for a complete list of linters available in lintr.

## Examples

```
# will produce lints
lint(
  text = "expect_true(x > y)",
  linters = expect_comparison_linter()
)

lint(
  text = "expect_true(x <= y)",
  linters = expect_comparison_linter()
)

lint(
  text = "expect_true(x == (y == 2))",
  linters = expect_comparison_linter()
)

# okay
lint(
  text = "expect_gt(x, y)",
  linters = expect_comparison_linter()
)

lint(
```

```
    text = "expect_lte(x, y)",
    linters = expect_comparison_linter()
  )

  lint(
    text = "expect_identical(x, y == 2)",
    linters = expect_comparison_linter()
  )

  lint(
    text = "expect_true(x < y | x > y^2)",
    linters = expect_comparison_linter()
  )
}
```

---

expect\_identical\_linter

*Require usage of expect\_identical(x, y) where appropriate*

---

## Description

This linter enforces the usage of `testthat::expect_identical()` as the default expectation for comparisons in a testthat suite. `expect_true(identical(x, y))` is an equivalent but unadvised method of the same test. Further, `testthat::expect_equal()` should only be used when `expect_identical()` is inappropriate, i.e., when `x` and `y` need only be *numerically equivalent* instead of fully identical (in which case, provide the `tolerance=` argument to `expect_equal()` explicitly). This also applies when it's inconvenient to check full equality (e.g., names can be ignored, in which case `ignore_attr = "names"` should be supplied to `expect_equal()` (or, for 2nd edition, `check.attributes = FALSE`)).

## Usage

```
expect_identical_linter()
```

## Exceptions

The linter allows `expect_equal()` in three circumstances:

1. A named argument is set (e.g. `ignore_attr` or `tolerance`)
2. Comparison is made to an explicit decimal, e.g. `expect_equal(x, 1.0)` (implicitly setting `tolerance`)
3. `...` is passed (wrapper functions which might set arguments such as `ignore_attr` or `tolerance`)

## Tags

[package\\_development](#), [pkg\\_testthat](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "expect_equal(x, y)",
  linters = expect_identical_linter()
)

lint(
  text = "expect_true(identical(x, y))",
  linters = expect_identical_linter()
)

# okay
lint(
  text = "expect_identical(x, y)",
  linters = expect_identical_linter()
)

lint(
  text = "expect_equal(x, y, check.attributes = FALSE)",
  linters = expect_identical_linter()
)

lint(
  text = "expect_equal(x, y, tolerance = 1e-6)",
  linters = expect_identical_linter()
)
```

---

expect_length_linter	<i>Require usage of</i>	expect_length(x, n)	<i>over</i>
		expect_equal(length(x), n)	

---

**Description**

`testthat::expect_length()` exists specifically for testing the `length()` of an object. `testthat::expect_equal()` can also be used for such tests, but it is better to use the tailored function instead.

**Usage**

```
expect_length_linter()
```

**Tags**

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#), [readability](#)



**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "expect_equal(length(x), 2L)",
  linters = expect_length_linter()
)

# okay
lint(
  text = "expect_length(x, 2L)",
  linters = expect_length_linter()
)
```

---

expect_lint	<i>Lint expectation</i>
-------------	-------------------------

---

**Description**

These are expectation functions to test specified linters on sample code in the testthat testing framework.

- `expect_lint` asserts that specified lints are generated.
- `expect_no_lint` asserts that no lints are generated.

**Usage**

```
expect_lint(content, checks, ..., file = NULL, language = "en")
```

```
expect_no_lint(content, ..., file = NULL, language = "en")
```

**Arguments**

content	a character vector for the file content to be linted, each vector element representing a line of text.
checks	checks to be performed: <ul style="list-style-type: none"> <li><b>NULL</b> check that no lints are returned.</li> <li><b>single string or regex object</b> check that the single lint returned has a matching message.</li> <li><b>named list</b> check that the single lint returned has fields that match. Accepted fields are the same as those taken by <code>Lint()</code>.</li> <li><b>list of named lists</b> for each of the multiple lints returned, check that it matches the checks in the corresponding named list (as described in the point above).</li> </ul>

	Named vectors are also accepted instead of named lists, but this is a compatibility feature that is not recommended for new code.
...	arguments passed to <code>lint()</code> , e.g. the linters or cache to use.
file	if not NULL, read content from the specified file rather than from content.
language	temporarily override R's LANGUAGE envvar, controlling localization of base R error messages. This makes testing them reproducible on all systems irrespective of their native R language setting.

**Value**

NULL, invisibly.

**Examples**

```
# no expected lint
expect_no_lint("a", trailing_blank_lines_linter())

# one expected lint
expect_lint("a\n", "trailing blank", trailing_blank_lines_linter())
expect_lint("a\n", list(message = "trailing blank", line_number = 2), trailing_blank_lines_linter())

# several expected lints
expect_lint("a\n\n", list("trailing blank", "trailing blank"), trailing_blank_lines_linter())
expect_lint(
  "a\n\n",
  list(
    list(message = "trailing blank", line_number = 2),
    list(message = "trailing blank", line_number = 3)
  ),
  trailing_blank_lines_linter()
)
```

---

expect_lint_free	<i>Test that the package is lint free</i>
------------------	---

---

**Description**

This function is a thin wrapper around `lint_package` that simply tests there are no lints in the package. It can be used to ensure that your tests fail if the package contains lints.

**Usage**

```
expect_lint_free(...)
```

**Arguments**

... arguments passed to `lint_package()`

---

expect_named_linter	<i>Require</i>	<i>usage</i>	<i>of</i>	expect_named(x, n)	<i>over</i>
				expect_equal(names(x), n)	

---

## Description

`testthat::expect_named()` exists specifically for testing the `names()` of an object. `testthat::expect_equal()` can also be used for such tests, but it is better to use the tailored function instead.

## Usage

```
expect_named_linter()
```

## Tags

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#), [readability](#)

## See Also

[linters](#) for a complete list of linters available in lintr.

## Examples

```
# will produce lints
lint(
  text = 'expect_equal(names(x), "a")',
  linters = expect_named_linter()
)

# okay
lint(
  text = 'expect_named(x, "a")',
  linters = expect_named_linter()
)

lint(
  text = 'expect_equal(colnames(x), "a")',
  linters = expect_named_linter()
)

lint(
  text = 'expect_equal(dimnames(x), "a")',
  linters = expect_named_linter()
)
```

---

expect\_not\_linter      *Require usage of expect\_false(x) over expect\_true(!x)*

---

### Description

`testthat::expect_false()` exists specifically for testing that an output is FALSE. `testthat::expect_true()` can also be used for such tests by negating the output, but it is better to use the tailored function instead. The reverse is also true – use `expect_false(A)` instead of `expect_true(!A)`.

### Usage

```
expect_not_linter()
```

### Tags

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "expect_true(!x)",
  linters = expect_not_linter()
)

# okay
lint(
  text = "expect_false(x)",
  linters = expect_not_linter()
)
```

---

expect\_null\_linter      *Require usage of expect\_null for checking NULL*

---

### Description

Require usage of `expect_null(x)` over `expect_equal(x, NULL)` and similar usages.

### Usage

```
expect_null_linter()
```

## Details

`testthat::expect_null()` exists specifically for testing for NULL objects. `testthat::expect_equal()`, `testthat::expect_identical()`, and `testthat::expect_true()` can also be used for such tests, but it is better to use the tailored function instead.

## Tags

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "expect_equal(x, NULL)",
  linters = expect_null_linter()
)

lint(
  text = "expect_identical(x, NULL)",
  linters = expect_null_linter()
)

lint(
  text = "expect_true(is.null(x))",
  linters = expect_null_linter()
)

# okay
lint(
  text = "expect_null(x)",
  linters = expect_null_linter()
)
```

---

expect\_s3\_class\_linter

*Require usage of `expect_s3_class()`*

---

## Description

`testthat::expect_s3_class()` exists specifically for testing the class of S3 objects. `testthat::expect_equal()`, `testthat::expect_identical()`, and `testthat::expect_true()` can also be used for such tests, but it is better to use the tailored function instead.

**Usage**

```
expect_s3_class_linter()
```

**Tags**

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#)

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- [expect\\_s4\\_class\\_linter\(\)](#)

**Examples**

```
# will produce lints
lint(
  text = 'expect_equal(class(x), "data.frame")',
  linters = expect_s3_class_linter()
)

lint(
  text = 'expect_equal(class(x), "numeric")',
  linters = expect_s3_class_linter()
)

# okay
lint(
  text = 'expect_s3_class(x, "data.frame")',
  linters = expect_s3_class_linter()
)

lint(
  text = 'expect_type(x, "double")',
  linters = expect_s3_class_linter()
)
```

---

expect\_s4\_class\_linter

*Require usage of `expect_s4_class(x, k)` over `expect_true(is(x, k))`*

---

**Description**

`testthat::expect_s4_class()` exists specifically for testing the class of S4 objects. `testthat::expect_true()` can also be used for such tests, but it is better to use the tailored function instead.

**Usage**

```
expect_s4_class_linter()
```

**Tags**

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#)

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- [expect\\_s3\\_class\\_linter\(\)](#)

**Examples**

```
# will produce lints
lint(
  text = 'expect_true(is(x, "Matrix"))',
  linters = expect_s4_class_linter()
)

# okay
lint(
  text = 'expect_s4_class(x, "Matrix")',
  linters = expect_s4_class_linter()
)
```

---

expect\_true\_false\_linter

*Require usage of expect\_true(x) over expect\_equal(x, TRUE)*

---

**Description**

`testthat::expect_true()` and `testthat::expect_false()` exist specifically for testing the TRUE/FALSE value of an object. `testthat::expect_equal()` and `testthat::expect_identical()` can also be used for such tests, but it is better to use the tailored function instead.

**Usage**

```
expect_true_false_linter()
```

**Tags**

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "expect_equal(x, TRUE)",
  linters = expect_true_false_linter()
)

lint(
  text = "expect_equal(x, FALSE)",
  linters = expect_true_false_linter()
)

# okay
lint(
  text = "expect_true(x)",
  linters = expect_true_false_linter()
)

lint(
  text = "expect_false(x)",
  linters = expect_true_false_linter()
)
```

---

expect_type_linter	<i>Require usage of</i>	expect_type(x, type)	<i>over</i>
		expect_equal(typeof(x), type)	

---

**Description**

`testthat::expect_type()` exists specifically for testing the storage type of objects. `testthat::expect_equal()`, `testthat::expect_identical()`, and `testthat::expect_true()` can also be used for such tests, but it is better to use the tailored function instead.

**Usage**

```
expect_type_linter()
```

**Tags**

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#)

**See Also**

[linters](#) for a complete list of linters available in `lintr`.



## Examples

```
# will produce lints
lint(
  text = 'expect_equal(typeof(x), "double")',
  linters = expect_type_linter()
)

lint(
  text = 'expect_identical(typeof(x), "double")',
  linters = expect_type_linter()
)

# okay
lint(
  text = 'expect_type(x, "double")',
  linters = expect_type_linter()
)
```

---

fixed_regex_linter	<i>Require usage of fixed=TRUE in regular expressions where appropriate</i>
--------------------	---

---

## Description

Invoking a regular expression engine is overkill for cases when the search pattern only involves static patterns.

## Usage

```
fixed_regex_linter(allow_unescaped = FALSE)
```

## Arguments

allow\_unescaped

Logical, default FALSE. If TRUE, only patterns that require regex escapes (e.g. "\\\$" or "[\\$]") will be linted. See examples.

## Details

NB: for stringr functions, that means wrapping the pattern in `stringr::fixed()`.

NB: this linter is likely not able to distinguish every possible case when a fixed regular expression is preferable, rather it seeks to identify likely cases. It should *never* report false positives, however; please report false positives as an error.

## Tags

[best\\_practices](#), [configurable](#), [efficiency](#), [readability](#), [regex](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
code_lines <- 'gsub("\\\\\\"., "", x)'
writeLines(code_lines)
lint(
  text = code_lines,
  linters = fixed_regex_linter()
)

lint(
  text = 'grepl("a[*]b", x)',
  linters = fixed_regex_linter()
)

lint(
  text = 'grepl("a[*]b", x)',
  linters = fixed_regex_linter(allow_unescaped = TRUE)
)

code_lines <- 'stringr::str_subset(x, "\\$")'
writeLines(code_lines)
lint(
  text = code_lines,
  linters = fixed_regex_linter()
)

lint(
  text = 'grepl("Munich", address)',
  linters = fixed_regex_linter()
)

# okay
code_lines <- 'gsub("\\\\\\"., "", x, fixed = TRUE)'
writeLines(code_lines)
lint(
  text = code_lines,
  linters = fixed_regex_linter()
)

lint(
  text = 'grepl("a*b", x, fixed = TRUE)',
  linters = fixed_regex_linter()
)

lint(
  text = 'stringr::str_subset(x, stringr::fixed("$'))',
  linters = fixed_regex_linter()
)
```

```
lint(  
  text = 'grepl("Munich", address, fixed = TRUE)',  
  linters = fixed_regex_linter()  
)  
  
lint(  
  text = 'grepl("Munich", address)',  
  linters = fixed_regex_linter(allow_unescaped = TRUE)  
)
```

---

for\_loop\_index\_linter *Block usage of for loops directly overwriting the indexing variable*

---

### Description

for (x in x) is a poor choice of indexing variable. This overwrites x in the calling scope and is confusing to read.

### Usage

```
for_loop_index_linter()
```

### Tags

[best\\_practices](#), [readability](#), [robustness](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints  
lint(  
  text = "for (x in x) { TRUE }",  
  linters = for_loop_index_linter()  
)  
  
lint(  
  text = "for (x in foo(x, y)) { TRUE }",  
  linters = for_loop_index_linter()  
)  
  
# okay  
lint(  
  text = "for (xi in x) { TRUE }",  
  linters = for_loop_index_linter()  
)
```

```
lint(  
  text = "for (col in DF$col) { TRUE }",  
  linters = for_loop_index_linter()  
)
```

---

function\_argument\_linter

*Function argument linter*

---

### Description

Check that arguments with defaults come last in all function declarations, as per the tidyverse design guide.

Changing the argument order can be a breaking change. An alternative to changing the argument order is to instead set the default for such arguments to NULL.

### Usage

```
function_argument_linter()
```

### Tags

[best\\_practices](#), [consistency](#), [style](#)

### See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://design.tidyverse.org/required-no-defaults.html>

### Examples

```
# will produce lints  
lint(  
  text = "function(y = 1, z = 2, x) {}",  
  linters = function_argument_linter()  
)  
  
lint(  
  text = "function(x, y, z = 1, ..., w) {}",  
  linters = function_argument_linter()  
)  
  
# okay  
lint(  
  text = "function(x, y = 1, z = 2) {}",  
  linters = function_argument_linter()  
)
```

```
lint(  
  text = "function(x, y, w, z = 1, ...) {}",  
  linters = function_argument_linter()  
)  
  
lint(  
  text = "function(y = 1, z = 2, x = NULL) {}",  
  linters = function_argument_linter()  
)  
  
lint(  
  text = "function(x, y, z = 1, ..., w = NULL) {}",  
  linters = function_argument_linter()  
)
```

---

function\_left\_parentheses\_linter

*Function left parentheses linter*

---

## Description

Check that all left parentheses in a function call do not have spaces before them (e.g. `mean(1:3)`). Although this is syntactically valid, it makes the code difficult to read.

## Usage

```
function_left_parentheses_linter()
```

## Details

Exceptions are made for control flow functions (`if`, `for`, etc.).

## Tags

[default](#), [readability](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in `lintr`.
- <https://style.tidyverse.org/syntax.html#parentheses>
- [spaces\\_left\\_parentheses\\_linter\(\)](#)

### Examples

```
# will produce lints
lint(
  text = "mean (x)",
  linters = function_left_parentheses_linter()
)

lint(
  text = "stats::sd(c (x, y, z))",
  linters = function_left_parentheses_linter()
)

# okay
lint(
  text = "mean(x)",
  linters = function_left_parentheses_linter()
)

lint(
  text = "stats::sd(c(x, y, z))",
  linters = function_left_parentheses_linter()
)

lint(
  text = "foo <- function(x) (x + 1)",
  linters = function_left_parentheses_linter()
)
```

---

function\_return\_linter

*Lint common mistakes/style issues cropping up from return statements*

---

### Description

`return(x <- ...)` is either distracting (because `x` is ignored), or confusing (because assigning to `x` has some side effect that is muddled by the dual-purpose expression).

### Usage

```
function_return_linter()
```

### Tags

[best\\_practices](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

**Examples**

```
# will produce lints
lint(
  text = "foo <- function(x) return(y <- x + 1)",
  linters = function_return_linter()
)

lint(
  text = "foo <- function(x) return(x <<- x + 1)",
  linters = function_return_linter()
)

writeLines("e <- new.env() \nfoo <- function(x) return(e$val <- x + 1)")
lint(
  text = "e <- new.env() \nfoo <- function(x) return(e$val <- x + 1)",
  linters = function_return_linter()
)

# okay
lint(
  text = "foo <- function(x) return(x + 1)",
  linters = function_return_linter()
)

code_lines <- "
foo <- function(x) {
  x <<- x + 1
  return(x)
}
"
lint(
  text = code_lines,
  linters = function_return_linter()
)

code_lines <- "
e <- new.env()
foo <- function(x) {
  e$val <- x + 1
  return(e$val)
}
"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = function_return_linter()
)
```

**Description**

Convert STR\_CONST text() values into R strings. This is useful to account for arbitrary character literals, e.g. R"-----[hello]-----", which is parsed in R as "hello". It is quite cumbersome to write XPathS allowing for strings like this, so whenever your linter logic requires testing a STR\_CONST node's value, use this function. NB: this is also properly vectorized on s, and accepts a variety of inputs. Empty inputs will become NA outputs, which helps ensure that length(get\_r\_string(s)) == length(s).

**Usage**

```
get_r_string(s, xpath = NULL)
```

**Arguments**

s	An input string or strings. If s is an xml_node or xml_nodeset and xpath is NULL, extract its string value with <code>xml2::xml_text()</code> . If s is an xml_node or xml_nodeset and xpath is specified, it is extracted with <code>xml2::xml_find_chr()</code> .
xpath	An XPath, passed on to <code>xml2::xml_find_chr()</code> after wrapping with <code>string()</code> .

**Examples**

```
tmp <- tempfile()
writeLines("c('a', 'b')", tmp)
expr_as_xml <- get_source_expressions(tmp)$expressions[[1L]]$xml_parsed_content
writeLines(as.character(expr_as_xml))
get_r_string(expr_as_xml, "expr[2]")
get_r_string(expr_as_xml, "expr[3]")
unlink(tmp)

# more importantly, extract raw strings correctly
tmp_raw <- tempfile()
writeLines("c(R'(a\\b)', R'--[a\\\"'\\\"\\b]--')", tmp_raw)
expr_as_xml_raw <- get_source_expressions(tmp_raw)$expressions[[1L]]$xml_parsed_content
writeLines(as.character(expr_as_xml_raw))
get_r_string(expr_as_xml_raw, "expr[2]")
get_r_string(expr_as_xml_raw, "expr[3]")
unlink(tmp_raw)
```

---

```
get_source_expressions
```

*Parsed sourced file from a filename*

---

**Description**

This object is given as input to each linter.



**Usage**

