Package: rusk (via r-universe)

September 8, 2024

```
Title Beautiful Graphical Representation of Multiplication Tables on a
Modular Circle
```

Version 0.1.1

Description By placing on a circle 10 points numbered from 1 to 10, and connecting them by a straight line to the point corresponding to its multiplication by 2. (1 must be connected to 1 * 2 = 2, point 2 must be set to 2 * 2 = 4, point 3 to 3 * 2 = 6 and so on). You will obtain an amazing geometric figure that complicates and beautifies itself by varying the number of points and the multiplication table you use.

License GPL-3

URL https://github.com/ThinkR-open/rusk

BugReports https://github.com/ThinkR-open/rusk/issues

Depends R (>= 3.4.0)

Imports dplyr, ggforce, ggplot2, reshape2, shiny, tidyr

Encoding UTF-8

LazyData true

RoxygenNote 6.0.1

Repository https://thinkr-open.r-universe.dev

RemoteUrl https://github.com/ThinkR-open/rusk

RemoteRef HEAD

RemoteSha 8943d42e6cee54502a28cae323baf367996eaaa4

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rusk-package
```

Description

By placing on a circle 10 points numbered from 1 to 10, and connecting them by a straight line to the point corresponding to its multiplication by 2. (1 must be connected to 1 * 2 = 2, point 2 must be set to 2 * 2 = 4, point 3 to 3 * 2 = 6 and so on). You will obtain an amazing geometric figure that complicates and beautifies itself by varying the number of points and the multiplication table you use.

Details

Use draw() or draw_app()

Author(s)

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References

https://www.youtube.com/embed/qhbuKbxJsk8?rel=0
https://www.youtube.com/embed/-X49VQgi86E?rel=0

draw

Beautiful graphical representation of multiplication tables

Description

By placing on a circle 10 points numbered from 1 to 10, and connecting them by a straight line to the point corresponding to its multiplication by 2. (1 must be connected to 1 * 2 = 2, point 2 must be set to 2 * 2 = 4, point 3 to 3 * 2 = 6 and so on). You will obtain an amazing geometric figure that complicates and beautifies itself by varying the number of points and the multiplication table you use.

Usage

draw(table = 2, modulo = 10, label = FALSE)

Arguments

table	muliplication table to plot
modulo	number of points to use
label	show number label

draw_app

Value

a ggplot

Examples

```
draw(table=2,modulo = 10, label=TRUE)
draw(table=2,modulo = 50, label=FALSE)
draw(table=2,modulo = 250)
draw(table=10,modulo = 250)
```

draw_app

open shiny app

Description

open shiny app

Usage

draw_app()

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