

# Package: timer (via r-universe)

September 14, 2024

**Title** R6 Timer

**Version** 0.0.1.9000

**Description** A simple timer as an R6 class. The timer has four functions: start(), stop(), reset() and elapsed(). The elapsed() function returns the elapsed wall clock time (as opposed to CPU time) as an object of class lubridate::Duration.

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**URL** <https://github.com/poissonconsulting/timer>,  
<https://poissonconsulting.github.io/timer/>

**BugReports** <https://github.com/poissonconsulting/timer/issues>

**Depends** R (>= 4.0)

**Imports** lubridate, R6

**Suggests** covr, testthat (>= 3.0.0)

**Config/testthat/edition** 3

**Encoding** UTF-8

**LazyData** true

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.3.2.9000

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

**RemoteUrl** <https://github.com/poissonconsulting/timer>

**RemoteRef** HEAD

**RemoteSha** 50f60a1dcd8bd6c3dfdc052476cd2e6332699bdf

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`is.timer`*Is Timer*

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**Description**

Tests whether x is an object of class `Timer`.

**Usage**

```
is.timer(x)
```

**Arguments**

x                    The object to test.

**Value**

A flag indicating whether the test was positive.

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`Timer`*R6 Timer Class*

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**Description**

A simple timer as an R6 class.

The timer has four functions: `$start()`, `$stop()`, `$reset()` and `$elapsed()`. The `$elapsed()` function returns the elapsed wall clock time (as opposed to CPU time) as an object of class `lubridate::Duration`.

**Format**

An `R6Class` generator object.

**Methods****Public methods:**

- `Timer$is_running()`
- `Timer$elapsed()`
- `Timer$reset()`
- `Timer$start()`
- `Timer$stop()`
- `Timer$clone()`

**Method `is_running()`:**

*Usage:*

```
Timer$is_running()
```

**Method** elapsed():

*Usage:*

```
Timer$elapsed()
```

**Method** reset():

*Usage:*

```
Timer$reset()
```

**Method** start():

*Usage:*

```
Timer$start()
```

**Method** stop():

*Usage:*

```
Timer$stop()
```

**Method** clone(): The objects of this class are cloneable with this method.

*Usage:*

```
Timer$clone(deep = FALSE)
```

*Arguments:*

deep Whether to make a deep clone.

## Examples

```
# instantiate a new timer
timer <- Timer$new()

# no time has elapsed because the timer has not started
timer$elapsed()

# start the timer
timer$start()

# get the time elapsed (as an object of class lubridate::Duration)
# time elapsed is increasing because the timer is still running
timer$elapsed()
timer$elapsed()

# stop the timer
timer$stop()

# time elapsed is now fixed
timer$elapsed()
timer$elapsed()

# because timer is an object of class R6 use the clone() function
# to make a copy
```

```
timer2 <- timer$clone()

# reset the timer
timer$reset()
timer$elapsed()

# timer2 is not reset
timer2$elapsed()
```

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