```
get_source_expressions(filename, lines = NULL)
```

**Arguments**

filename            the file to be parsed.  
lines                a character vector of lines. If NULL, then filename will be read.

**Details**

The file is read using the encoding setting. This setting is found by taking the first valid result from the following locations

1. The encoding key from the usual lintr configuration settings.
2. The Encoding field from a Package DESCRIPTION file in a parent directory.
3. The Encoding field from an R Project .Rproj file in a parent directory.
4. "UTF-8" as a fallback.

**Value**

A list with three components:

**expressions** a list of  $n+1$  objects. The first  $n$  elements correspond to each expression in filename, and consist of a list of 8 elements:

- filename (character) the name of the file.
- line (integer) the line in the file where this expression begins.
- column (integer) the column in the file where this expression begins.
- lines (named character) vector of all lines spanned by this expression, named with the corresponding line numbers.
- parsed\_content (data.frame) as given by `utils::getParseData()` for this expression.
- xml\_parsed\_content (xml\_document) the XML parse tree of this expression as given by `xmlparsedata::xml_parse_data()`.
- content (character) the same as lines as a single string (not split across lines).
- xml\_find\_function\_calls(function\_names) (function) a function that returns all SYMBOL\_FUNCTION\_CALL XML nodes from xml\_parsed\_content with specified function names.

The final element of expressions is a list corresponding to the full file consisting of 7 elements:

- filename (character) the name of this file.
- file\_lines (character) the `readLines()` output for this file.
- content (character) for .R files, the same as file\_lines; for .Rmd or .qmd scripts, this is the extracted R source code (as text).
- full\_parsed\_content (data.frame) as given by `utils::getParseData()` for the full content.

- `full_xml_parsed_content` (`xml_document`) the XML parse tree of all expressions as given by `xmlparsedata::xml_parse_data()`.
- `terminal_newline` (logical) records whether filename has a terminal newline (as determined by `readLines()` producing a corresponding warning).
- `xml_find_function_calls(function_names)` (function) a function that returns all `SYMBOL_FUNCTION_CALL` XML nodes from `full_xml_parsed_content` with specified function names.

**error** A Lint object describing any parsing error.

**lines** The `readLines()` output for this file.

### Examples

```
tmp <- tempfile()
writeLines(c("x <- 1", "y <- x + 1"), tmp)
get_source_expressions(tmp)
unlink(tmp)
```

---

<code>ids_with_token</code>	<i>Get parsed IDs by token</i>
-----------------------------	--------------------------------

---

### Description

Gets the source IDs (row indices) corresponding to given token.

### Usage

```
ids_with_token(source_expression, value, fun = `==`, source_file = NULL)

with_id(source_expression, id, source_file)
```

### Arguments

<code>source_expression</code>	A list of source expressions, the result of a call to <code>get_source_expressions()</code> , for the desired filename.
<code>value</code>	Character. String corresponding to the token to search for. For example: <ul style="list-style-type: none"> <li>• "SYMBOL"</li> <li>• "FUNCTION"</li> <li>• "EQ_FORMALS"</li> <li>• "\$"</li> <li>• "("</li> </ul>
<code>fun</code>	For additional flexibility, a function to search for in the token column of <code>parsed_content</code> . Typically <code>==</code> or <code>%in%</code> .
<code>source_file</code>	(DEPRECATED) Same as <code>source_expression</code> . Will be removed.
<code>id</code>	Integer. The index corresponding to the desired row of <code>parsed_content</code> .

## Value

`ids_with_token`: The indices of the `parsed_content` data frame entry of the list of source expressions. Indices correspond to the `rows` where `fun` evaluates to `TRUE` for the value in the `token` column.

`with_id`: A data frame corresponding to the row(s) specified in `id`.

## Functions

- `with_id()`: Return the row of the `parsed_content` entry of the `[get_source_expressions]()` object. Typically used in conjunction with `ids_with_token` to iterate over rows containing desired tokens.

## Examples

```
tmp <- tempfile()
writeLines(c("x <- 1", "y <- x + 1"), tmp)
source_exprs <- get_source_expressions(tmp)
ids_with_token(source_exprs$expressions[[1L]], value = "SYMBOL")
with_id(source_exprs$expressions[[1L]], 2L)
unlink(tmp)
```

---

`ifelse_censor_linter` *Block usage of `ifelse()` where `pmin()` or `pmax()` is more appropriate*

---

## Description

`ifelse(x > M, M, x)` is the same as `pmin(x, M)`, but harder to read and requires several passes over the vector.

## Usage

```
ifelse_censor_linter()
```

## Details

The same goes for other similar ways to censor a vector, e.g. `ifelse(x <= M, x, M)` is `pmin(x, M)`, `ifelse(x < m, m, x)` is `pmax(x, m)`, and `ifelse(x >= m, x, m)` is `pmax(x, m)`.

## Tags

[best\\_practices](#), [efficiency](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

**Examples**

```
# will produce lints
lint(
  text = "ifelse(5:1 < pi, 5:1, pi)",
  linters = ifelse_censor_linter()
)

lint(
  text = "ifelse(x > 0, x, 0)",
  linters = ifelse_censor_linter()
)

# okay
lint(
  text = "pmin(5:1, pi)",
  linters = ifelse_censor_linter()
)

lint(
  text = "pmax(x, 0)",
  linters = ifelse_censor_linter()
)
```

---

if\_not\_else\_linter      *Block statements like if (!A) x else y*

---

**Description**

if (!A) x else y is the same as if (A) y else x, but the latter is easier to reason about in the else case. The former requires double negation that can be avoided by switching the statement order.

**Usage**

```
if_not_else_linter(exceptions = c("is.null", "is.na", "missing"))
```

**Arguments**

**exceptions**      Character vector of calls to exclude from linting. By default, `is.null()`, `is.na()`, and `missing()` are excluded given the common idiom `!is.na(x)` as "x is present".

**Details**

This only applies in the simple if/else case. Statements like `if (!A) x else if (B) y else z` don't always have a simpler or more readable form.

It also applies to `ifelse()` and the package equivalents `dplyr::if_else()` and `data.table::fifelse()`.

**Tags**

[configurable](#), [consistency](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in `lintr`.

**Examples**

```
# will produce lints
lint(
  text = "if (!A) x else y",
  linters = if_not_else_linter()
)

lint(
  text = "if (!A) x else if (!B) y else z",
  linters = if_not_else_linter()
)

lint(
  text = "ifelse(!is_treatment, x, y)",
  linters = if_not_else_linter()
)

lint(
  text = "if (!is.null(x)) x else 2",
  linters = if_not_else_linter(exceptions = character())
)

# okay
lint(
  text = "if (A) x else y",
  linters = if_not_else_linter()
)

lint(
  text = "if (!A) x else if (B) z else y",
  linters = if_not_else_linter()
)

lint(
  text = "ifelse(is_treatment, y, x)",
  linters = if_not_else_linter()
)

lint(
  text = "if (!is.null(x)) x else 2",
  linters = if_not_else_linter()
)
```

---

if_switch_linter	<i>Require usage of switch() over repeated if/else blocks</i>
------------------	---

---

## Description

`switch()` statements in R are used to delegate behavior based on the value of some input scalar string, e.g. `switch(x, a = 1, b = 3, c = 7, d = 8)` will be one of 1, 3, 7, or 8, depending on the value of `x`.

## Usage

```
if_switch_linter(max_branch_lines = 0L, max_branch_expressions = 0L)
```

## Arguments

`max_branch_lines`, `max_branch_expressions`

Integer, default 0 indicates "no maximum". If set any `if/else if/.../else` chain where any branch occupies more than this number of lines (resp. expressions) will not be linted. The conjugate applies to `switch()` statements – if these parameters are set, any `switch()` statement with any overly-complicated branches will be linted. See examples.

## Details

This can also be accomplished by repeated `if/else` statements like so: `if (x == "a") 1 else if (x == "b") 2 else if (x == "c") 7 else 8` (implicitly, the last `else` assumes `x` only takes 4 possible values), but this is more cluttered and slower (note that `switch()` takes the same time to evaluate regardless of the value of `x`, and is faster even when `x` takes the first value (here `a`), and that the `if/else` approach is roughly linear in the number of conditions that need to be evaluated, here up to 3 times).

## Tags

[best\\_practices](#), [configurable](#), [consistency](#), [efficiency](#), [readability](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "if (x == 'a') 1 else if (x == 'b') 2 else 3",
  linters = if_switch_linter()
)

code <- paste(
```

```
    "if (x == 'a') {",
    "  1",
    "} else if (x == 'b') {",
    "  2",
    "} else if (x == 'c') {",
    "  y <- x",
    "  z <- sqrt(match(y, letters))",
    "  z",
    "}",
    sep = "\n"
  )
  writeLines(code)
  lint(
    text = code,
    linters = if_switch_linter()
  )

code <- paste(
  "if (x == 'a') {",
  "  1",
  "} else if (x == 'b') {",
  "  2",
  "} else if (x == 'c') {",
  "  y <- x",
  "  z <- sqrt(",
  "    match(y, letters)",
  "  )",
  "  z",
  "}",
  sep = "\n"
)
writeLines(code)
lint(
  text = code,
  linters = if_switch_linter()
)

code <- paste(
  "switch(x,",
  "  a = {",
  "    1",
  "    2",
  "    3",
  "  },",
  "  b = {",
  "    1",
  "    2",
  "  }",
  ")",
  sep = "\n"
)
writeLines(code)
lint(
```

```

    text = code,
    linters = if_switch_linter(max_branch_lines = 2L)
  )

# okay
lint(
  text = "switch(x, a = 1, b = 2, 3)",
  linters = if_switch_linter()
)

# switch() version not as clear
lint(
  text = "if (x == 'a') 1 else if (x == 'b' & y == 2) 2 else 3",
  linters = if_switch_linter()
)

code <- paste(
  "if (x == 'a') {",
  "  1",
  "} else if (x == 'b') {",
  "  2",
  "} else if (x == 'c') {",
  "  y <- x",
  "  z <- sqrt(match(y, letters))",
  "  z",
  "}",
  sep = "\n"
)
writeLines(code)
lint(
  text = code,
  linters = if_switch_linter(max_branch_lines = 2L)
)

code <- paste(
  "if (x == 'a') {",
  "  1",
  "} else if (x == 'b') {",
  "  2",
  "} else if (x == 'c') {",
  "  y <- x",
  "  z <- sqrt(",
  "    match(y, letters)",
  "  )",
  "  z",
  "}",
  sep = "\n"
)
writeLines(code)
lint(
  text = code,
  linters = if_switch_linter(max_branch_expressions = 2L)
)

```



```
code <- paste(
  "switch(x,",
  "  a = {",
  "    1",
  "    2",
  "    3",
  "  },",
  "  b = {",
  "    1",
  "    2",
  "  }",
  ")",
  sep = "\n"
)
writeLines(code)
lint(
  text = code,
  linters = if_switch_linter(max_branch_lines = 3L)
)
```

---

implicit\_assignment\_linter

*Avoid implicit assignment in function calls*

---

### Description

Assigning inside function calls makes the code difficult to read, and should be avoided, except for functions that capture side-effects (e.g. `capture.output()`).

### Usage

```
implicit_assignment_linter(
  except = c("bquote", "expression", "expr", "quo", "quos", "quote"),
  allow_lazy = FALSE,
  allow_scoped = FALSE
)
```

### Arguments

<code>except</code>	A character vector of functions to be excluded from linting.
<code>allow_lazy</code>	logical, default FALSE. If TRUE, assignments that only trigger conditionally (e.g. in the RHS of <code>&amp;&amp;</code> or <code>  </code> expressions) are skipped.
<code>allow_scoped</code>	Logical, default FALSE. If TRUE, "scoped assignments", where the object is assigned in the statement beginning a branch and used only within that branch, are skipped.

**Tags**

[best\\_practices](#), [configurable](#), [readability](#), [style](#)

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#assignment>

**Examples**

```
# will produce lints
lint(
  text = "if (x <- 1L) TRUE",
  linters = implicit_assignment_linter()
)

lint(
  text = "mean(x <- 1:4)",
  linters = implicit_assignment_linter()
)

# okay
lines <- "x <- 1L\nif (x) TRUE"
writeLines(lines)
lint(
  text = lines,
  linters = implicit_assignment_linter()
)

lines <- "x <- 1:4\nmean(x)"
writeLines(lines)
lint(
  text = lines,
  linters = implicit_assignment_linter()
)

lint(
  text = "A && (B <- foo(A))",
  linters = implicit_assignment_linter(allow_lazy = TRUE)
)

lines <- c(
  "if (any(idx <- x < 0)) {",
  "  stop('negative elements: ', toString(which(idx)))",
  "}"
)
writeLines(lines)
lint(
  text = lines,
  linters = implicit_assignment_linter(allow_scoped = TRUE)
)
```

---

implicit\_integer\_linter  
*Implicit integer linter*

---

### Description

Check that integers are explicitly typed using the form 1L instead of 1.

### Usage

```
implicit_integer_linter(allow_colon = FALSE)
```

### Arguments

`allow_colon` Logical, default FALSE. If TRUE, expressions involving `:` won't throw a lint regardless of whether the inputs are implicitly integers.

### Tags

[best\\_practices](#), [configurable](#), [consistency](#), [style](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "x <- 1",
  linters = implicit_integer_linter()
)

lint(
  text = "x[2]",
  linters = implicit_integer_linter()
)

lint(
  text = "1:10",
  linters = implicit_integer_linter()
)

# okay
lint(
  text = "x <- 1.0",
  linters = implicit_integer_linter()
)
```

```

lint(
  text = "x <- 1L",
  linters = implicit_integer_linter()
)

lint(
  text = "x[2L]",
  linters = implicit_integer_linter()
)

lint(
  text = "1:10",
  linters = implicit_integer_linter(allow_colon = TRUE)
)

```

---

indentation\_linter      *Check that indentation is consistent*

---

## Description

Check that indentation is consistent

## Usage

```

indentation_linter(
  indent = 2L,
  hanging_indent_style = c("tidy", "always", "never"),
  assignment_as_infix = TRUE
)

```

## Arguments

`indent`                Number of spaces, that a code block should be indented by relative to its parent code block. Used for multi-line code blocks (`{ ... }`), function calls (`(( ... ))`) and extractions (`[ ... ]`, `[[ ... ]]`). Defaults to 2.

`hanging_indent_style`    Indentation style for multi-line function calls with arguments in their first line. Defaults to tidyverse style, i.e. a block indent is used if the function call terminates with `)` on a separate line and a hanging indent if not. Note that function multi-line function calls without arguments on their first line will always be expected to have block-indented arguments. If `hanging_indent_style` is "tidy", multi-line function definitions are expected to be double-indented if the first line of the function definition contains no arguments and the closing parenthesis is not on its own line.

```

# complies to any style
map(
  x,

```

```

    f,
    additional_arg = 42
  )

# complies to "tidy" and "never"
map(x, f,
    additional_arg = 42
)

# complies to "always"
map(x, f,
    additional_arg = 42
)

# complies to "tidy" and "always"
map(x, f,
    additional_arg = 42)

# complies to "never"
map(x, f,
    additional_arg = 42)

# complies to "tidy"
function(
  a,
  b) {
  # body
}
assignment_as_infix
  Treat <- as a regular (i.e. left-associative) infix operator? This means, that infix
  operators on the right hand side of an assignment do not trigger a second level
  of indentation:

# complies to any style
variable <- a %>%
  b %>%
  c

# complies to assignment_as_infix = TRUE
variable <-
  a %>%
  b %>%
  c

# complies to assignment_as_infix = FALSE
variable <-
  a %>%
  b %>%
  c

```

## Tags

[configurable](#), [default](#), [readability](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#indenting>
- <https://style.tidyverse.org/functions.html#long-lines-1>

## Examples

```
# will produce lints
code_lines <- "if (TRUE) {\n1 + 1\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = indentation_linter()
)

code_lines <- "if (TRUE) {\n  1 + 1\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = indentation_linter()
)

code_lines <- "map(x, f,\n  additional_arg = 42\n)"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = indentation_linter(hanging_indent_style = "always")
)

code_lines <- "map(x, f,\n  additional_arg = 42)"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = indentation_linter(hanging_indent_style = "never")
)

# okay
code_lines <- "map(x, f,\n  additional_arg = 42\n)"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = indentation_linter()
)

code_lines <- "if (TRUE) {\n  1 + 1\n}"
writeLines(code_lines)
lint(
```

```
text = code_lines,  
linters = indentation_linter(indent = 4)  
)
```

---

infix\_spaces\_linter    *Infix spaces linter*

---

## Description

Check that infix operators are surrounded by spaces. Enforces the corresponding Tidyverse style guide rule; see <https://style.tidyverse.org/syntax.html#infix-operators>.

## Usage

```
infix_spaces_linter(exclude_operators = NULL, allow_multiple_spaces = TRUE)
```

## Arguments

`exclude_operators`

Character vector of operators to exclude from consideration for linting. Default is to include the following "low-precedence" operators: +, -, ~, >, >=, <, <=, ==, !=, &, &&, |, ||, <-, :=, <<-, ->, ->>, =, /, \*, and any infix operator (exclude infixes by passing "%"). Note that "=" here includes three different operators, from the parser's point of view. To lint only some of these, pass the corresponding parse tags (i.e., some of "EQ\_ASSIGN", "EQ\_SUB", and "EQ\_FORMALS"; see [utils::getParseData\(\)](#)).

`allow_multiple_spaces`

Logical, default TRUE. If FALSE, usage like `x = 2` will also be linted; excluded by default because such usage can sometimes be used for better code alignment, as is allowed by the style guide.

## Tags

[configurable](#), [default](#), [readability](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in `lintr`.
- <https://style.tidyverse.org/syntax.html#infix-operators>

## Examples

```
# will produce lints  
lint(  
  text = "x<-1L",  
  linters = infix_spaces_linter()  
)
```

```
lint(  
  text = "1:4 %>%sum()",  
  linters = infix_spaces_linter()  
)  
  
# okay  
lint(  
  text = "x <- 1L",  
  linters = infix_spaces_linter()  
)  
  
lint(  
  text = "1:4 %>% sum()",  
  linters = infix_spaces_linter()  
)  
  
code_lines <- "  
ab    <- 1L  
abcdef <- 2L  
"  
writeLines(code_lines)  
lint(  
  text = code_lines,  
  linters = infix_spaces_linter(allow_multiple_spaces = TRUE)  
)  
  
lint(  
  text = "a||b",  
  linters = infix_spaces_linter(exclude_operators = "||")  
)  
  
lint(  
  text = "sum(1:10, na.rm=TRUE)",  
  linters = infix_spaces_linter(exclude_operators = "EQ_SUB")  
)
```

---

`inner_combine_linter` *Require `c()` to be applied before relatively expensive vectorized functions*

---

### Description

`as.Date(c(a, b))` is logically equivalent to `c(as.Date(a), as.Date(b))`. The same equivalence holds for several other vectorized functions like `as.POSIXct()` and math functions like `sin()`. The former is to be preferred so that the most expensive part of the operation (`as.Date()`) is applied only once.



## Usage

```
inner_combine_linter()
```

## Details

Note that `strptime()` has one idiosyncrasy to be aware of, namely that auto-detected format is set by the first matching input, which means that a case like `c(as.POSIXct("2024-01-01"), as.POSIXct("2024-01-01 01:02:03"))` gives different results to `as.POSIXct(c("2024-01-01", "2024-01-01 01:02:03"))`. This false positive is rare; a workaround where possible is to use consistent formatting, i.e., `"2024-01-01 00:00:00"` in the example.

## Tags

[consistency](#), [efficiency](#), [readability](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "c(log10(x), log10(y), log10(z))",
  linters = inner_combine_linter()
)

# okay
lint(
  text = "log10(c(x, y, z))",
  linters = inner_combine_linter()
)

lint(
  text = "c(log(x, base = 10), log10(x, base = 2))",
  linters = inner_combine_linter()
)
```

---

is\_lint\_level

*Is this an expression- or a file-level source object?*

---

## Description

Helper for determining whether the current `source_expression` contains all expressions in the current file, or just a single expression.

**Usage**

```
is_lint_level(source_expression, level = c("expression", "file"))
```

**Arguments**

`source_expression` A parsed expression object, i.e., an element of the object returned by `get_source_expressions()`.

`level` Which level of expression is being tested? "expression" means an individual expression, while "file" means all expressions in the current file are available.

**Examples**

```
tmp <- tempfile()
writeLines(c("x <- 1", "y <- x + 1"), tmp)
source_exprs <- get_source_expressions(tmp)
is_lint_level(source_exprs$expressions[[1L]], level = "expression")
is_lint_level(source_exprs$expressions[[1L]], level = "file")
is_lint_level(source_exprs$expressions[[3L]], level = "expression")
is_lint_level(source_exprs$expressions[[3L]], level = "file")
unlink(tmp)
```

---

```
is_numeric_linter      Redirect  is.numeric(x) || is.integer(x)  to just use
                        is.numeric(x)
```

---

**Description**

`is.numeric()` returns TRUE when `typeof(x)` is double or integer – testing `is.numeric(x) || is.integer(x)` is thus redundant.

**Usage**

```
is_numeric_linter()
```

**Details**

NB: This linter plays well with `class_equals_linter()`, which can help avoid further `is.numeric()` equivalents like `any(class(x) == c("numeric", "integer"))`.

