

Package: rusk (via r-universe)

June 10, 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`*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.

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

<code>table</code>	multiplication table to plot
<code>modulo</code>	number of points to use
<code>label</code>	show number label

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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