**Tags**

[best\\_practices](#), [consistency](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "is.numeric(y) || is.integer(y)",
  linters = is_numeric_linter()
)

lint(
  text = 'class(z) %in% c("numeric", "integer")',
  linters = is_numeric_linter()
)

# okay
lint(
  text = "is.numeric(y) || is.factor(y)",
  linters = is_numeric_linter()
)

lint(
  text = 'class(z) %in% c("numeric", "integer", "factor")',
  linters = is_numeric_linter()
)
```

---

keyword\_quote\_linter *Block unnecessary quoting in calls*

---

## Description

Any valid symbol can be used as a keyword argument to an R function call. Sometimes, it is necessary to quote (or backtick) an argument that is not an otherwise valid symbol (e.g. creating a vector whose names have spaces); besides this edge case, quoting should not be done.

## Usage

```
keyword_quote_linter()
```

## Details

The most common source of violation for this is creating named vectors, lists, or data.frame-alikes, but it can be observed in other calls as well.

Similar reasoning applies to extractions with \$ or @.

## Tags

[consistency](#), [readability](#), [style](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = 'data.frame("a" = 1)',
  linters = keyword_quote_linter()
)

lint(
  text = "data.frame(`a` = 1)",
  linters = keyword_quote_linter()
)

lint(
  text = 'my_list$"key"',
  linters = keyword_quote_linter()
)

lint(
  text = 's4obj@"key"',
  linters = keyword_quote_linter()
)

# okay
lint(
  text = "data.frame(`a b` = 1)",
  linters = keyword_quote_linter()
)

lint(
  text = "my_list$a b",
  linters = keyword_quote_linter()
)
```

---

lengths\_linter

*Require usage of lengths() where possible*

---

**Description**

[lengths\(\)](#) is a function that was added to base R in version 3.2.0 to get the length of each element of a list. It is equivalent to `sapply(x, length)`, but faster and more readable.

**Usage**

```
lengths_linter()
```

**Tags**

[best\\_practices](#), [efficiency](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "sapply(x, length)",
  linters = lengths_linter()
)

lint(
  text = "vapply(x, length, integer(1L))",
  linters = lengths_linter()
)

lint(
  text = "purrr::map_int(x, length)",
  linters = lengths_linter()
)

# okay
lint(
  text = "lengths(x)",
  linters = lengths_linter()
)
```

---

length\_levels\_linter *Require usage of nlevels over length(levels(.))*

---

**Description**

length(levels(x)) is the same as nlevels(x), but harder to read.

**Usage**

```
length_levels_linter()
```

**Tags**

[best\\_practices](#), [consistency](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
lint(
  text = "length(levels(x))",
  linters = length_levels_linter()
)

# okay
lint(
  text = "length(c(levels(x), levels(y)))",
  linters = length_levels_linter()
)
```

---

length_test_linter	<i>Check for a common mistake where length is applied in the wrong place</i>
--------------------	--

---

### Description

Usage like `length(x == 0)` is a mistake. If you intended to check `x` is empty, use `length(x) == 0`. Other mistakes are possible, but running `length()` on the outcome of a logical comparison is never the best choice.

### Usage

```
length_test_linter()
```

### Tags

[best\\_practices](#), [consistency](#), [robustness](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "length(x == 0)",
  linters = length_test_linter()
)

# okay
lint(
  text = "length(x) > 0",
  linters = length_test_linter()
)
```

---

library\_call\_linter    *Library call linter*

---

## Description

This linter covers several rules related to `library()` calls:

## Usage

```
library_call_linter(allow_preamble = TRUE)
```

## Arguments

`allow_preamble` Logical, default TRUE. If FALSE, no code is allowed to precede the first `library()` call, otherwise some setup code is allowed, but all `library()` calls must follow consecutively after the first one.

## Details

- Enforce such calls to all be at the top of the script.
- Block usage of argument character `.only`, in particular for loading packages in a loop.
- Block consecutive calls to `suppressMessages(library(.))` in favor of using `suppressMessages()` only once to suppress messages from all `library()` calls. Ditto `suppressPackageStartupMessages()`.

## Tags

[best\\_practices](#), [configurable](#), [readability](#), [style](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints

code <- "library(dplyr)\nprint('test')\nlibrary(tidyr)"
writeLines(code)
lint(
  text = code,
  linters = library_call_linter()
)

lint(
  text = "library('dplyr', character.only = TRUE)",
  linters = library_call_linter()
)
```

```

code <- paste(
  "pkg <- c('dplyr', 'tibble')",
  "sapply(pkg, library, character.only = TRUE)",
  sep = "\n"
)
writeLines(code)
lint(
  text = code,
  linters = library_call_linter()
)

code <- "suppressMessages(library(dplyr))\nsuppressMessages(library(tidyr))"
writeLines(code)
lint(
  text = code,
  linters = library_call_linter()
)

# okay
code <- "library(dplyr)\nprint('test')"
writeLines(code)
lint(
  text = code,
  linters = library_call_linter()
)

code <- "# comment\nlibrary(dplyr)"
lint(
  text = code,
  linters = library_call_linter()
)

code <- paste(
  "foo <- function(pkg) {",
  "  sapply(pkg, library, character.only = TRUE)",
  "}",
  sep = "\n"
)
writeLines(code)
lint(
  text = code,
  linters = library_call_linter()
)

code <- "suppressMessages({\n library(dplyr)\n library(tidyr)\n})"
writeLines(code)
lint(
  text = code,
  linters = library_call_linter()
)

```



---

line_length_linter	<i>Line length linter</i>
--------------------	---------------------------

---

## Description

Check that the line length of both comments and code is less than length.

## Usage

```
line_length_linter(length = 80L)
```

## Arguments

length            maximum line length allowed. Default is 80L (Hollerith limit).

## Tags

[configurable](#), [default](#), [readability](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#long-lines>

## Examples

```
# will produce lints
lint(
  text = strrep("x", 23L),
  linters = line_length_linter(length = 20L)
)

# okay
lint(
  text = strrep("x", 21L),
  linters = line_length_linter(length = 40L)
)
```

---

`lint`*Lint a file, directory, or package*

---

**Description**

- `lint()` lints a single file.
- `lint_dir()` lints all files in a directory.
- `lint_package()` lints all likely locations for R files in a package, i.e. `R/`, `tests/`, `inst/`, `vignettes/`, `data-raw/`, `demo/`, and `exec/`.

**Usage**

```
lint(  
  filename,  
  linters = NULL,  
  ...,  
  cache = FALSE,  
  parse_settings = TRUE,  
  text = NULL  
)  
  
lint_dir(  
  path = ".",  
  ...,  
  relative_path = TRUE,  
  exclusions = list("renv", "packrat"),  
  pattern = "(?i)[.](r|rmd|qmd|rnw|rhtml|rrst|rtex|rtxt)$",  
  parse_settings = TRUE,  
  show_progress = NULL  
)  
  
lint_package(  
  path = ".",  
  ...,  
  relative_path = TRUE,  
  exclusions = list("R/RcppExports.R"),  
  parse_settings = TRUE,  
  show_progress = NULL  
)
```

**Arguments**

<code>filename</code>	Either the filename for a file to lint, or a character string of inline R code for linting. The latter (inline data) applies whenever <code>filename</code> has a newline character ( <code>\n</code> ).
-----------------------	--

linters	A named list of linter functions to apply. See <a href="#">linters</a> for a full list of default and available linters.
...	Provide additional arguments to be passed to: <ul style="list-style-type: none"> <li>• <a href="#">exclude()</a> (in case of <a href="#">lint()</a>; e.g. <a href="#">lints</a> or <a href="#">exclusions</a>)</li> <li>• <a href="#">lint()</a> (in case of <a href="#">lint_dir()</a> and <a href="#">lint_package()</a>; e.g. <a href="#">linters</a> or <a href="#">cache</a>)</li> </ul>
cache	When logical, toggle caching of lint results. If passed a character string, store the cache in this directory.
parse_settings	Logical, default TRUE. Whether to try and parse the <a href="#">settings</a> . Otherwise, the <a href="#">default_settings()</a> are used.
text	Optional argument for supplying a string or lines directly, e.g. if the file is already in memory or linting is being done ad hoc.
path	For the base directory of the project (for <a href="#">lint_dir()</a> ) or package (for <a href="#">lint_package()</a> ).
relative_path	if TRUE, file paths are printed using their path relative to the base directory. If FALSE, use the full absolute path.
exclusions	exclusions for <a href="#">exclude()</a> , relative to the package path.
pattern	pattern for files, by default it will take files with any of the extensions <code>.R</code> , <code>.Rmd</code> , <code>.qmd</code> , <code>.Rnw</code> , <code>.Rhtml</code> , <code>.Rrst</code> , <code>.Rtex</code> , <code>.Rtxt</code> allowing for lowercase r ( <code>.r</code> , ...).
show_progress	Logical controlling whether to show linting progress with a simple text progress bar <i>via</i> <a href="#">utils::txtProgressBar()</a> . The default behavior is to show progress in <a href="#">interactive()</a> sessions not running a testthat suite.

## Details

Read `vignette("lintr")` to learn how to configure which linters are run by default. Note that if files contain unparseable encoding problems, only the encoding problem will be linted to avoid unintelligible error messages from other linters.

## Value

An object of class `c("lints", "list")`, each element of which is a "list" object.

## Examples

```
f <- tempfile()
writeLines("a=1", f)
lint(f)           # linting a file
lint("a = 123\n") # linting inline-code
lint(text = "a = 123") # linting inline-code
unlink(f)

if (FALSE) {
  lint_dir()

  lint_dir(
    linters = list(semicolon_linter()),
    exclusions = list(
```

```

    "inst/doc/creating_linters.R" = 1,
    "inst/example/bad.R",
    "renv"
  )
}
if (FALSE) {
  lint_package()

  lint_package(
    linters = linters_with_defaults(semicolons_linter = semicolons_linter()),
    exclusions = list("inst/doc/creating_linters.R" = 1, "inst/example/bad.R")
  )
}

```

---

lint-s3

*Create a lint object*


---

## Description

Create a lint object

## Usage

```

Lint(
  filename,
  line_number = 1L,
  column_number = 1L,
  type = c("style", "warning", "error"),
  message = "",
  line = "",
  ranges = NULL,
  linter = ""
)

```

## Arguments

filename	path to the source file that was linted.
line_number	line number where the lint occurred.
column_number	column number where the lint occurred.
type	type of lint.
message	message used to describe the lint error
line	code source where the lint occurred
ranges	a list of ranges on the line that should be emphasized.
linter	deprecated. No longer used.

**Value**

an object of class `c("lint", "list")`.

---

Linter	<i>Create a linter closure</i>
--------	--------------------------------

---

**Description**

Create a linter closure

**Usage**

```
Linter(
  fun,
  name = linter_auto_name(),
  linter_level = c(NA_character_, "file", "expression")
)
```

**Arguments**

<code>fun</code>	A function that takes a source file and returns lint objects.
<code>name</code>	Default name of the Linter. Lints produced by the linter will be labelled with name by default.
<code>linter_level</code>	Which level of expression is the linter working with? "expression" means an individual expression in <code>xml_parsed_content</code> , while "file" means all expressions in the current file are available in <code>full_xml_parsed_content</code> . NA means the linter will be run with both, expression-level and file-level source expressions.

**Value**

The same function with its class set to 'linter'.

---

linters	<i>Available linters</i>
---------	--------------------------

---

**Description**

A variety of linters are available in **lintr**. The most popular ones are readily accessible through [default\\_linters\(\)](#).

Within a `lint()` function call, the linters in use are initialized with the provided arguments and fed with the source file (provided by [get\\_source\\_expressions\(\)](#)).

A data frame of all available linters can be retrieved using [available\\_linters\(\)](#). Documentation for linters is structured into tags to allow for easier discovery; see also [available\\_tags\(\)](#).

## Tags

The following tags exist:

- [best\\_practices](#) (63 linters)
- [common\\_mistakes](#) (11 linters)
- [configurable](#) (44 linters)
- [consistency](#) (32 linters)
- [correctness](#) (7 linters)
- [default](#) (25 linters)
- [deprecated](#) (6 linters)
- [efficiency](#) (32 linters)
- [executing](#) (6 linters)
- [package\\_development](#) (14 linters)
- [pkg\\_testthat](#) (12 linters)
- [readability](#) (64 linters)
- [regex](#) (4 linters)
- [robustness](#) (17 linters)
- [style](#) (40 linters)
- [tidy\\_design](#) (1 linters)

## Linters

The following linters exist:

- [absolute\\_path\\_linter](#) (tags: best\_practices, configurable, robustness)
- [any\\_duplicated\\_linter](#) (tags: best\_practices, efficiency)
- [any\\_is\\_na\\_linter](#) (tags: best\_practices, efficiency)
- [assignment\\_linter](#) (tags: configurable, consistency, default, style)
- [backport\\_linter](#) (tags: configurable, package\_development, robustness)
- [boolean\\_arithmetic\\_linter](#) (tags: best\_practices, efficiency, readability)
- [brace\\_linter](#) (tags: configurable, default, readability, style)
- [class\\_equals\\_linter](#) (tags: best\_practices, consistency, robustness)
- [commas\\_linter](#) (tags: configurable, default, readability, style)
- [commented\\_code\\_linter](#) (tags: best\_practices, default, readability, style)
- [comparison\\_negation\\_linter](#) (tags: consistency, readability)
- [condition\\_call\\_linter](#) (tags: best\_practices, configurable, style, tidy\_design)
- [condition\\_message\\_linter](#) (tags: best\_practices, consistency)
- [conjunct\\_test\\_linter](#) (tags: best\_practices, configurable, package\_development, pkg\_testthat, readability)
- [consecutive\\_assertion\\_linter](#) (tags: consistency, readability, style)

- [consecutive\\_mutate\\_linter](#) (tags: configurable, consistency, efficiency, readability)
- [cyclocomp\\_linter](#) (tags: best\_practices, configurable, readability, style)
- [duplicate\\_argument\\_linter](#) (tags: common\_mistakes, configurable, correctness)
- [empty\\_assignment\\_linter](#) (tags: best\_practices, readability)
- [equals\\_na\\_linter](#) (tags: common\_mistakes, correctness, default, robustness)
- [expect\\_comparison\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat)
- [expect\\_identical\\_linter](#) (tags: package\_development, pkg\_testthat)
- [expect\\_length\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat, readability)
- [expect\\_named\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat, readability)
- [expect\\_not\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat, readability)
- [expect\\_null\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat)
- [expect\\_s3\\_class\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat)
- [expect\\_s4\\_class\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat)
- [expect\\_true\\_false\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat, readability)
- [expect\\_type\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat)
- [fixed\\_regex\\_linter](#) (tags: best\_practices, configurable, efficiency, readability, regex)
- [for\\_loop\\_index\\_linter](#) (tags: best\_practices, readability, robustness)
- [function\\_argument\\_linter](#) (tags: best\_practices, consistency, style)
- [function\\_left\\_parentheses\\_linter](#) (tags: default, readability, style)
- [function\\_return\\_linter](#) (tags: best\_practices, readability)
- [if\\_not\\_else\\_linter](#) (tags: configurable, consistency, readability)
- [if\\_switch\\_linter](#) (tags: best\_practices, configurable, consistency, efficiency, readability)
- [ifelse\\_censor\\_linter](#) (tags: best\_practices, efficiency)
- [implicit\\_assignment\\_linter](#) (tags: best\_practices, configurable, readability, style)
- [implicit\\_integer\\_linter](#) (tags: best\_practices, configurable, consistency, style)
- [indentation\\_linter](#) (tags: configurable, default, readability, style)
- [infix\\_spaces\\_linter](#) (tags: configurable, default, readability, style)
- [inner\\_combine\\_linter](#) (tags: consistency, efficiency, readability)
- [is\\_numeric\\_linter](#) (tags: best\_practices, consistency, readability)
- [keyword\\_quote\\_linter](#) (tags: consistency, readability, style)
- [length\\_levels\\_linter](#) (tags: best\_practices, consistency, readability)
- [length\\_test\\_linter](#) (tags: common\_mistakes, efficiency)
- [lengths\\_linter](#) (tags: best\_practices, efficiency, readability)
- [library\\_call\\_linter](#) (tags: best\_practices, configurable, readability, style)
- [line\\_length\\_linter](#) (tags: configurable, default, readability, style)

- [list\\_comparison\\_linter](#) (tags: best\_practices, common\_mistakes, efficiency)
- [literal\\_coercion\\_linter](#) (tags: best\_practices, consistency, efficiency)
- [matrix\\_apply\\_linter](#) (tags: efficiency, readability)
- [missing\\_argument\\_linter](#) (tags: common\_mistakes, configurable, correctness)
- [missing\\_package\\_linter](#) (tags: common\_mistakes, robustness)
- [namespace\\_linter](#) (tags: configurable, correctness, executing, robustness)
- [nested\\_ifelse\\_linter](#) (tags: efficiency, readability)
- [nested\\_pipe\\_linter](#) (tags: configurable, consistency, readability)
- [nonportable\\_path\\_linter](#) (tags: best\_practices, configurable, robustness)
- [nrow\\_subset\\_linter](#) (tags: best\_practices, consistency, efficiency)
- [numeric\\_leading\\_zero\\_linter](#) (tags: consistency, readability, style)
- [nzchar\\_linter](#) (tags: best\_practices, consistency, efficiency)
- [object\\_length\\_linter](#) (tags: configurable, default, executing, readability, style)
- [object\\_name\\_linter](#) (tags: configurable, consistency, default, executing, style)
- [object\\_overwrite\\_linter](#) (tags: best\_practices, configurable, executing, readability, robustness)
- [object\\_usage\\_linter](#) (tags: configurable, correctness, default, executing, readability, style)
- [one\\_call\\_pipe\\_linter](#) (tags: readability, style)
- [outer\\_negation\\_linter](#) (tags: best\_practices, efficiency, readability)
- [package\\_hooks\\_linter](#) (tags: correctness, package\_development, style)
- [paren\\_body\\_linter](#) (tags: default, readability, style)
- [paste\\_linter](#) (tags: best\_practices, configurable, consistency)
- [pipe\\_call\\_linter](#) (tags: readability, style)
- [pipe\\_consistency\\_linter](#) (tags: configurable, readability, style)
- [pipe\\_continuation\\_linter](#) (tags: default, readability, style)
- [pipe\\_return\\_linter](#) (tags: best\_practices, common\_mistakes)
- [print\\_linter](#) (tags: best\_practices, consistency)
- [quotes\\_linter](#) (tags: configurable, consistency, default, readability, style)
- [redundant\\_equals\\_linter](#) (tags: best\_practices, common\_mistakes, efficiency, readability)
- [redundant\\_ifelse\\_linter](#) (tags: best\_practices, configurable, consistency, efficiency)
- [regex\\_subset\\_linter](#) (tags: best\_practices, efficiency, regex)
- [rep\\_len\\_linter](#) (tags: best\_practices, consistency, readability)
- [repeat\\_linter](#) (tags: readability, style)
- [return\\_linter](#) (tags: configurable, default, style)
- [routine\\_registration\\_linter](#) (tags: best\_practices, efficiency, robustness)
- [sample\\_int\\_linter](#) (tags: efficiency, readability, robustness)
- [scalar\\_in\\_linter](#) (tags: best\_practices, configurable, consistency, efficiency, readability)



- [semicolon\\_linter](#) (tags: configurable, default, readability, style)
- [seq\\_linter](#) (tags: best\_practices, consistency, default, efficiency, robustness)
- [sort\\_linter](#) (tags: best\_practices, efficiency, readability)
- [spaces\\_inside\\_linter](#) (tags: default, readability, style)
- [spaces\\_left\\_parentheses\\_linter](#) (tags: default, readability, style)
- [sprintf\\_linter](#) (tags: common\_mistakes, correctness)
- [stopifnot\\_all\\_linter](#) (tags: best\_practices, readability)
- [string\\_boundary\\_linter](#) (tags: configurable, efficiency, readability, regex)
- [strings\\_as\\_factors\\_linter](#) (tags: robustness)
- [system\\_file\\_linter](#) (tags: best\_practices, consistency, readability)
- [T\\_and\\_F\\_symbol\\_linter](#) (tags: best\_practices, consistency, default, readability, robustness, style)
- [terminal\\_close\\_linter](#) (tags: best\_practices, robustness)
- [todo\\_comment\\_linter](#) (tags: configurable, style)
- [trailing\\_blank\\_lines\\_linter](#) (tags: default, style)
- [trailing\\_whitespace\\_linter](#) (tags: configurable, default, style)
- [undesirable\\_function\\_linter](#) (tags: best\_practices, configurable, efficiency, robustness, style)
- [undesirable\\_operator\\_linter](#) (tags: best\_practices, configurable, efficiency, robustness, style)
- [unnecessary\\_concatenation\\_linter](#) (tags: configurable, efficiency, readability, style)
- [unnecessary\\_lambda\\_linter](#) (tags: best\_practices, configurable, efficiency, readability)
- [unnecessary\\_nesting\\_linter](#) (tags: best\_practices, configurable, consistency, readability)
- [unnecessary\\_placeholder\\_linter](#) (tags: best\_practices, readability)
- [unreachable\\_code\\_linter](#) (tags: best\_practices, configurable, readability)
- [unused\\_import\\_linter](#) (tags: best\_practices, common\_mistakes, configurable, executing)
- [vector\\_logic\\_linter](#) (tags: best\_practices, common\_mistakes, default, efficiency)
- [which\\_grepl\\_linter](#) (tags: consistency, efficiency, readability, regex)
- [whitespace\\_linter](#) (tags: consistency, default, style)
- [yoda\\_test\\_linter](#) (tags: best\_practices, package\_development, pkg\_testthat, readability)

---

linters\_with\_defaults *Create a linter configuration based on defaults*

---

### Description

Make a new list based on **lintr**'s default linters. The result of this function is meant to be passed to the `linters` argument of `lint()`, or to be put in your configuration file.

### Usage

```
linters_with_defaults(..., defaults = default_linters)
```

### Arguments

<code>...</code>	Arguments of elements to change. If unnamed, the argument is automatically named. If the named argument already exists in the list of linters, it is replaced by the new element. If it does not exist, it is added. If the value is <code>NULL</code> , the linter is removed.
<code>defaults</code>	Default list of linters to modify. Must be named.

### See Also

- [linters\\_with\\_tags](#) for basing off tags attached to linters, possibly across multiple packages.
- [all\\_linters](#) for basing off all available linters in `lintr`.
- [available\\_linters](#) to get a data frame of available linters.
- [linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# When using interactively you will usually pass the result onto `lint` or `lint_package`
f <- tempfile()
writeLines("my_slightly_long_variable_name <- 2.3", f)
lint(f, linters = linters_with_defaults(line_length_linter = line_length_linter(120L)))
unlink(f)

# the default linter list with a different line length cutoff
my_linters <- linters_with_defaults(line_length_linter = line_length_linter(120L))

# omit the argument name if you are just using different arguments
my_linters <- linters_with_defaults(defaults = my_linters, object_name_linter("camelCase"))

# remove assignment checks (with NULL), add absolute path checks
my_linters <- linters_with_defaults(
  defaults = my_linters,
  assignment_linter = NULL,
  absolute_path_linter()
)
```

```
# checking the included linters
names(my_linters)
```

---

linters\_with\_tags      *Create a tag-based linter configuration*

---

## Description

Make a new list based on all linters provided by packages and tagged with tags. The result of this function is meant to be passed to the `linters` argument of `lint()`, or to be put in your configuration file.

## Usage

```
linters_with_tags(tags, ..., packages = "lintr", exclude_tags = "deprecated")
```

## Arguments

<code>tags</code>	Optional character vector of tags to search. Only linters with at least one matching tag will be returned. If <code>tags</code> is <code>NULL</code> , all linters will be returned. See <code>available_tags("lintr")</code> to find out what tags are already used by <code>lintr</code> .
<code>...</code>	Arguments of elements to change. If unnamed, the argument is automatically named. If the named argument already exists in the list of linters, it is replaced by the new element. If it does not exist, it is added. If the value is <code>NULL</code> , the linter is removed.
<code>packages</code>	A character vector of packages to search for linters.
<code>exclude_tags</code>	Tags to exclude from the results. Linters with at least one matching tag will not be returned. If <code>exclude_tags</code> is <code>NULL</code> , no linters will be excluded. Note that <code>tags</code> takes priority, meaning that any tag found in both <code>tags</code> and <code>exclude_tags</code> will be included, not excluded. Note that linters with tag <code>"defunct"</code> (which do not work and can no longer be run) cannot be queried directly. See <a href="#">lintr-deprecated</a> instead.

## Value

A modified list of linters.

## See Also

- [linters\\_with\\_defaults](#) for basing off `lintr`'s set of default linters.
- [all\\_linters](#) for basing off all available linters in `lintr`.
- [available\\_linters](#) to get a data frame of available linters.
- [linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# `linters_with_defaults()` and `linters_with_tags("default")` are the same:
all.equal(linters_with_defaults(), linters_with_tags("default"))

# Get all linters useful for package development
linters <- linters_with_tags(tags = c("package_development", "style"))
names(linters)

# Get all linters tagged as "default" from lintr and mypkg
if (FALSE) {
  linters_with_tags("default", packages = c("lintr", "mypkg"))
}
```

---

list\_comparison\_linter

*Block usage of comparison operators with known-list() functions like  
lapply*

---

## Description

Usage like `lapply(x, sum) > 10` is awkward because the list must first be coerced to a vector for comparison. A function like `vapply()` should be preferred.

## Usage

```
list_comparison_linter()
```

## Tags

[best\\_practices](#), [common\\_mistakes](#), [efficiency](#)

## See Also

[linters](#) for a complete list of linters available in lintr.

## Examples

```
# will produce lints
lint(
  text = "lapply(x, sum) > 10",
  linters = list_comparison_linter()
)

# okay
lint(
  text = "unlist(lapply(x, sum)) > 10",
  linters = list_comparison_linter()
)
```

---

`literal_coercion_linter`*Require usage of correctly-typed literals over literal coercions*

---

## Description

`as.integer(1)` (or `rlang::int(1)`) is the same as `1L` but the latter is more concise and gets typed correctly at compilation.

## Usage

```
literal_coercion_linter()
```

## Details

The same applies to missing sentinels like `NA` – typically, it is not necessary to specify the storage type of `NA`, but when it is, prefer using the typed version (e.g. `NA_real_`) instead of a coercion (like `as.numeric(NA)`).

## Tags

[best\\_practices](#), [consistency](#), [efficiency](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "int(1)",
  linters = literal_coercion_linter()
)

lint(
  text = "as.character(NA)",
  linters = literal_coercion_linter()
)

lint(
  text = "rlang::lgl(1L)",
  linters = literal_coercion_linter()
)

# okay
lint(
  text = "1L",
  linters = literal_coercion_linter()
)
```

```

)

lint(
  text = "NA_character_",
  linters = literal_coercion_linter()
)

lint(
  text = "TRUE",
  linters = literal_coercion_linter()
)

```

---

make\_linter\_from\_xpath

*Create a linter from an XPath*

---

## Description

Create a linter from an XPath

## Usage

```

make_linter_from_xpath(
  xpath,
  lint_message,
  type = c("warning", "style", "error"),
  level = c("expression", "file")
)

```

```

make_linter_from_function_xpath(
  function_names,
  xpath,
  lint_message,
  type = c("warning", "style", "error"),
  level = c("expression", "file")
)

```

## Arguments

xpath	Character string, an XPath identifying R code to lint. For <code>make_linter_from_function_xpath()</code> , the XPath is relative to the <code>SYMBOL_FUNCTION_CALL</code> nodes of the selected functions. See <code>xmlparsedata::xml_parse_data()</code> and <code>get_source_expressions()</code> .
lint_message	The message to be included as the message to the Lint object. If <code>lint_message</code> is a character vector the same length as <code>xml</code> , the <i>i</i> -th lint will be given the <i>i</i> -th message.
type	type of lint.

level Which level of expression is being tested? "expression" means an individual expression, while "file" means all expressions in the current file are available.

function\_names Character vector, names of functions whose calls to examine..

### Examples

```
number_linter <- make_linter_from_xpath("//NUM_CONST", "This is a number.")
lint(text = "1 + 2", linters = number_linter())
```

---

matrix\_apply\_linter *Require usage of colSums(x) or rowSums(x) over apply(x, ., sum)*

---

### Description

`colSums()` and `rowSums()` are clearer and more performant alternatives to `apply(x, 2, sum)` and `apply(x, 1, sum)` respectively in the case of 2D arrays, or matrices

### Usage

```
matrix_apply_linter()
```

### Tags

[efficiency](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "apply(x, 1, sum)",
  linters = matrix_apply_linter()
)

lint(
  text = "apply(x, 2, sum)",
  linters = matrix_apply_linter()
)

lint(
  text = "apply(x, 2, sum, na.rm = TRUE)",
  linters = matrix_apply_linter()
)

lint(
  text = "apply(x, 2:4, sum)",
```

```
linters = matrix_apply_linter()  
)
```

---

missing\_argument\_linter

*Missing argument linter*

---

## Description

Check for missing arguments in function calls (e.g. `stats::median(1:10, )`).

## Usage

```
missing_argument_linter(  
  except = c("alist", "quote", "switch"),  
  allow_trailing = FALSE  
)
```

## Arguments

`except` a character vector of function names as exceptions.  
`allow_trailing` always allow trailing empty arguments?

## Tags

[common\\_mistakes](#), [configurable](#), [correctness](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints  
lint(  
  text = 'tibble(x = "a", )',  
  linters = missing_argument_linter()  
)  
  
# okay  
lint(  
  text = 'tibble(x = "a")',  
  linters = missing_argument_linter()  
)  
  
lint(  
  text = 'tibble(x = "a", )',  
  linters = missing_argument_linter(except = "tibble")
```



```
)  
  
lint(  
  text = 'tibble(x = "a", )',  
  linters = missing_argument_linter(allow_trailing = TRUE)  
)
```

---

missing\_package\_linter

*Missing package linter*

---

### Description

Check for missing packages in `library()`, `require()`, `loadNamespace()`, and `requireNamespace()` calls.

### Usage

```
missing_package_linter()
```

### Tags

[common\\_mistakes](#), [robustness](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints  
lint(  
  text = "library(xyzxyz)",  
  linters = missing_package_linter()  
)  
  
# okay  
lint(  
  text = "library(stats)",  
  linters = missing_package_linter()  
)
```

---

modify_defaults	<i>Modify lintr defaults</i>
-----------------	------------------------------

---

### Description

Modify a list of defaults by name, allowing for replacement, deletion and addition of new elements.

### Usage

```
modify_defaults(defaults, ...)
```

### Arguments

defaults	named list of elements to modify.
...	arguments of elements to change. If unnamed, the argument is automatically named. If the named argument already exists in <code>defaults</code> , it is replaced by the new element. If it does not exist, it is added. If the value is <code>NULL</code> , the element is removed.

### Value

A modified list of elements, sorted by name. To achieve this sort in a platform-independent way, two transformations are applied to the names: (1) replace `_` with `0` and (2) convert `tolower()`.

### See Also

- [linters\\_with\\_defaults](#) for basing off lintr's set of default linters.
- [all\\_linters](#) for basing off all available linters in lintr.
- [linters\\_with\\_tags](#) for basing off tags attached to linters, possibly across multiple packages.
- [available\\_linters](#) to get a data frame of available linters.
- [linters](#) for a complete list of linters available in lintr.

### Examples

```
# custom list of undesirable functions:
#   remove `sapply` (using `NULL`)
#   add `cat` (with an accompanying message),
#   add `print` (unnamed, i.e. with no accompanying message)
#   add `source` (as taken from `all_undesirable_functions`)
my_undesirable_functions <- modify_defaults(
  defaults = default_undesirable_functions,
  sapply = NULL, "cat" = "No cat allowed", "print", all_undesirable_functions[["source"]]
)

# list names of functions specified as undesirable
names(my_undesirable_functions)
```

---

namespace_linter	<i>Namespace linter</i>
------------------	-------------------------

---

## Description

Check for missing packages and symbols in namespace calls. Note that using `check_exports=TRUE` or `check_nonexports=TRUE` will load packages used in user code so it could potentially change the global state.

## Usage

```
namespace_linter(check_exports = TRUE, check_nonexports = TRUE)
```

## Arguments

`check_exports` Check if symbol is exported from namespace in `namespace::symbol` calls.  
`check_nonexports` Check if symbol exists in namespace in `namespace::symbol` calls.

## Tags

[configurable](#), [correctness](#), [executing](#), [robustness](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "xyzxyz::sd(c(1, 2, 3))",
  linters = namespace_linter()
)

lint(
  text = "stats::ssd(c(1, 2, 3))",
  linters = namespace_linter()
)

# okay
lint(
  text = "stats::sd(c(1, 2, 3))",
  linters = namespace_linter()
)

lint(
  text = "stats::ssd(c(1, 2, 3))",
  linters = namespace_linter(check_exports = FALSE)
```

```

)

lint(
  text = "stats::ssd(c(1, 2, 3))",
  linters = namespace_linter(check_nonexports = FALSE)
)

```

---

nested\_ifelse\_linter *Block usage of nested ifelse() calls*

---

## Description

Calling `ifelse()` in nested calls is problematic for two main reasons:

1. It can be hard to read – mapping the code to the expected output for such code can be a messy task/require a lot of mental bandwidth, especially for code that nests more than once
2. It is inefficient – `ifelse()` can evaluate *all* of its arguments at both yes and no (see <https://stackoverflow.com/q/16275149>); this issue is exacerbated for nested calls

## Usage

```
nested_ifelse_linter()
```

## Details

Users can instead rely on a more readable alternative modeled after SQL CASE WHEN statements.

Let's say this is our original code:

```

ifelse(
  x == "a", 2L,
  ifelse(x == "b", 3L, 1L)
)

```

Here are a few ways to avoid nesting and make the code more readable:

- Use `data.table::fcase()`

```

data.table::fcase(
  x == "a", 2L,
  x == "b", 3L,
  default = 1L
)

```

- Use `dplyr::case_match()`

```
dplyr::case_match(
  x,
  "a" ~ 2L,
  "b" ~ 3L,
  .default = 1L
)
```

- Use a look-up-and-merge approach (build a mapping table between values and outputs and merge this to the input)

```
default <- 1L
values <- data.frame(
  a = 2L,
  b = 3L
)
found_value <- values[[x]]
ifelse(is.null(found_value), default, found_value)
```

## Tags

[efficiency](#), [readability](#)

## See Also

[linters](#) for a complete list of linters available in lintr.

## Examples

```
# will produce lints
lint(
  text = 'ifelse(x == "a", 1L, ifelse(x == "b", 2L, 3L))',
  linters = nested_ifelse_linter()
)

# okay
lint(
  text = 'dplyr::case_when(x == "a" ~ 1L, x == "b" ~ 2L, TRUE ~ 3L)',
  linters = nested_ifelse_linter()
)

lint(
  text = 'data.table::fcase(x == "a", 1L, x == "b", 2L, default = 3L)',
  linters = nested_ifelse_linter()
)
```

---

nested\_pipe\_linter      *Block usage of pipes nested inside other calls*

---

### Description

Nesting pipes harms readability; extract sub-steps to separate variables, append further pipeline steps, or otherwise refactor such usage away.

### Usage

```
nested_pipe_linter(
  allow_inline = TRUE,
  allow_outer_calls = c("try", "tryCatch", "withCallingHandlers")
)
```

### Arguments

`allow_inline`      Logical, default TRUE, in which case only "inner" pipelines which span more than one line are linted. If FALSE, even "inner" pipelines that fit in one line are linted.

`allow_outer_calls`      Character vector dictating which "outer" calls to exempt from the requirement to unnest (see examples). Defaults to `try()`, `tryCatch()`, and `withCallingHandlers()`.

### Tags

[configurable](#), [consistency](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
code <- "df1 %>%\n  inner_join(df2 %>%\n    select(a, b)\n  )"
writeLines(code)
lint(
  text = code,
  linters = nested_pipe_linter()
)

lint(
  text = "df1 %>% inner_join(df2 %>% select(a, b))",
  linters = nested_pipe_linter(allow_inline = FALSE)
)

lint(
  text = "tryCatch(x %>% filter(grp == 'a'), error = identity)",
```

```
linters = nested_pipe_linter(allow_outer_calls = character())
)

# okay
lint(
  text = "df1 %>% inner_join(df2 %>% select(a, b))",
  linters = nested_pipe_linter()
)

code <- "df1 %>%\n inner_join(df2 %>%\n select(a, b)\n )"
writeLines(code)
lint(
  text = code,
  linters = nested_pipe_linter(allow_outer_calls = "inner_join")
)

lint(
  text = "tryCatch(x %>% filter(grp == 'a'), error = identity)",
  linters = nested_pipe_linter()
)
```

---

nonportable\_path\_linter

*Non-portable path linter*

---

## Description

Check that `file.path()` is used to construct safe and portable paths.

## Usage

```
nonportable_path_linter(lax = TRUE)
```

## Arguments

lax	Less stringent linting, leading to fewer false positives. If TRUE, only lint path strings, which <ul style="list-style-type: none"><li>• contain at least two path elements, with one having at least two characters and</li><li>• contain only alphanumeric chars (including UTF-8), spaces, and win32-allowed punctuation</li></ul>
-----	---

## Tags

[best\\_practices](#), [configurable](#), [robustness](#)

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- [absolute\\_path\\_linter\(\)](#)

**Examples**

```
# will produce lints
lint(
  text = "'abcdefg/hijklmnopqrst/uv/wxyz'",
  linters = nonportable_path_linter()
)

# okay
lint(
  text = "file.path('abcdefg', 'hijklmnop', 'qrst', 'uv', 'wxyz')",
  linters = nonportable_path_linter()
)
```

---

nrow\_subset\_linter      *Block usage of nrow(subset(x, .))*

---

**Description**

Using `nrow(subset(x, condition))` to count the instances where `condition` applies inefficiently requires doing a full subset of `x` just to count the number of rows in the resulting subset. There are a number of equivalent expressions that don't require the full subset, e.g. `with(x, sum(condition))` (or, more generically, `with(x, sum(condition, na.rm = TRUE))`).

**Usage**

```
nrow_subset_linter()
```

**Tags**

[best\\_practices](#), [consistency](#), [efficiency](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "nrow(subset(x, is_treatment))",
  linters = nrow_subset_linter()
)
```



```
lint(  
  text = "nrow(filter(x, is_treatment))",  
  linters = nrow_subset_linter()  
)  
  
lint(  
  text = "x %>% filter(x, is_treatment) %>% nrow()",  
  linters = nrow_subset_linter()  
)  
  
# okay  
lint(  
  text = "with(x, sum(is_treatment, na.rm = TRUE))",  
  linters = nrow_subset_linter()  
)
```

---

numeric\_leading\_zero\_linter

*Require usage of a leading zero in all fractional numerics*

---

### Description

While .1 and 0.1 mean the same thing, the latter is easier to read due to the small size of the '.' glyph.

### Usage

```
numeric_leading_zero_linter()
```

### Tags

[consistency](#), [readability](#), [style](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints  
lint(  
  text = "x <- .1",  
  linters = numeric_leading_zero_linter()  
)  
  
lint(  
  text = "x <- -.1",  
  linters = numeric_leading_zero_linter())
```

```
)  
  
# okay  
lint(  
  text = "x <- 0.1",  
  linters = numeric_leading_zero_linter()  
)  
  
lint(  
  text = "x <- -0.1",  
  linters = numeric_leading_zero_linter()  
)
```

---

nzchar\_linter

*Require usage of nzchar where appropriate*

---

### Description

`nzchar()` efficiently determines which of a vector of strings are empty (i.e., are ""). It should in most cases be used instead of constructions like `string == ""` or `nchar(string) == 0`.

### Usage

```
nzchar_linter()
```

### Details

One crucial difference is in the default handling of `NA_character_`, i.e., missing strings. `nzchar(NA_character_)` is `TRUE`, while `NA_character_ == ""` and `nchar(NA_character_) == 0` are both `NA`. Therefore, for strict compatibility, use `nzchar(x, keepNA = TRUE)`. If the input is known to be complete (no missing entries), this argument can be dropped for conciseness.

### Tags

[best\\_practices](#), [consistency](#), [efficiency](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints  
lint(  
  text = "x[x == '']",  
  linters = nzchar_linter()  
)
```

```
lint(  
  text = "x[nchar(x) > 0]",  
  linters = nzchar_linter()  
)  
  
# okay  
lint(  
  text = "x[!nzchar(x, keepNA = TRUE)]",  
  linters = nzchar_linter()  
)  
  
lint(  
  text = "x[nzchar(x, keepNA = TRUE)]",  
  linters = nzchar_linter()  
)
```

---

object\_length\_linter *Object length linter*

---

## Description

Check that object names are not too long. The length of an object name is defined as the length in characters, after removing extraneous parts:

## Usage

```
object_length_linter(length = 30L)
```

## Arguments

length            maximum variable name length allowed.

## Details

- generic prefixes for implementations of S3 generics, e.g. `as.data.frame.my_class` has length 8.
- leading `.`, e.g. `.my_hidden_function` has length 18.
- `"%%"` for infix operators, e.g. `%my_op%` has length 5.
- trailing `<-` for assignment functions, e.g. `my_attr<-` has length 7.

Note that this behavior relies in part on having packages in your Imports available; see the detailed note in [object\\_name\\_linter\(\)](#) for more details.

## Tags

[configurable](#), [default](#), [executing](#), [readability](#), [style](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "very_very_long_variable_name <- 1L",
  linters = object_length_linter(length = 10L)
)

# okay
lint(
  text = "very_very_long_variable_name <- 1L",
  linters = object_length_linter(length = 30L)
)

lint(
  text = "var <- 1L",
  linters = object_length_linter(length = 10L)
)
```

---

object\_name\_linter      *Object name linter*

---

**Description**

Check that object names conform to a naming style. The default naming styles are "snake\_case" and "symbols".

**Usage**

```
object_name_linter(styles = c("snake_case", "symbols"), regexes = character())
```

**Arguments**

styles	A subset of 'symbols', 'CamelCase', 'camelCase', 'snake_case', 'SNAKE_CASE', 'dotted.case', 'lowercase', 'UPPERCASE'. A name should match at least one of these styles. The "symbols" style refers to names containing <i>only</i> non-alphanumeric characters; e.g., defining %+% from ggplot2 or %>% from magrittr would not generate lint markers, whereas %m+% from lubridate (containing both alphanumeric <i>and</i> non-alphanumeric characters) would.
regexes	A (possibly named) character vector specifying a custom naming convention. If named, the names will be used in the lint message. Otherwise, the regexes enclosed by / will be used in the lint message. Note that specifying regexes overrides the default styles. So if you want to combine regexes and styles, both need to be explicitly specified.

## Details

Quotes ( ` ` ) and specials ( % and trailing <- ) are not considered part of the object name.

Note when used in a package, in order to ignore objects imported from other namespaces, this linter will attempt `getNamespaceExports()` whenever an `import(PKG)` or `importFrom(PKG, ...)` statement is found in your `NAMESPACE` file. If `requireNamespace()` fails (e.g., the package is not yet installed), the linter won't be able to ignore some usages that would otherwise be allowed.

Suppose, for example, you have `import(upstream)` in your `NAMESPACE`, which makes available its exported S3 generic function `a_really_quite_long_function_name` that you then extend in your package by defining a corresponding method for your class `my_class`. Then, if `upstream` is not installed when this linter runs, a lint will be thrown on this object (even though you don't "own" its full name).

The best way to get `lintr` to work correctly is to install the package so that it's available in the session where this linter is running.

## Tags

[configurable](#), [consistency](#), [default](#), [executing](#), [style](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "my_var <- 1L",
  linters = object_name_linter(styles = "CamelCase")
)

lint(
  text = "xYz <- 1L",
  linters = object_name_linter(styles = c("UPPERCASE", "lowercase"))
)

lint(
  text = "MyVar <- 1L",
  linters = object_name_linter(styles = "dotted.case")
)

lint(
  text = "asd <- 1L",
  linters = object_name_linter(regexes = c(my_style = "F$", "f$"))
)

# okay
lint(
  text = "my_var <- 1L",
  linters = object_name_linter(styles = "snake_case")
)
```

```

lint(
  text = "xyz <- 1L",
  linters = object_name_linter(styles = "lowercase")
)

lint(
  text = "my.var <- 1L; myvar <- 2L",
  linters = object_name_linter(styles = c("dotted.case", "lowercase"))
)

lint(
  text = "asdf <- 1L; asdF <- 1L",
  linters = object_name_linter(regexes = c(my_style = "F$", "f$"))
)

```

---

object\_overwrite\_linter

*Block assigning any variables whose name clashes with a base R function*

---

### Description

Re-using existing names creates a risk of subtle error best avoided. Avoiding this practice also encourages using better, more descriptive names.

### Usage

```

object_overwrite_linter(
  packages = c("base", "stats", "utils", "tools", "methods", "graphics", "grDevices"),
  allow_names = character()
)

```

### Arguments

packages	Character vector of packages to search for names that should be avoided. Defaults to the most common default packages: base, stats, utils, tools, methods, graphics, and grDevices.
allow_names	Character vector of object names to ignore, i.e., which are allowed to collide with exports from packages.

### Tags

[best\\_practices](#), [configurable](#), [executing](#), [readability](#), [robustness](#)

### See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#object-names>

## Examples

```
# will produce lints
code <- "function(x) {\n  data <- x\n  data\n}"
writeLines(code)
lint(
  text = code,
  linters = object_overwrite_linter()
)

code <- "function(x) {\n  lint <- 'fun'\n  lint\n}"
writeLines(code)
lint(
  text = code,
  linters = object_overwrite_linter(packages = "lintr")
)

# okay
code <- "function(x) {\n  data('mtcars')\n}"
writeLines(code)
lint(
  text = code,
  linters = object_overwrite_linter()
)

code <- "function(x) {\n  data <- x\n  data\n}"
writeLines(code)
lint(
  text = code,
  linters = object_overwrite_linter(packages = "base")
)

# names in function signatures are ignored
lint(
  text = "function(data) data <- subset(data, x > 0)",
  linters = object_overwrite_linter()
)
```

---

object\_usage\_linter    *Object usage linter*

---

## Description

Check that closures have the proper usage using `codetools::checkUsage()`. Note that this runs `base::eval()` on the code, so **do not use with untrusted code**.

## Usage

```
object_usage_linter(interpret_glue = TRUE, skip_with = TRUE)
```

## Arguments

- `interpret_glue` If TRUE, interpret `glue::glue()` calls to avoid false positives caused by local variables which are only used in a glue expression.
- `skip_with` A logical. If TRUE (default), code in `with()` expressions will be skipped. This argument will be passed to `skipWith` argument of `codetools::checkUsage()`.

## Linters

The following linters are tagged with 'package\_development':

- [backport\\_linter](#)
- [conjunct\\_test\\_linter](#)
- [expect\\_comparison\\_linter](#)
- [expect\\_identical\\_linter](#)
- [expect\\_length\\_linter](#)
- [expect\\_named\\_linter](#)
- [expect\\_not\\_linter](#)
- [expect\\_null\\_linter](#)
- [expect\\_s3\\_class\\_linter](#)
- [expect\\_s4\\_class\\_linter](#)
- [expect\\_true\\_false\\_linter](#)
- [expect\\_type\\_linter](#)
- [package\\_hooks\\_linter](#)
- [yoda\\_test\\_linter](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "foo <- function() { x <- 1 }",
  linters = object_usage_linter()
)

# okay
lint(
  text = "foo <- function(x) { x <- 1 }",
  linters = object_usage_linter()
)

lint(
  text = "foo <- function() { x <- 1; return(x) }",
  linters = object_usage_linter()
)
```



---

one\_call\_pipe\_linter *Block single-call magrittr pipes*

---

### Description

Prefer using a plain call instead of a pipe with only one call, i.e. `1:10 %>% sum()` should instead be `sum(1:10)`. Note that calls in the first `%>%` argument count. `rowSums(x) %>% max()` is OK because there are two total calls (`rowSums()` and `max()`).

### Usage

```
one_call_pipe_linter()
```

### Details

Note also that un-"called" steps are *not* counted, since they should be calls (see [pipe\\_call\\_linter\(\)](#)).

### Tags

[readability](#), [style](#)

### See Also

- [linters](#) for a complete list of linters available in `lintr`.
- <https://style.tidyverse.org/pipes.html#short-pipes>

### Examples

```
# will produce lints
lint(
  text = "(1:10) %>% sum()",
  linters = one_call_pipe_linter()
)

lint(
  text = "DT %>% .[grp == 'a', sum(v)]",
  linters = one_call_pipe_linter()
)

# okay
lint(
  text = "rowSums(x) %>% mean()",
  linters = one_call_pipe_linter()
)

lint(
  text = "DT[src == 'a', .N, by = grp] %>% .[N > 10]",
  linters = one_call_pipe_linter()
)
```

```
# assignment pipe is exempted
lint(
  text = "DF %<>% mutate(a = 2)",
  linters = one_call_pipe_linter()
)
```

---

outer\_negation\_linter *Require usage of !any(x) over all(!x), !all(x) over any(!x)*

---

### Description

any(!x) is logically equivalent to !all(x); ditto for the equivalence of all(!x) and !any(x). Negating after aggregation only requires inverting one logical value, and is typically more readable.

### Usage

```
outer_negation_linter()
```

### Tags

[best\\_practices](#), [efficiency](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
lint(
  text = "all(!x)",
  linters = outer_negation_linter()
)

lint(
  text = "any(!x)",
  linters = outer_negation_linter()
)

# okay
lint(
  text = "!any(x)",
  linters = outer_negation_linter()
)

lint(
  text = "!all(x)",
  linters = outer_negation_linter()
)
```

)

---

package\_development\_linters  
*Package development linters*

---

### Description

Linters useful to package developers, for example for writing consistent tests.

### Linters

The following linters are tagged with 'package\_development':

- [backport\\_linter](#)
- [conjunct\\_test\\_linter](#)
- [expect\\_comparison\\_linter](#)
- [expect\\_identical\\_linter](#)
- [expect\\_length\\_linter](#)
- [expect\\_named\\_linter](#)
- [expect\\_not\\_linter](#)
- [expect\\_null\\_linter](#)
- [expect\\_s3\\_class\\_linter](#)
- [expect\\_s4\\_class\\_linter](#)
- [expect\\_true\\_false\\_linter](#)
- [expect\\_type\\_linter](#)
- [package\\_hooks\\_linter](#)
- [yoda\\_test\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

---

package\_hooks\_linter *Package hooks linter*

---

## Description

Check various common "gotchas" in `.onLoad()`, `.onAttach()`, `.Last.lib()`, and `.onDetach()` namespace hooks that will cause R CMD check issues. See Writing R Extensions for details.

## Usage

```
package_hooks_linter()
```

## Details

1. `.onLoad()` shouldn't call `cat()`, `message()`, `print()`, `writeLines()`, `packageStartupMessage()`, `require()`, `library()`, or `installed.packages()`.
2. `.onAttach()` shouldn't call `cat()`, `message()`, `print()`, `writeLines()`, `library.dynam()`, `require()`, `library()`, or `installed.packages()`.
3. `.Last.lib()` and `.onDetach()` shouldn't call `library.dynam.unload()`.
4. `.onLoad()` and `.onAttach()` should take two arguments, with names matching `^lib` and `^pkg`; `.Last.lib()` and `.onDetach()` should take one argument with name matching `^lib`.

## Tags

[correctness](#), [package\\_development](#), [style](#)

## See Also

[linters](#) for a complete list of linters available in lintr.

## Examples

```
# will produce lints
lint(
  text = ".onLoad <- function(lib, ...) { }",
  linters = package_hooks_linter()
)

lint(
  text = ".onAttach <- function(lib, pkg) { require(foo) }",
  linters = package_hooks_linter()
)

lint(
  text = ".onDetach <- function(pkg) { }",
  linters = package_hooks_linter()
)
```

```
# okay
lint(
  text = ".onLoad <- function(lib, pkg) { }",
  linters = package_hooks_linter()
)

lint(
  text = '.onAttach <- function(lib, pkg) { loadNamespace("foo") }',
  linters = package_hooks_linter()
)

lint(
  text = ".onDetach <- function(lib) { }",
  linters = package_hooks_linter()
)
```

---

paren\_body\_linter      *Parenthesis before body linter*

---

## Description

Check that there is a space between right parenthesis and a body expression.

## Usage

```
paren_body_linter()
```

## Tags

[default](#), [readability](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#parentheses>

## Examples

```
# will produce lints
lint(
  text = "function(x)x + 1",
  linters = paren_body_linter()
)

# okay
lint(
  text = "function(x) x + 1",
  linters = paren_body_linter()
)
```

paste\_linter

*Raise lints for several common poor usages of paste()***Description**

The following issues are linted by default by this linter (see arguments for which can be de-activated optionally):

1. Block usage of `paste()` with `sep = ""`. `paste0()` is a faster, more concise alternative.
2. Block usage of `paste()` or `paste0()` with `collapse = ", "`. `toString()` is a direct wrapper for this, and alternatives like `glue::glue_collapse()` might give better messages for humans.
3. Block usage of `paste0()` that supplies `sep=` – this is not a formal argument to `paste0`, and is likely to be a mistake.
4. Block usage of `paste()` / `paste0()` combined with `rep()` that could be replaced by `strrep()`. `strrep()` can handle the task of building a block of repeated strings (e.g. often used to build "horizontal lines" for messages). This is both more readable and skips the (likely small) overhead of putting two strings into the global string cache when only one is needed.

Only target scalar usages – `strrep` can handle more complicated cases (e.g. `strrep(letters, 26:1)`), but those aren't as easily translated from a `paste(collapse=)` call.

**Usage**

```
paste_linter(
  allow_empty_sep = FALSE,
  allow_to_string = FALSE,
  allow_file_path = c("double_slash", "always", "never")
)
```

**Arguments**

`allow_empty_sep` Logical, default FALSE. If TRUE, usage of `paste()` with `sep = ""` is not linted.

`allow_to_string` Logical, default FALSE. If TRUE, usage of `paste()` and `paste0()` with `collapse = ", "` is not linted.

`allow_file_path` String, one of "never", "double\_slash", or "always"; "double\_slash" by default. If "never", usage of `paste()` and `paste0()` to construct file paths is not linted. If "double\_slash", strings containing consecutive forward slashes will not lint. The main use case here is for URLs – "paths" like "https://" will not induce lints, since constructing them with `file.path()` might be deemed unnatural. Lastly, if "always", strings with consecutive forward slashes will also lint. Note that "/" is never linted when it comes at the beginning or end of the input, to avoid requiring empty inputs like `file.path("", ...)` or `file.path(..., "")`.

**Tags**

[best\\_practices](#), [configurable](#), [consistency](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = 'paste("a", "b", sep = "")',
  linters = paste_linter()
)

lint(
  text = 'paste(c("a", "b"), collapse = ", " )',
  linters = paste_linter()
)

lint(
  text = 'paste0(c("a", "b"), sep = " ")',
  linters = paste_linter()
)

lint(
  text = 'paste0(rep("*", 10L), collapse = "")',
  linters = paste_linter()
)

lint(
  text = 'paste0("http://site.com/", path)',
  linters = paste_linter(allow_file_path = "never")
)

lint(
  text = 'paste0(x, collapse = "")',
  linters = paste_linter()
)

# okay
lint(
  text = 'paste0("a", "b")',
  linters = paste_linter()
)

lint(
  text = 'paste("a", "b", sep = "")',
  linters = paste_linter(allow_empty_sep = TRUE)
)

lint(
```

```
text = 'toString(c("a", "b"))',
linters = paste_linter()
)

lint(
text = 'paste(c("a", "b"), collapse = ", " )',
linters = paste_linter(allow_to_string = TRUE)
)

lint(
text = 'paste(c("a", "b"))',
linters = paste_linter()
)

lint(
text = 'strrep("*", 10L)',
linters = paste_linter()
)

lint(
text = 'paste0(year, "/", month, "/", day)',
linters = paste_linter(allow_file_path = "always")
)

lint(
text = 'paste0("http://site.com/", path)',
linters = paste_linter()
)

lint(
text = 'paste(x, collapse = "")',
linters = paste_linter()
)
```

---

pipe\_call\_linter      *Pipe call linter*

---

### Description

Force explicit calls in magrittr pipes, e.g., `1:3 %>% sum()` instead of `1:3 %>% sum`. Note that native pipe always requires a function call, i.e. `1:3 |> sum` will produce an error.

### Usage

```
pipe_call_linter()
```

### Tags

[readability](#), [style](#)



**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "1:3 %>% mean %>% as.character",
  linters = pipe_call_linter()
)

# okay
lint(
  text = "1:3 %>% mean() %>% as.character()",
  linters = pipe_call_linter()
)
```

---

pipe\_consistency\_linter

*Pipe consistency linter*

---

**Description**

Check that pipe operators are used consistently by file, or optionally specify one valid pipe operator.

**Usage**

```
pipe_consistency_linter(pipe = c("auto", "%>%", "|>"))
```

**Arguments**

pipe	Which pipe operator is valid (either "%>%" or " >"). By default ("auto"), the linter has no preference but will check that each file uses only one type of pipe operator.
------	---

**Tags**

[configurable](#), [readability](#), [style](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

## Examples

```
# will produce lints
lint(
  text = "1:3 |> mean() %>% as.character()",
  linters = pipe_consistency_linter()
)

lint(
  text = "1:3 %>% mean() %>% as.character()",
  linters = pipe_consistency_linter("|>")
)

# okay
lint(
  text = "1:3 %>% mean() %>% as.character()",
  linters = pipe_consistency_linter()
)

lint(
  text = "1:3 |> mean() |> as.character()",
  linters = pipe_consistency_linter()
)
```

---

pipe\_continuation\_linter

*Pipe continuation linter*

---

## Description

Check that each step in a pipeline is on a new line, or the entire pipe fits on one line.

## Usage

```
pipe_continuation_linter()
```

## Tags

[default](#), [readability](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/pipes.html#long-lines-2>

**Examples**

```

# will produce lints
code_lines <- "1:3 %>%\n mean() %>% as.character()"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = pipe_continuation_linter()
)

code_lines <- "1:3 |> mean() |>\n as.character()"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = pipe_continuation_linter()
)

# okay
lint(
  text = "1:3 %>% mean() %>% as.character()",
  linters = pipe_continuation_linter()
)

code_lines <- "1:3 %>%\n mean() %>%\n as.character()"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = pipe_continuation_linter()
)

lint(
  text = "1:3 |> mean() |> as.character()",
  linters = pipe_continuation_linter()
)

code_lines <- "1:3 |>\n mean() |>\n as.character()"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = pipe_continuation_linter()
)

```

---

pipe\_return\_linter      *Block usage of return() in magrittr pipelines*

---

**Description**

`return()` inside a magrittr pipeline does not actually execute `return()` like you'd expect: `\(x) { x %>% return(); FALSE }` will return `FALSE`! It will technically work "as expected" if this is the final statement in the function body, but such usage is misleading. Instead, assign the pipe outcome to a variable and return that.

**Usage**

```
pipe_return_linter()
```

**Tags**

[best\\_practices](#), [common\\_mistakes](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "function(x) x %>% return()",
  linters = pipe_return_linter()
)

# okay
code <- "function(x) {\n y <- sum(x)\n return(y)\n}"
writeLines(code)
lint(
  text = code,
  linters = pipe_return_linter()
)
```

---

pkg\_testthat\_linters *Testthat linters*

---

**Description**

Linters encouraging best practices within testthat suites.

**Linters**

The following linters are tagged with 'pkg\_testthat':

- [conjunct\\_test\\_linter](#)
- [expect\\_comparison\\_linter](#)
- [expect\\_identical\\_linter](#)
- [expect\\_length\\_linter](#)
- [expect\\_named\\_linter](#)
- [expect\\_not\\_linter](#)
- [expect\\_null\\_linter](#)

- [expect\\_s3\\_class\\_linter](#)
- [expect\\_s4\\_class\\_linter](#)
- [expect\\_true\\_false\\_linter](#)
- [expect\\_type\\_linter](#)
- [yoda\\_test\\_linter](#)

### See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://testthat.r-lib.org>
- <https://r-pkgs.org/testing-basics.html>

---

print\_linter

*Block usage of print() for logging*

---

### Description

The default print method for character vectors is appropriate for interactively inspecting objects, not for logging messages. Thus checked-in usage like `print(paste('Data has', nrow(DF), 'rows.'))` is better served by using `cat()`, e.g. `cat(sprintf('Data has %d rows.\n', nrow(DF)))` (noting that using `cat()` entails supplying your own line returns, and that `glue::glue()` might be preferable to `sprintf()` for constructing templated strings). Lastly, note that `message()` differs slightly from `cat()` in that it prints to `stderr` by default, not `stdout`, but is still a good option to consider for logging purposes.

### Usage

```
print_linter()
```

### Tags

[best\\_practices](#), [consistency](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
lint(
  text = "print('a')",
  linters = print_linter()
)

lint(
  text = "print(paste(x, 'y'))",
```

```
linters = print_linter()
)

# okay
lint(
  text = "print(x)",
  linters = print_linter()
)
```

---

quotes\_linter

*Character string quote linter*

---

## Description

Check that the desired quote delimiter is used for string constants.

## Usage

```
quotes_linter(delimiter = c("\'", "'"))
```

## Arguments

**delimiter** Which quote delimiter to accept. Defaults to the tidyverse default of " (double-quoted strings).

## Tags

[configurable](#), [consistency](#), [default](#), [readability](#), [style](#)

## See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#character-vectors>

## Examples

```
# will produce lints
lint(
  text = "c('a', 'b')",
  linters = quotes_linter()
)

# okay
lint(
  text = 'c("a", "b")',
  linters = quotes_linter()
)
```

```
code_lines <- "paste0(x, '\"this is fine\"')"  
writeLines(code_lines)  
lint(  
  text = code_lines,  
  linters = quotes_linter()  
)  
  
# okay  
lint(  
  text = "c('a', 'b')",  
  linters = quotes_linter(delimiter = "'")  
)
```

---

readability\_linters    *Readability linters*

---

## Description

Linters highlighting readability issues, such as missing whitespace.

## Linters

The following linters are tagged with 'readability':

- [boolean\\_arithmetic\\_linter](#)
- [brace\\_linter](#)
- [commas\\_linter](#)
- [commented\\_code\\_linter](#)
- [comparison\\_negation\\_linter](#)
- [conjunct\\_test\\_linter](#)
- [consecutive\\_assertion\\_linter](#)
- [consecutive\\_mutate\\_linter](#)
- [cyclocomp\\_linter](#)
- [empty\\_assignment\\_linter](#)
- [expect\\_length\\_linter](#)
- [expect\\_named\\_linter](#)
- [expect\\_not\\_linter](#)
- [expect\\_true\\_false\\_linter](#)
- [fixed\\_regex\\_linter](#)
- [for\\_loop\\_index\\_linter](#)
- [function\\_left\\_parentheses\\_linter](#)
- [function\\_return\\_linter](#)

- `if_not_else_linter`
- `if_switch_linter`
- `implicit_assignment_linter`
- `indentation_linter`
- `infix_spaces_linter`
- `inner_combine_linter`
- `is_numeric_linter`
- `keyword_quote_linter`
- `length_levels_linter`
- `lengths_linter`
- `library_call_linter`
- `line_length_linter`
- `matrix_apply_linter`
- `nested_ifelse_linter`
- `nested_pipe_linter`
- `numeric_leading_zero_linter`
- `object_length_linter`
- `object_overwrite_linter`
- `object_usage_linter`
- `one_call_pipe_linter`
- `outer_negation_linter`
- `paren_body_linter`
- `pipe_call_linter`
- `pipe_consistency_linter`
- `pipe_continuation_linter`
- `quotes_linter`
- `redundant_equals_linter`
- `rep_len_linter`
- `repeat_linter`
- `sample_int_linter`
- `scalar_in_linter`
- `semicolon_linter`
- `sort_linter`
- `spaces_inside_linter`
- `spaces_left_parentheses_linter`
- `stopifnot_all_linter`
- `string_boundary_linter`



- [system\\_file\\_linter](#)
- [T\\_and\\_F\\_symbol\\_linter](#)
- [unnecessary\\_concatenation\\_linter](#)
- [unnecessary\\_lambda\\_linter](#)
- [unnecessary\\_nesting\\_linter](#)
- [unnecessary\\_placeholder\\_linter](#)
- [unreachable\\_code\\_linter](#)
- [which\\_grepl\\_linter](#)
- [yoda\\_test\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

---

read\_settings

*Read lintr settings*

---

### Description

Lintr searches for settings for a given source file in the following order:

1. options defined as `linter.setting`.
2. `linter_file` in the same directory
3. `linter_file` in the project directory
4. `linter_file` in the user home directory
5. [default\\_settings\(\)](#)

### Usage

```
read_settings(filename, call = parent.frame())
```

### Arguments

filename	Source file to be linted.
call	Passed to malformed to ensure linear trace.

## Details

The default `linter_file` name is `.lintr` but it can be changed with option `lintr.linter_file` or the environment variable `R_LINTR_LINTER_FILE`. This file is a DCF file, see [base::read.dcf\(\)](#) for details. Here is an example of a `.lintr` file:

```
linters: linters_with_defaults(
  any_duplicated_linter(),
  any_is_na_linter(),
  backport_linter("oldrel-4", except = c("R_user_dir", "str2lang")),
  line_length_linter(120L),
  missing_argument_linter(),
  unnecessary_concatenation_linter(allow_single_expression = FALSE),
  yoda_test_linter()
)
exclusions: list(
  "inst/doc/creating_linters.R" = 1,
  "inst/example/bad.R",
  "tests/testthat/default_linter_testcode.R",
  "tests/testthat/dummy_packages"
)
```

Experimentally, we also support keeping the config in a plain R file. By default we look for a file named `.lintr.R` (in the same directories where we search for `.lintr`). We are still deciding the future of config support in `lintr`, so user feedback is welcome. The advantage of R is that it maps more closely to how the configs are actually stored, whereas the DCF approach requires somewhat awkward formatting of parseable R code within valid DCF key-value pairs. The main disadvantage of the R file is it might be *too* flexible, with users tempted to write configs with side effects causing hard-to-detect bugs or like YAML could work, but require new dependencies and are harder to parse both programmatically and visually. Here is an example of a `.lintr.R` file:

```
linters <- linters_with_defaults(
  any_duplicated_linter(),
  any_is_na_linter(),
  backport_linter("oldrel-4", except = c("R_user_dir", "str2lang")),
  line_length_linter(120L),
  missing_argument_linter(),
  unnecessary_concatenation_linter(allow_single_expression = FALSE),
  yoda_test_linter()
)
exclusions <- list(
  "inst/doc/creating_linters.R" = 1,
  "inst/example/bad.R",
  "tests/testthat/default_linter_testcode.R",
  "tests/testthat/dummy_packages"
)
```

---

`redundant_equals_linter`*Block usage of ==, != on logical vectors*

---

### Description

Testing `x == TRUE` is redundant if `x` is a logical vector. Wherever this is used to improve readability, the solution should instead be to improve the naming of the object to better indicate that its contents are logical. This can be done using prefixes (is, has, can, etc.). For example, `is_child`, `has_parent_supervision`, `can_watch_horror_movie` clarify their logical nature, while `child`, `parent_supervision`, `watch_horror_movie` don't.

### Usage

`redundant_equals_linter()`

### Tags

[best\\_practices](#), [common\\_mistakes](#), [efficiency](#), [readability](#)

### See Also

- [linters](#) for a complete list of linters available in `lintr`.
- [outer\\_negation\\_linter\(\)](#)

### Examples

```
# will produce lints
lint(
  text = "if (any(x == TRUE)) 1",
  linters = redundant_equals_linter()
)

lint(
  text = "if (any(x != FALSE)) 0",
  linters = redundant_equals_linter()
)

# okay
lint(
  text = "if (any(x)) 1",
  linters = redundant_equals_linter()
)

lint(
  text = "if (!all(x)) 0",
  linters = redundant_equals_linter()
)
```

---

`redundant_ifelse_linter`*Prevent ifelse() from being used to produce TRUE/FALSE or 1/0*

---

### Description

Expressions like `ifelse(x, TRUE, FALSE)` and `ifelse(x, FALSE, TRUE)` are redundant; just `x` or `!x` suffice in R code where logical vectors are a core data structure. `ifelse(x, 1, 0)` is also `as.numeric(x)`, but even this should be needed only rarely.

### Usage

```
redundant_ifelse_linter(allow10 = FALSE)
```

### Arguments

`allow10` Logical, default FALSE. If TRUE, usage like `ifelse(x, 1, 0)` is allowed, i.e., only usage like `ifelse(x, TRUE, FALSE)` is linted.

### Tags

[best\\_practices](#), [configurable](#), [consistency](#), [efficiency](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "ifelse(x >= 2.5, TRUE, FALSE)",
  linters = redundant_ifelse_linter()
)

lint(
  text = "ifelse(x < 2.5, 1L, 0L)",
  linters = redundant_ifelse_linter()
)

# okay
lint(
  text = "x >= 2.5",
  linters = redundant_ifelse_linter()
)

# Note that this is just to show the strict equivalent of the example above;
# converting to integer is often unnecessary and the logical vector itself
# should suffice.
```

```
lint(  
  text = "as.integer(x < 2.5)",  
  linters = redundant_ifelse_linter()  
)  
  
lint(  
  text = "ifelse(x < 2.5, 1L, 0L)",  
  linters = redundant_ifelse_linter(allow10 = TRUE)  
)
```

---

regex_linters	<i>Regular expression linters</i>
---------------	-----------------------------------

---

### Description

Linters that examine the usage of regular expressions and functions executing them in user code.

### Linters

The following linters are tagged with 'regex':

- [fixed\\_regex\\_linter](#)
- [regex\\_subset\\_linter](#)
- [string\\_boundary\\_linter](#)
- [which\\_grepl\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

---

regex_subset_linter	<i>Require usage of direct methods for subsetting strings via regex</i>
---------------------	---

---

### Description

Using `value = TRUE` in [grep\(\)](#) returns the subset of the input that matches the pattern, e.g. `grep("[a-m]", letters, value = TRUE)` will return the first 13 elements (a through m).

### Usage

```
regex_subset_linter()
```

## Details

`letters[grep("[a-m]", letters)]` and `letters[grep1("[a-m]", letters)]` both return the same thing, but more circuitously and more verbosely.

The `stringr` package also provides an even more readable alternative, namely `str_subset()`, which should be preferred to versions using `str_detect()` and `str_which()`.

## Exceptions

Note that `x[grep(pattern, x)]` and `grep(pattern, x, value = TRUE)` are not *completely* interchangeable when `x` is not character (most commonly, when `x` is a factor), because the output of the latter will be a character vector while the former remains a factor. It still may be preferable to refactor such code, as it may be faster to match the pattern on `levels(x)` and use that to subset instead.

## Tags

[best\\_practices](#), [efficiency](#), [regex](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = "x[grep(pattern, x)]",
  linters = regex_subset_linter()
)

lint(
  text = "x[stringr::str_which(x, pattern)]",
  linters = regex_subset_linter()
)

# okay
lint(
  text = "grep(pattern, x, value = TRUE)",
  linters = regex_subset_linter()
)

lint(
  text = "stringr::str_subset(x, pattern)",
  linters = regex_subset_linter()
)
```

---

repeat_linter	<i>Repeat linter</i>
---------------	----------------------

---

**Description**

Check that while (TRUE) is not used for infinite loops.

**Usage**

```
repeat_linter()
```

**Tags**

[readability](#), [style](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "while (TRUE) { }",
  linters = repeat_linter()
)

# okay
lint(
  text = "repeat { }",
  linters = repeat_linter()
)
```

---

rep_len_linter	<i>Require usage of rep_len(x, n) over rep(x, length.out = n)</i>
----------------	---

---

**Description**

rep(x, length.out = n) calls rep\_len(x, n) "under the hood". The latter is thus more direct and equally readable.

**Usage**

```
rep_len_linter()
```

**Tags**

[best\\_practices](#), [consistency](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "rep(1:3, length.out = 10)",
  linters = rep_len_linter()
)

# okay
lint(
  text = "rep_len(1:3, 10)",
  linters = rep_len_linter()
)

lint(
  text = "rep(1:3, each = 2L, length.out = 10L)",
  linters = rep_len_linter()
)
```

---

return\_linter

*Return linter*

---

**Description**

This linter checks functions' `return()` expressions.

**Usage**

```
return_linter(
  return_style = c("implicit", "explicit"),
  allow_implicit_else = TRUE,
  return_functions = NULL,
  except = NULL,
  except_regex = NULL
)
```



**Arguments**

- `return_style` Character string naming the return style. "implicit", the default, enforces the Tidyverse guide recommendation to leave terminal returns implicit. "explicit" style requires that `return()` always be explicitly supplied.
- `allow_implicit_else` Logical, default TRUE. If FALSE, functions with a terminal `if` clause must always have an `else` clause, making the NULL alternative explicit if necessary. Similarly, functions with terminal `switch()` statements must have an explicit default case.
- `return_functions` Character vector of functions that are accepted as terminal calls when `return_style = "explicit"`. These are in addition to exit functions from base that are always allowed: `stop()`, `q()`, `quit()`, `invokeRestart()`, `tryInvokeRestart()`, `UseMethod()`, `NextMethod()`, `standardGeneric()`, `callNextMethod()`, `.C()`, `.Call()`, `.External()`, and `.Fortran()`.
- `except`, `except_regex` Character vector of functions that are not checked when `return_style = "explicit"`. These are in addition to namespace hook functions that are never checked: `.onLoad()`, `.onUnload()`, `.onAttach()`, `.onDetach()`, `.Last.lib()`, `.First()` and `.Last()`. `except` matches function names exactly, while `except_regex` does exclusion by pattern matching with `rex::re_matches()`.

**Tags**

[configurable](#), [default](#), [style](#)

**See Also**

- [linters](#) for a complete list of linters available in `lintr`.
- <https://style.tidyverse.org/functions.html?q=return#return>

**Examples**

```
# will produce lints
code <- "function(x) {\n  return(x + 1)\n}"
writeLines(code)
lint(
  text = code,
  linters = return_linter()
)

code <- "function(x) {\n  x + 1\n}"
writeLines(code)
lint(
  text = code,
  linters = return_linter(return_style = "explicit")
)

code <- "function(x) {\n  if (x > 0) 2\n}"
writeLines(code)
```

```
lint(  
  text = code,  
  linters = return_linter(allow_implicit_else = FALSE)  
)  
  
# okay  
code <- "function(x) {\n  x + 1\n}"  
writeLines(code)  
lint(  
  text = code,  
  linters = return_linter()  
)  
  
code <- "function(x) {\n  return(x + 1)\n}"  
writeLines(code)  
lint(  
  text = code,  
  linters = return_linter(return_style = "explicit")  
)  
  
code <- "function(x) {\n  if (x > 0) 2 else NULL\n}"  
writeLines(code)  
lint(  
  text = code,  
  linters = return_linter(allow_implicit_else = FALSE)  
)
```

---

robustness\_linters     *Robustness linters*

---

## Description

Linters highlighting code robustness issues, such as possibly wrong edge case behavior.

## Linters

The following linters are tagged with 'robustness':

- [absolute\\_path\\_linter](#)
- [backport\\_linter](#)
- [class\\_equals\\_linter](#)
- [equals\\_na\\_linter](#)
- [for\\_loop\\_index\\_linter](#)
- [missing\\_package\\_linter](#)
- [namespace\\_linter](#)
- [nonportable\\_path\\_linter](#)

- [object\\_overwrite\\_linter](#)
- [routine\\_registration\\_linter](#)
- [sample\\_int\\_linter](#)
- [seq\\_linter](#)
- [strings\\_as\\_factors\\_linter](#)
- [T\\_and\\_F\\_symbol\\_linter](#)
- [terminal\\_close\\_linter](#)
- [undesirable\\_function\\_linter](#)
- [undesirable\\_operator\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

---

routine\_registration\_linter

*Identify unregistered native routines*

---

### Description

It is preferable to register routines for efficiency and safety.

### Usage

```
routine_registration_linter()
```

### Tags

[best\\_practices](#), [efficiency](#), [robustness](#)

### See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://cran.r-project.org/doc/manuals/r-release/R-exts.html#Registering-native-routines>

### Examples

```
# will produce lints
lint(
  text = '.Call("cpp_routine", PACKAGE = "mypkg")',
  linters = routine_registration_linter()
)

lint(
  text = '.Fortran("f_routine", PACKAGE = "mypkg")',
  linters = routine_registration_linter()
)
```

```
)

# okay
lint(
  text = ".Call(cpp_routine)",
  linters = routine_registration_linter()
)

lint(
  text = ".Fortran(f_routine)",
  linters = routine_registration_linter()
)
```

---

sample\_int\_linter      *Require usage of sample.int(n, m, ...) over sample(1:n, m, ...)*

---

### Description

`sample.int()` is preferable to `sample()` for the case of sampling numbers between 1 and n. `sample` calls `sample.int()` "under the hood".

### Usage

```
sample_int_linter()
```

### Tags

[efficiency](#), [readability](#), [robustness](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "sample(1:10, 2)",
  linters = sample_int_linter()
)

lint(
  text = "sample(seq(4), 2)",
  linters = sample_int_linter()
)

lint(
  text = "sample(seq_len(8), 2)",
  linters = sample_int_linter()
)
```

```

)

# okay
lint(
  text = "sample(seq(1, 5, by = 2), 2)",
  linters = sample_int_linter()
)

lint(
  text = "sample(letters, 2)",
  linters = sample_int_linter()
)

```

---

sarif_output	<i>SARIF Report for lint results</i>
--------------	--------------------------------------

---

### Description

Generate a report of the linting results using the **SARIF** format.

### Usage

```
sarif_output(lints, filename = "lintr_results.sarif")
```

### Arguments

lints	the linting results.
filename	the name of the output report

---

scalar_in_linter	<i>Block usage like x %in% "a"</i>
------------------	------------------------------------

---

### Description

vector %in% set is appropriate for matching a vector to a set, but if that set has size 1, == is more appropriate.

### Usage

```
scalar_in_linter(in_operators = NULL)
```

### Arguments

in_operators	Character vector of additional infix operators that behave like the %in% operator, e.g. {data.table}'s %chin% operator.
--------------	---

**Details**

scalar %in% vector is OK, because the alternative (any(vector == scalar)) is more circuitous & potentially less clear.

**Tags**

[best\\_practices](#), [configurable](#), [consistency](#), [efficiency](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "x %in% 1L",
  linters = scalar_in_linter()
)

lint(
  text = "x %chin% 'a'",
  linters = scalar_in_linter(in_operators = "%chin%")
)

# okay
lint(
  text = "x %in% 1:10",
  linters = scalar_in_linter()
)
```

---

semicolon\_linter      *Semicolon linter*

---

**Description**

Check that no semicolons terminate expressions.

**Usage**

```
semicolon_linter(allow_compound = FALSE, allow_trailing = FALSE)
```

**Arguments**

**allow\_compound** Logical, default FALSE. If TRUE, "compound" semicolons (e.g. as in x; y, i.e., on the same line of code) are allowed.

**allow\_trailing** Logical, default FALSE. If TRUE, "trailing" semicolons (i.e., those that terminate lines of code) are allowed.

**Tags**

[configurable](#), [default](#), [readability](#), [style](#)

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#semicolons>

**Examples**

```
# will produce lints
lint(
  text = "a <- 1;",
  linters = semicolon_linter()
)

lint(
  text = "a <- 1; b <- 1",
  linters = semicolon_linter()
)

lint(
  text = "function() { a <- 1; b <- 1 }",
  linters = semicolon_linter()
)

# okay
lint(
  text = "a <- 1",
  linters = semicolon_linter()
)

lint(
  text = "a <- 1;",
  linters = semicolon_linter(allow_trailing = TRUE)
)

code_lines <- "a <- 1\nb <- 1"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = semicolon_linter()
)

lint(
  text = "a <- 1; b <- 1",
  linters = semicolon_linter(allow_compound = TRUE)
)

code_lines <- "function() { \n a <- 1\n b <- 1\n}"
writeLines(code_lines)
lint(
```

```

  text = code_lines,
  linters = semicolon_linter()
)

```

---

seq\_linter

*Sequence linter*


---

## Description

This linter checks for `1:length(...)`, `1:nrow(...)`, `1:ncol(...)`, `1:NROW(...)` and `1:NCOL(...)` expressions in base-R, or their usage in conjunction with `seq()` (e.g., `seq(length(...))`, `seq(nrow(...))`, etc.).

## Usage

```
seq_linter()
```

## Details

Additionally, it checks for `1:n()` (from {dplyr}) and `1:.N` (from {data.table}).

These often cause bugs when the right-hand side is zero. It is safer to use [base::seq\\_len\(\)](#) or [base::seq\\_along\(\)](#) instead.

## Tags

[best\\_practices](#), [consistency](#), [default](#), [efficiency](#), [robustness](#)

## See Also

[linters](#) for a complete list of linters available in lintr.

## Examples

```

# will produce lints
lint(
  text = "seq(length(x))",
  linters = seq_linter()
)

lint(
  text = "1:nrow(x)",
  linters = seq_linter()
)

lint(
  text = "dplyr::mutate(x, .id = 1:n())",
  linters = seq_linter()
)

```



```
# okay
lint(
  text = "seq_along(x)",
  linters = seq_linter()
)

lint(
  text = "seq_len(nrow(x))",
  linters = seq_linter()
)

lint(
  text = "dplyr::mutate(x, .id = seq_len(n()))",
  linters = seq_linter()
)
```

---

sort\_linter

*Check for common mistakes around sorting vectors*

---

## Description

This linter checks for some common mistakes when using `order()` or `sort()`.

## Usage

```
sort_linter()
```

## Details

First, it requires usage of `sort()` over `.[order(.)]`.

`sort()` is the dedicated option to sort a list or vector. It is more legible and around twice as fast as `.[order(.)]`, with the gap in performance growing with the vector size.

Second, it requires usage of `is.unsorted()` over equivalents using `sort()`.

The base function `is.unsorted()` exists to test the sortedness of a vector. Prefer it to inefficient and less-readable equivalents like `x != sort(x)`. The same goes for checking `x == sort(x)` – use `!is.unsorted(x)` instead.

Moreover, use of `x == sort(x)` can be risky because `sort()` drops missing elements by default, meaning `==` might end up trying to compare vectors of differing lengths.

## Tags

[best\\_practices](#), [efficiency](#), [readability](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

**Examples**

```
# will produce lints
lint(
  text = "x[order(x)]",
  linters = sort_linter()
)

lint(
  text = "x[order(x, decreasing = TRUE)]",
  linters = sort_linter()
)

lint(
  text = "sort(x) == x",
  linters = sort_linter()
)

# okay
lint(
  text = "x[sample(order(x))]",
  linters = sort_linter()
)

lint(
  text = "y[order(x)]",
  linters = sort_linter()
)

lint(
  text = "sort(x, decreasing = TRUE) == x",
  linters = sort_linter()
)

# If you are sorting several objects based on the order of one of them, such
# as:
x <- sample(1:26)
y <- letters
newx <- x[order(x)]
newy <- y[order(x)]
# This will be flagged by the linter. However, in this very specific case,
# it would be clearer and more efficient to run order() once and assign it
# to an object, rather than mix and match order() and sort()
index <- order(x)
newx <- x[index]
newy <- y[index]
```

**Description**

Check that parentheses and square brackets do not have spaces directly inside them, i.e., directly following an opening delimiter or directly preceding a closing delimiter.

**Usage**

```
spaces_inside_linter()
```

**Tags**

[default](#), [readability](#), [style](#)

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#parentheses>

**Examples**

```
# will produce lints
lint(
  text = "c( TRUE, FALSE )",
  linters = spaces_inside_linter()
)

lint(
  text = "x[ 1L ]",
  linters = spaces_inside_linter()
)

# okay
lint(
  text = "c(TRUE, FALSE)",
  linters = spaces_inside_linter()
)

lint(
  text = "x[1L]",
  linters = spaces_inside_linter()
)
```

---

spaces\_left\_parentheses\_linter

*Spaces before parentheses linter*

---

**Description**

Check that all left parentheses have a space before them unless they are in a function call.

**Usage**

```
spaces_left_parentheses_linter()
```

**Tags**

[default](#), [readability](#), [style](#)

**See Also**

- [linters](#) for a complete list of linters available in lintr.
- <https://style.tidyverse.org/syntax.html#parentheses>
- [function\\_left\\_parentheses\\_linter\(\)](#)

**Examples**

```
# will produce lints
lint(
  text = "if(TRUE) x else y",
  linters = spaces_left_parentheses_linter()
)

# okay
lint(
  text = "if (TRUE) x else y",
  linters = spaces_left_parentheses_linter()
)
```

---

sprintf_linter	<i>Require correct sprintf() calls</i>
----------------	--

---

**Description**

Check for an inconsistent number of arguments or arguments with incompatible types (for literal arguments) in [sprintf\(\)](#) calls.

**Usage**

```
sprintf_linter()
```

**Details**

[gettextf\(\)](#) calls are also included, since [gettextf\(\)](#) is a thin wrapper around [sprintf\(\)](#).

**Tags**

[common\\_mistakes](#), [correctness](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = 'sprintf("hello %s %s %d", x, y)',
  linters = sprintf_linter()
)

# okay
lint(
  text = 'sprintf("hello %s %s %d", x, y, z)',
  linters = sprintf_linter()
)

lint(
  text = 'sprintf("hello %s %s %d", x, y, ...)',
  linters = sprintf_linter()
)
```

---

stopifnot\_all\_linter *Block usage of all() within stopifnot()*

---

**Description**

stopifnot(A) actually checks all(A) "under the hood" if A is a vector, and produces a better error message than stopifnot(all(A)) does.

**Usage**

```
stopifnot_all_linter()
```

**Tags**

[best\\_practices](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

## Examples

```
# will produce lints
lint(
  text = "stopifnot(all(x > 0))",
  linters = stopifnot_all_linter()
)

lint(
  text = "stopifnot(y > 3, all(x < 0))",
  linters = stopifnot_all_linter()
)

# okay
lint(
  text = "stopifnot(is.null(x) || all(x > 0))",
  linters = stopifnot_all_linter()
)

lint(
  text = "assert_that(all(x > 0))",
  linters = stopifnot_all_linter()
)
```

---

strings\_as\_factors\_linter

*Identify cases where stringsAsFactors should be supplied explicitly*

---

## Description

Designed for code bases written for versions of R before 4.0 seeking to upgrade to R  $\geq$  4.0, where one of the biggest pain points will surely be the flipping of the default value of `stringsAsFactors` from `TRUE` to `FALSE`.

## Usage

```
strings_as_factors_linter()
```

## Details

It's not always possible to tell statically whether the change will break existing code because R is dynamically typed – e.g. in `data.frame(x)` if `x` is a string, this code will be affected, but if `x` is a number, this code will be unaffected. However, in `data.frame(x = "a")`, the output will unambiguously be affected. We can instead supply `stringsAsFactors = TRUE`, which will make this code backwards-compatible.

See <https://developer.r-project.org/Blog/public/2020/02/16/stringsasfactors/>.

**Tags**[robustness](#)**See Also**[linters](#) for a complete list of linters available in lintr.**Examples**

```
# will produce lints
lint(
  text = 'data.frame(x = "a")',
  linters = strings_as_factors_linter()
)

# okay
lint(
  text = 'data.frame(x = "a", stringsAsFactors = TRUE)',
  linters = strings_as_factors_linter()
)

lint(
  text = 'data.frame(x = "a", stringsAsFactors = FALSE)',
  linters = strings_as_factors_linter()
)

lint(
  text = "data.frame(x = 1.2)",
  linters = strings_as_factors_linter()
)
```

---

string\_boundary\_linter

*Require usage of `startsWith()` and `endsWith()` over `grepl()/substr()` versions*

---

**Description**

`startsWith()` is used to detect fixed initial substrings; it is more readable and more efficient than equivalents using `grepl()` or `substr()`. c.f. `startsWith(x, "abc")`, `grepl("^abc", x)`, `substr(x, 1L, 3L) == "abc"`.

**Usage**

```
string_boundary_linter(allow_grepl = FALSE)
```

## Arguments

`allow_grepl` Logical, default FALSE. If TRUE, usages with `grepl()` are ignored. Some authors may prefer the conciseness offered by `grepl()` whereby NA input maps to FALSE output, which doesn't have a direct equivalent with `startsWith()` or `endsWith()`.

## Details

Ditto for using `endsWith()` to detect fixed terminal substrings.

Note that there is a difference in behavior between how `grepl()` and `startsWith()` (and `endsWith()`) handle missing values. In particular, for `grepl()`, NA inputs are considered FALSE, while for `startsWith()`, NA inputs have NA outputs. That means the strict equivalent of `grepl("^abc", x)` is `!is.na(x) & startsWith(x, "abc")`.

We lint `grepl()` usages by default because the `!is.na()` version is more explicit with respect to NA handling – though documented, the way `grepl()` handles missing inputs may be surprising to some users.

## Tags

[configurable](#), [efficiency](#), [readability](#), [regex](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = 'grepl("^a", x)',
  linters = string_boundary_linter()
)

lint(
  text = 'grepl("z$", x)',
  linters = string_boundary_linter()
)

# okay
lint(
  text = 'startsWith(x, "a")',
  linters = string_boundary_linter()
)

lint(
  text = 'endsWith(x, "z")',
  linters = string_boundary_linter()
)
```

# If missing values are present, the suggested alternative wouldn't be strictly



```
# equivalent, so this linter can also be turned off in such cases.
lint(
  text = 'grepl("z$", x)',
  linters = string_boundary_linter(allow_grepl = TRUE)
)
```

---

style\_linters

*Style linters*

---

## Description

Linters highlighting code style issues.

## Linters

The following linters are tagged with 'style':

- [assignment\\_linter](#)
- [brace\\_linter](#)
- [commas\\_linter](#)
- [commented\\_code\\_linter](#)
- [condition\\_call\\_linter](#)
- [consecutive\\_assertion\\_linter](#)
- [cyclocomp\\_linter](#)
- [function\\_argument\\_linter](#)
- [function\\_left\\_parentheses\\_linter](#)
- [implicit\\_assignment\\_linter](#)
- [implicit\\_integer\\_linter](#)
- [indentation\\_linter](#)
- [infix\\_spaces\\_linter](#)
- [keyword\\_quote\\_linter](#)
- [library\\_call\\_linter](#)
- [line\\_length\\_linter](#)
- [numeric\\_leading\\_zero\\_linter](#)
- [object\\_length\\_linter](#)
- [object\\_name\\_linter](#)
- [object\\_usage\\_linter](#)
- [one\\_call\\_pipe\\_linter](#)
- [package\\_hooks\\_linter](#)
- [paren\\_body\\_linter](#)

- [pipe\\_call\\_linter](#)
- [pipe\\_consistency\\_linter](#)
- [pipe\\_continuation\\_linter](#)
- [quotes\\_linter](#)
- [repeat\\_linter](#)
- [return\\_linter](#)
- [semicolon\\_linter](#)
- [spaces\\_inside\\_linter](#)
- [spaces\\_left\\_parentheses\\_linter](#)
- [T\\_and\\_F\\_symbol\\_linter](#)
- [todo\\_comment\\_linter](#)
- [trailing\\_blank\\_lines\\_linter](#)
- [trailing\\_whitespace\\_linter](#)
- [undesirable\\_function\\_linter](#)
- [undesirable\\_operator\\_linter](#)
- [unnecessary\\_concatenation\\_linter](#)
- [whitespace\\_linter](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

---

<code>system_file_linter</code>	<i>Block usage of <code>file.path()</code> with <code>system.file()</code></i>
---------------------------------	--

---

### Description

`system.file()` has a `...` argument which, internally, is passed to `file.path()`, so including it in user code is repetitive.

### Usage

```
system_file_linter()
```

### Tags

[best\\_practices](#), [consistency](#), [readability](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
lint(
  text = 'system.file(file.path("path", "to", "data"), package = "foo")',
  linters = system_file_linter()
)

lint(
  text = 'file.path(system.file(package = "foo"), "path", "to", "data")',
  linters = system_file_linter()
)

# okay
lint(
  text = 'system.file("path", "to", "data", package = "foo")',
  linters = system_file_linter()
)
```

---

terminal\_close\_linter *Prohibit close() from terminating a function definition*

---

## Description

Functions that end in `close(x)` are almost always better written by using `on.exit(close(x))` close to where `x` is defined and/or opened.

## Usage

```
terminal_close_linter()
```

## Tags

[best\\_practices](#), [robustness](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
code <- paste(
  "f <- function(fl) {",
  "  conn <- file(fl, open = 'r')",
  "  readLines(conn)",
  "  close(conn)",
  "}",
  sep = "\n"
```

```
)
writeLines(code)
lint(
  text = code,
  linters = terminal_close_linter()
)

# okay
code <- paste(
  "f <- function(fl) {",
  "  conn <- file(fl, open = 'r')",
  "  on.exit(close(conn))",
  "  readLines(conn)",
  "}",
  sep = "\n"
)
writeLines(code)
lint(
  text = code,
  linters = terminal_close_linter()
)
```

---

tidy\_design\_linters    *Tidyverse design linters*

---

## Description

Linters based on guidelines described in the 'Tidy design principles' book.

## Linters

The following linters are tagged with 'tidy\_design':

- [condition\\_call\\_linter](#)

## See Also

- [linters](#) for a complete list of linters available in lintr.
- <https://design.tidyverse.org/>

---

todo\_comment\_linter    *TODO comment linter*

---

### Description

Check that the source contains no TODO comments (case-insensitive).

### Usage

```
todo_comment_linter(todo = c("todo", "fixme"), except_regex = NULL)
```

### Arguments

`todo`                Vector of case-insensitive strings that identify TODO comments.

`except_regex`       Vector of case-sensitive regular expressions that identify *valid* TODO comments.

### Tags

[configurable](#), [style](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
lint(
  text = "x + y # TOODOO",
  linters = todo_comment_linter(todo = "toodoo")
)

lint(
  text = "pi <- 1.0 # FIIXMEE",
  linters = todo_comment_linter(todo = "fiixmee")
)

lint(
  text = "x <- TRUE # TOODOO(#1234): Fix this hack.",
  linters = todo_comment_linter()
)

# okay
lint(
  text = "x + y # my informative comment",
  linters = todo_comment_linter()
)
```

```
lint(  
  text = "pi <- 3.14",  
  linters = todo_comment_linter()  
)  
  
lint(  
  text = "x <- TRUE",  
  linters = todo_comment_linter()  
)  
  
lint(  
  text = "x <- TRUE # TODO(#1234): Fix this hack.",  
  linters = todo_comment_linter(except_regex = "TODO\\(#[0-9]+\\):")  
)
```

---

trailing\_blank\_lines\_linter

*Trailing blank lines linter*

---

## Description

Check that there are no trailing blank lines in source code.

## Usage

```
trailing_blank_lines_linter()
```

## Tags

[default](#), [style](#)

## See Also

[linters](#) for a complete list of linters available in lintr.

## Examples

```
# will produce lints  
f <- tempfile()  
cat("x <- 1\n\n", file = f)  
writeLines(readChar(f, file.size(f)))  
lint(  
  filename = f,  
  linters = trailing_blank_lines_linter()  
)  
unlink(f)  
  
# okay  
cat("x <- 1\n", file = f)
```

```
writeLines(readChar(f, file.size(f)))
lint(
  filename = f,
  linters = trailing_blank_lines_linter()
)
unlink(f)
```

---

trailing\_whitespace\_linter

*Trailing whitespace linter*

---

### Description

Check that there are no space characters at the end of source lines.

### Usage

```
trailing_whitespace_linter(allow_empty_lines = FALSE, allow_in_strings = TRUE)
```

### Arguments

`allow_empty_lines`  
Suppress lints for lines that contain only whitespace.

`allow_in_strings`  
Suppress lints for trailing whitespace in string constants.

### Tags

[configurable](#), [default](#), [style](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "x <- 1.2  ",
  linters = trailing_whitespace_linter()
)

code_lines <- "a <- TRUE\n \nb <- FALSE"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = trailing_whitespace_linter()
)
```

```
# okay
lint(
  text = "x <- 1.2",
  linters = trailing_whitespace_linter()
)

lint(
  text = "x <- 1.2 # comment about this assignment",
  linters = trailing_whitespace_linter()
)

code_lines <- "a <- TRUE\n \nb <- FALSE"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = trailing_whitespace_linter(allow_empty_lines = TRUE)
)
```

---

T\_and\_F\_symbol\_linter *T and F symbol linter*

---

### Description

Although they can be synonyms, avoid the symbols T and F, and use TRUE and FALSE, respectively, instead. T and F are not reserved keywords and can be assigned to any other values.

### Usage

```
T_and_F_symbol_linter()
```

### Tags

[best\\_practices](#), [consistency](#), [default](#), [readability](#), [robustness](#), [style](#)

### See Also

- [linters](#) for a complete list of linters available in `lintr`.
- <https://style.tidyverse.org/syntax.html#logical-vectors>

### Examples

```
# will produce lints
lint(
  text = "x <- T; y <- F",
  linters = T_and_F_symbol_linter()
)
```



```
lint(  
  text = "T = 1.2; F = 2.4",  
  linters = T_and_F_symbol_linter()  
)  
  
# okay  
lint(  
  text = "x <- c(TRUE, FALSE)",  
  linters = T_and_F_symbol_linter()  
)  
  
lint(  
  text = "t = 1.2; f = 2.4",  
  linters = T_and_F_symbol_linter()  
)
```

---

undesirable\_function\_linter

*Undesirable function linter*

---

### Description

Report the use of undesirable functions and suggest an alternative.

### Usage

```
undesirable_function_linter(  
  fun = default_undesirable_functions,  
  symbol_is_undesirable = TRUE  
)
```

### Arguments

fun	Named character vector. <code>names(fun)</code> correspond to undesirable functions, while the values give a description of why the function is undesirable. If NA, no additional information is given in the lint message. Defaults to <code>default_undesirable_functions</code> . To make small customizations to this list, use <code>modify_defaults()</code> .
symbol_is_undesirable	Whether to consider the use of an undesirable function name as a symbol undesirable or not.

### Tags

[best\\_practices](#), [configurable](#), [efficiency](#), [robustness](#), [style](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

**Examples**

```
# defaults for which functions are considered undesirable
names(default_undesirable_functions)

# will produce lints
lint(
  text = "sapply(x, mean)",
  linters = undesirable_function_linter()
)

lint(
  text = "log10(x)",
  linters = undesirable_function_linter(fun = c("log10" = NA))
)

lint(
  text = "log10(x)",
  linters = undesirable_function_linter(fun = c("log10" = "use log()"))
)

lint(
  text = 'dir <- "path/to/a/directory"',
  linters = undesirable_function_linter(fun = c("dir" = NA))
)

# okay
lint(
  text = "vapply(x, mean, FUN.VALUE = numeric(1))",
  linters = undesirable_function_linter()
)

lint(
  text = "log(x, base = 10)",
  linters = undesirable_function_linter(fun = c("log10" = "use log()"))
)

lint(
  text = 'dir <- "path/to/a/directory"',
  linters = undesirable_function_linter(fun = c("dir" = NA), symbol_is_undesirable = FALSE)
)
```

---

undesirable\_operator\_linter

*Undesirable operator linter*

---

**Description**

Report the use of undesirable operators, e.g. `:::` or `<<-` and suggest an alternative.

**Usage**

```
undesirable_operator_linter(op = default_undesirable_operators)
```

**Arguments**

**op** Named character vector. `names(op)` correspond to undesirable operators, while the values give a description of why the operator is undesirable. If NA, no additional information is given in the lint message. Defaults to `default_undesirable_operators`. To make small customizations to this list, use `modify_defaults()`.

**Tags**

[best\\_practices](#), [configurable](#), [efficiency](#), [robustness](#), [style](#)

**See Also**

[linters](#) for a complete list of linters available in `lintr`.

**Examples**

```
# defaults for which functions are considered undesirable
names(default_undesirable_operators)

# will produce lints
lint(
  text = "a <<- log(10)",
  linters = undesirable_operator_linter()
)

lint(
  text = "mtcars$wt",
  linters = undesirable_operator_linter(op = c("$" = "As an alternative, use the `[[]` accessor."))
)

# okay
lint(
  text = "a <- log(10)",
  linters = undesirable_operator_linter()
)
lint(
  text = 'mtcars[["wt"]]',
  linters = undesirable_operator_linter(op = c("$" = NA))
)

lint(
  text = 'mtcars[["wt"]]',
  linters = undesirable_operator_linter(op = c("$" = "As an alternative, use the `[[]` accessor."))
)
```

---

`unnecessary_concatenation_linter`*Unneeded concatenation linter*

---

### Description

Check that the `c()` function is not used without arguments nor with a single constant.

### Usage

```
unnecessary_concatenation_linter(allow_single_expression = TRUE)
```

### Arguments

`allow_single_expression`

Logical, default TRUE. If FALSE, one-expression usages of `c()` are always linted, e.g. `c(x)` and `c(matrix(...))`. In some such cases, `c()` is being used for its side-effect of stripping non-name attributes; it is usually preferable to use the more readable `as.vector()` instead. `as.vector()` is not always preferable, for example with environments (especially, R6 objects), in which case `list()` is the better alternative.

### Tags

[configurable](#), [efficiency](#), [readability](#), [style](#)

### See Also

[linters](#) for a complete list of linters available in `lintr`.

### Examples

```
# will produce lints
lint(
  text = "x <- c()",
  linters = unnecessary_concatenation_linter()
)

lint(
  text = "x <- c(TRUE)",
  linters = unnecessary_concatenation_linter()
)

lint(
  text = "x <- c(1.5 + 2.5)",
  linters = unnecessary_concatenation_linter(allow_single_expression = FALSE)
)

# okay
```

```
lint(  
  text = "x <- NULL",  
  linters = unnecessary_concatenation_linter()  
)  
  
# In case the intent here was to seed a vector of known size  
lint(  
  text = "x <- integer(4L)",  
  linters = unnecessary_concatenation_linter()  
)  
  
lint(  
  text = "x <- TRUE",  
  linters = unnecessary_concatenation_linter()  
)  
  
lint(  
  text = "x <- c(1.5 + 2.5)",  
  linters = unnecessary_concatenation_linter(allow_single_expression = TRUE)  
)
```

---

unnecessary\_lambda\_linter

*Block usage of anonymous functions in iteration functions when unnecessary*

---

## Description

Using an anonymous function in, e.g., `lapply()` is not always necessary, e.g. `lapply(DF, sum)` is the same as `lapply(DF, function(x) sum(x))` and the former is more readable.

## Usage

```
unnecessary_lambda_linter(allow_comparison = FALSE)
```

## Arguments

`allow_comparison`

Logical, default FALSE. If TRUE, lambdas like `function(x) foo(x) == 2`, where `foo` can be extracted to the "mapping" function and `==` vectorized instead of called repeatedly, are linted.

## Details

Cases like `lapply(x, \(\xi) grep("ptn", xi))` are excluded because, though the anonymous function *can* be avoided, doing so is not always more readable.

**Tags**

[best\\_practices](#), [configurable](#), [efficiency](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "lapply(list(1:3, 2:4), function(xi) sum(xi))",
  linters = unnecessary_lambda_linter()
)

lint(
  text = "sapply(x, function(xi) xi == 2)",
  linters = unnecessary_lambda_linter()
)

lint(
  text = "sapply(x, function(xi) sum(xi) > 0)",
  linters = unnecessary_lambda_linter()
)

# okay
lint(
  text = "lapply(list(1:3, 2:4), sum)",
  linters = unnecessary_lambda_linter()
)

lint(
  text = 'lapply(x, function(xi) grep("ptn", xi))',
  linters = unnecessary_lambda_linter()
)

lint(
  text = "lapply(x, function(xi) data.frame(col = xi))",
  linters = unnecessary_lambda_linter()
)

lint(
  text = "sapply(x, function(xi) xi == 2)",
  linters = unnecessary_lambda_linter(allow_comparison = TRUE)
)

lint(
  text = "sapply(x, function(xi) sum(xi) > 0)",
  linters = unnecessary_lambda_linter(allow_comparison = TRUE)
)

lint(
```

```
text = "sapply(x, function(xi) sum(abs(xi)) > 10)",
linters = unnecessary_lambda_linter()
)

lint(
text = "sapply(x, sum) > 0",
linters = unnecessary_lambda_linter()
)
```

---

unnecessary\_nesting\_linter

*Block instances of unnecessary nesting*

---

## Description

Excessive nesting harms readability. Use helper functions or early returns to reduce nesting wherever possible.

## Usage

```
unnecessary_nesting_linter(
  allow_assignment = TRUE,
  allow_functions = c("switch", "try", "tryCatch", "withCallingHandlers", "quote",
    "expression", "bquote", "substitute", "with_parameters_test_that", "reactive",
    "observe", "observeEvent", "renderCachedPlot", "renderDataTable", "renderImage",
    "renderPlot", "renderPrint", "renderTable", "renderText", "renderUI")
)
```

## Arguments

`allow_assignment`

Logical, default TRUE, in which case braced expressions consisting only of a single assignment are skipped. If FALSE, all braced expressions with only one child expression are linted. The TRUE case facilitates interaction with [implicit\\_assignment\\_linter\(\)](#) for certain cases where an implicit assignment is necessary, so a braced assignment is used to further distinguish the assignment. See examples.

`allow_functions`

Character vector of functions which always allow one-child braced expressions. `testthat::test_that()` is always allowed because `testthat` requires a braced expression in its code argument. The other defaults similarly compute on expressions in a way which is worth highlighting by em-bracing them, even if there is only one expression, while `switch()` is allowed for its use as a control flow analogous to if/else.

## Tags

[best\\_practices](#), [configurable](#), [consistency](#), [readability](#)

**See Also**

- [cyclocomp\\_linter\(\)](#) for another linter that penalizes overly complex code.
- [linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
code <- "if (A) {\n  stop('A is bad!')\n} else {\n  do_good()\n}"
writeLines(code)
lint(
  text = code,
  linters = unnecessary_nesting_linter()
)

code <- "tryCatch(\n {\n  foo()\n },\n error = identity\n)"
writeLines(code)
lint(
  text = code,
  linters = unnecessary_nesting_linter()
)

code <- "expect_warning(\n {\n  x <- foo()\n },\n 'warned'\n)"
writeLines(code)
lint(
  text = code,
  linters = unnecessary_nesting_linter(allow_assignment = FALSE)
)

writeLines("if (x) { \n  if (y) { \n    return(1L) \n  } \n}")
lint(
  text = "if (x) { \n  if (y) { \n    return(1L) \n  } \n}",
  linters = unnecessary_nesting_linter()
)

lint(
  text = "my_quote({x})",
  linters = unnecessary_nesting_linter()
)

# okay
code <- "if (A) {\n  stop('A is bad because a.')\n} else {\n  stop('!A is bad too.')\n}"
writeLines(code)
lint(
  text = code,
  linters = unnecessary_nesting_linter()
)

code <- "capture.output({\n  foo()\n})"
writeLines(code)
lint(
  text = code,
  linters = unnecessary_nesting_linter()
)
```



```

)

code <- "expect_warning(\n { \n   x <- foo()\n }, \n 'warned'\n)"
writeLines(code)
lint(
  text = code,
  linters = unnecessary_nesting_linter()
)

writeLines("if (x && y) { \n   return(1L) \n}")
lint(
  text = "if (x && y) { \n   return(1L) \n}",
  linters = unnecessary_nesting_linter()
)

writeLines("if (x) { \n   y <- x + 1L\n   if (y) { \n     return(1L) \n   } \n}")
lint(
  text = "if (x) { \n   y <- x + 1L\n   if (y) { \n     return(1L) \n   } \n}",
  linters = unnecessary_nesting_linter()
)

lint(
  text = "my_quote({x})",
  linters = unnecessary_nesting_linter(allow_functions = "my_quote")
)

```

---

unnecessary\_placeholder\_linter

*Block usage of pipeline placeholders if unnecessary*

---

## Description

The argument placeholder `.` in magrittr pipelines is unnecessary if passed as the first positional argument; using it can cause confusion and impacts readability.

## Usage

```
unnecessary_placeholder_linter()
```

## Details

This is true for forward (`%>%`), assignment (`%<>%`), and tee (`%T>%`) operators.

## Tags

[best\\_practices](#), [readability](#)

**See Also**

[linters](#) for a complete list of linters available in lintr.

**Examples**

```
# will produce lints
lint(
  text = "x %>% sum(., na.rm = TRUE)",
  linters = unnecessary_placeholder_linter()
)

# okay
lint(
  text = "x %>% sum(na.rm = TRUE)",
  linters = unnecessary_placeholder_linter()
)

lint(
  text = "x %>% lm(data = ., y ~ z)",
  linters = unnecessary_placeholder_linter()
)

lint(
  text = "x %>% outer(., .)",
  linters = unnecessary_placeholder_linter()
)
```

---

unreachable\_code\_linter

*Block unreachable code and comments following return statements*

---

**Description**

Code after e.g. a `return()` or `stop()` or in deterministically false conditional loops like `if (FALSE)` can't be reached; typically this is vestigial code left after refactoring or sandboxing code, which is fine for exploration, but shouldn't ultimately be checked in. Comments meant for posterity should be placed *before* the final `return()`.

**Usage**

```
unreachable_code_linter(
  allow_comment_regex = getOption("covr.exclude_end", "# nocov end")
)
```

## Arguments

`allow_comment_regex`

Character vector of regular expressions which identify comments to exclude when finding unreachable terminal comments. By default, this includes the default "skip region" end marker for `{covr}` (option "covr.exclude\_end", or "# nocov end" if unset). The end marker for `{lintr}` (`settings$exclude_end`) is always included. Note that the regexes should include the initial comment character #.

## Tags

[best\\_practices](#), [configurable](#), [readability](#)

## See Also

[linters](#) for a complete list of linters available in `lintr`.

## Examples

```
# will produce lints
code_lines <- "f <- function() {\n  return(1 + 1)\n  2 + 2\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unreachable_code_linter()
)

code_lines <- "if (FALSE) {\n  2 + 2\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unreachable_code_linter()
)

code_lines <- "while (FALSE) {\n  2 + 2\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unreachable_code_linter()
)

code_lines <- "f <- function() {\n  return(1)\n  # end skip\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unreachable_code_linter()
)

# okay
code_lines <- "f <- function() {\n  return(1 + 1)\n}"
writeLines(code_lines)
```

```

lint(
  text = code_lines,
  linters = unreachable_code_linter()
)

code_lines <- "if (foo) {\n 2 + 2\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unreachable_code_linter()
)

code_lines <- "while (foo) {\n 2 + 2\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unreachable_code_linter()
)

code_lines <- "f <- function() {\n  return(1)\n # end skip\n}"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unreachable_code_linter(allow_comment_regex = "# end skip")
)

```

---

unused\_import\_linter *Check that imported packages are actually used*

---

## Description

Check that imported packages are actually used

## Usage

```

unused_import_linter(
  allow_ns_usage = FALSE,
  except_packages = c("bit64", "data.table", "tidyverse"),
  interpret_glue = TRUE
)

```

## Arguments

`allow_ns_usage` Suppress lints for packages only used via namespace. This is FALSE by default because `pkg::fun()` doesn't require `library(pkg)`. You can use [requireNamespace\("pkg"\)](#) to ensure a package is installed without attaching it.

`except_packages`

Character vector of packages that are ignored. These are usually attached for their side effects.

`interpret_glue` If TRUE, interpret `glue::glue()` calls to avoid false positives caused by local variables which are only used in a glue expression.

### Tags

[best\\_practices](#), [common\\_mistakes](#), [configurable](#), [executing](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
code_lines <- "library(dplyr)\n1 + 1"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unused_import_linter()
)

code_lines <- "library(dplyr)\ndplyr::tibble(a = 1)"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unused_import_linter()
)

# okay
code_lines <- "library(dplyr)\ntibble(a = 1)"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unused_import_linter()
)

code_lines <- "library(dplyr)\ndplyr::tibble(a = 1)"
writeLines(code_lines)
lint(
  text = code_lines,
  linters = unused_import_linter(allow_ns_usage = TRUE)
)
```

### Description

Create a minimal lintr config file as a starting point for customization

**Usage**

```
use_lintr(path = ".", type = c("tidyverse", "full"))
```

**Arguments**

- |      |   |
|------|---|
| path | Path to project root, where a <code>.lintr</code> file should be created. If the <code>.lintr</code> file already exists, an error will be thrown.  |
| type | What kind of configuration to create? <ul style="list-style-type: none"> <li>• <code>tidyverse</code> creates a minimal lintr config, based on the default linters (<code>linters_with_defaults()</code>). These are suitable for following <a href="#">the tidyverse style guide</a>.</li> <li>• <code>full</code> creates a lintr config using all available linters via <code>all_linters()</code>.</li> </ul> |

**Value**

Path to the generated configuration, invisibly.

**See Also**

`vignette("lintr")` for detailed introduction to using and configuring lintr.

**Examples**

```
if (FALSE) {
  # use the default set of linters
  lintr::use_lintr()
  # or try all linters
  lintr::use_lintr(type = "full")

  # then
  lintr::lint_dir()
}
```

---

vector\_logic\_linter    *Enforce usage of scalar logical operators in conditional statements*

---

**Description**

Usage of `&` in conditional statements is error-prone and inefficient. `condition` in `if (condition) expr` must always be of length 1, in which case `&&` is to be preferred. Ditto for `|` vs. `||`.

**Usage**

```
vector_logic_linter()
```

## Details

This linter covers inputs to `if()` and `while()` conditions and to `testthat::expect_true()` and `testthat::expect_false()`.

Note that because `&` and `|` are generics, it is possible that `&&` / `||` are not perfect substitutes because `&` is doing method dispatch in an incompatible way.

Moreover, be wary of code that may have side effects, most commonly assignments. Consider `if ((a <- foo(x)) | (b <- bar(y))) { ... }` vs. `if ((a <- foo(x)) || (b <- bar(y))) { ... }`. Because `||` exits early, if `a` is `TRUE`, the second condition will never be evaluated and `b` will not be assigned. Such usage is not allowed by the Tidyverse style guide, and the code can easily be refactored by pulling the assignment outside the condition, so using `||` is still preferable.

## Tags

[best\\_practices](#), [common\\_mistakes](#), [default](#), [efficiency](#)

## See Also

- [linters](#) for a complete list of linters available in `lintr`.
- <https://style.tidyverse.org/syntax.html#if-statements>

## Examples

```
# will produce lints
lint(
  text = "if (TRUE & FALSE) 1",
  linters = vector_logic_linter()
)

lint(
  text = "if (TRUE && (TRUE | FALSE)) 4",
  linters = vector_logic_linter()
)

lint(
  text = "filter(x, A && B)",
  linters = vector_logic_linter()
)

# okay
lint(
  text = "if (TRUE && FALSE) 1",
  linters = vector_logic_linter()
)

lint(
  text = "if (TRUE && (TRUE || FALSE)) 4",
  linters = vector_logic_linter()
)

lint(
```

```
text = "filter(x, A & B)",
linters = vector_logic_linter()
)
```

---

which\_grepl\_linter      *Require usage of grep over which(grepl(.))*

---

### Description

which(grepl(pattern, x)) is the same as grep(pattern, x), but harder to read and requires two passes over the vector.

### Usage

```
which_grepl_linter()
```

### Tags

[consistency](#), [efficiency](#), [readability](#), [regex](#)

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
lint(
  text = "which(grepl('^a', x))",
  linters = which_grepl_linter()
)

# okay
lint(
  text = "which(grepl('^a', x) | grepl('^b', x))",
  linters = which_grepl_linter()
)
```



---

whitespace_linter	<i>Whitespace linter</i>
-------------------	--------------------------

---

### Description

Check that the correct character is used for indentation.

### Usage

```
whitespace_linter()
```

### Details

Currently, only supports linting in the presence of tabs.

Much ink has been spilled on this topic, and we encourage you to check out references for more information.

### Tags

[consistency](#), [default](#), [style](#)

### References

- <https://www.jwz.org/doc/tabs-vs-spaces.html>
- <https://blog.codinghorror.com/death-to-the-space-infidels/>

### See Also

[linters](#) for a complete list of linters available in lintr.

### Examples

```
# will produce lints
lint(
  text = "\tx",
  linters = whitespace_linter()
)

# okay
lint(
  text = " x",
  linters = whitespace_linter()
)
```

---

xml\_nodes\_to\_lints      *Convert an XML node or nodeset into a Lint*

---

### Description

Convenience function for converting nodes matched by XPath-based linter logic into a `Lint()` object to return.

### Usage

```
xml_nodes_to_lints(
  xml,
  source_expression,
  lint_message,
  type = c("style", "warning", "error"),
  column_number_xpath = range_start_xpath,
  range_start_xpath = "number(./@col1)",
  range_end_xpath = "number(./@col2)"
)
```

### Arguments

<code>xml</code>	An <code>xml_node</code> object (to generate one <code>Lint</code> ) or an <code>xml_nodeset</code> object (to generate several <code>Lints</code> ), e.g. as returned by <code>xml2::xml_find_all()</code> or <code>xml2::xml_find_first()</code> or a list of <code>xml_node</code> objects.
<code>source_expression</code>	A source expression object, e.g. as returned typically by <code>lint()</code> , or more generally by <code>get_source_expressions()</code> .
<code>lint_message</code>	The message to be included as the message to the <code>Lint</code> object. If <code>lint_message</code> is a character vector the same length as <code>xml</code> , the <i>i</i> -th lint will be given the <i>i</i> -th message.
<code>type</code>	type of lint.
<code>column_number_xpath</code>	XPath expression to return the column number location of the lint. Defaults to the start of the range matched by <code>range_start_xpath</code> . See details for more information.
<code>range_start_xpath</code>	XPath expression to return the range start location of the lint. Defaults to the start of the expression matched by <code>xml</code> . See details for more information.
<code>range_end_xpath</code>	XPath expression to return the range end location of the lint. Defaults to the end of the expression matched by <code>xml</code> . See details for more information.

**Details**

The location XPaths, column\_number\_xpath, range\_start\_xpath and range\_end\_xpath are evaluated using `xml2::xml_find_num()` and will usually be of the form "number(./relative/xpath)". Note that the location line number cannot be changed and lints spanning multiple lines will ignore range\_end\_xpath. column\_number\_xpath and range\_start\_xpath are assumed to always refer to locations on the starting line of the xml node.

**Value**

For xml\_nodes, a lint. For xml\_nodesets, lints (a list of lints).

---

xp_call_name	<i>Get the name of the function matched by an XPath</i>
--------------	---

---

**Description**

Often, it is more helpful to tailor the message of a lint to record which function was matched by the lint logic. This function encapsulates the logic to pull out the matched call in common situations.

**Usage**

```
xp_call_name(expr, depth = 1L, condition = NULL)
```

**Arguments**

expr	An xml_node or xml_nodeset, e.g. from <code>xml2::xml_find_all()</code> .
depth	Integer, default 1L. How deep in the AST represented by expr should we look to find the call? By default, we assume expr is matched to an <expr> node under which the corresponding <SYMBOL_FUNCTION_CALL> node is found directly. depth = 0L means expr is matched directly to the SYMBOL_FUNCTION_CALL; depth > 1L means depth total <expr> nodes must be traversed before finding the call.
condition	An additional (XPath condition on the SYMBOL_FUNCTION_CALL required for a match. The default (NULL) is no condition. See examples.

**Examples**

```
xml_from_code <- function(str) {
  xml2::read_xml(xmlparsedata::xml_parse_data(parse(text = str, keep.source = TRUE)))
}
xml <- xml_from_code("sum(1:10)")
xp_call_name(xml, depth = 2L)

xp_call_name(xml2::xml_find_first(xml, "expr"))

xml <- xml_from_code(c("sum(1:10)", "sd(1:10)"))
xp_call_name(xml, depth = 2L, condition = "text() = 'sum'")
```

---

yoda\_test\_linter      *Block obvious "yoda tests"*

---

## Description

Yoda tests use (expected, actual) instead of the more common (actual, expected). This is not always possible to detect statically; this linter focuses on the simple case of testing an expression against a literal value, e.g. (1L, foo(x)) should be (foo(x), 1L).

## Usage

```
yoda_test_linter()
```

## Tags

[best\\_practices](#), [package\\_development](#), [pkg\\_testthat](#), [readability](#)

## See Also

[linters](#) for a complete list of linters available in lintr. [https://en.wikipedia.org/wiki/Yoda\\_conditions](https://en.wikipedia.org/wiki/Yoda_conditions)

## Examples

```
# will produce lints
lint(
  text = "expect_equal(2, x)",
  linters = yoda_test_linter()
)

lint(
  text = 'expect_identical("a", x)',
  linters = yoda_test_linter()
)

# okay
lint(
  text = "expect_equal(x, 2)",
  linters = yoda_test_linter()
)

lint(
  text = 'expect_identical(x, "a")',
  linters = yoda_test_linter()
)
```

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