

Package ‘edibble’

March 23, 2023

Title Designing Comparative Experiments

Version 0.1.3

Description A system to facilitate designing comparative experiments using the grammar of experimental designs <<https://emitanaka.org/edibble-book/>>. An experimental design is treated as an intermediate, mutable object that is built progressively by fundamental experimental components like units, treatments, and their relation.

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Encoding UTF-8

LazyData true

RoxygenNote 7.2.3

Config/testthat/edition 3

URL <https://edibble.emitanaka.org/>,
<https://github.com/emitanaka/edibble>

BugReports <https://github.com/emitanaka/edibble/issues>

Imports magrittr, rlang, vctrs, tibble, cli, pillar, tidyselect (>= 1.0.0), nestr, stats, AlgDesign, dae, R6

Suggests testthat (>= 3.0.0), rmarkdown, openxlsx, visNetwork

Depends R (>= 2.10)

NeedsCompilation no

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Repository CRAN

Date/Publication 2023-03-23 00:40:02 UTC

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Description

A system to facilitate designing comparative experiments using the grammar of experimental designs <https://emitanaka.org/edibble-book/>. An experimental design is treated as an intermediate, mutable object that is built progressively by fundamental experimental components like units, treatments, and their relation.

Details

[Experimental]
(WIP)

Website

- The website for the package is at <https://edibble.emitanaka.org>
- Discussion is at <https://github.com/emitanaka/edibble/discussions>

Package options

The following options are used for changing the default view for the print out of edibble design or edibble graph.

- `edibble.tree.decorate.trts`
- `edibble.tree.decorate.units`
- `edibble.tree.decorate.rcrd`
- `edibble.tree.decorate.levels`
- `edibble.tree.decorate.main`

TODO

Author(s)

Maintainer: Emi Tanaka <dr.emi.tanaka@gmail.com> ([ORCID](#)) [copyright holder]

See Also

Useful links:

- <https://edibble.emitanaka.org/>
- <https://github.com/emitanaka/edibble>
- Report bugs at <https://github.com/emitanaka/edibble/issues>

allot

Define the possible allocation of treatments to units

Description

This function adds the edges between variable nodes to specify the mapping of units to treatment. This function does not actually assign specific treatment levels onto actual units.

Usage

```
allot_trts(.edibble, ..., .record = TRUE)

allot_units(.edibble, ..., .record = TRUE)

allot_table(
  .edibble,
  ...,
  order = "random",
  seed = NULL,
  constrain = nesting_structure(.edibble)
)
```

Arguments

<code>.edibble</code>	An edibble design (<code>edbl_design</code>), an edibble data frame (<code>edbl_table</code>) or an object that contains the edibble data frame in the attribute design.
<code>...</code>	One-sided or two-sided formula. If the input is a one-sided formula then the whole treatment is applied to the specified unit.
<code>.record</code>	Whether to record the step.
<code>order</code>	A character vector signifying the apportion of treatments to units. The value should be either "random", "systematic" or "systematic-random". "random" allocates the treatment randomly to units based on specified allotment with restrictions implied by unit structure. "systematic" allocates the treatment in a systematic order to units. "systematic-random" allocates the treatment in a systematic order to units but where it is not possible to divide treatments equally (as the number of units are not divisible by the number of levels of the treatment factor), then the extras are chosen randomly.
<code>seed</code>	A scalar value used to set the seed so that the result is reproducible.
<code>constrain</code>	The nesting structure for units.

Value

Return an edibble design.

See Also

assign

Other user-facing functions: [design\(\)](#), [expect_rcrds\(\)](#), [export_design\(\)](#), [serve_table\(\)](#), [set_rcrds\(\)](#), [set_trts\(\)](#), [set_units\(\)](#)

Examples

```
design() %>%
  set_units(block = 10,
            plot = nested_in(block, 3)) %>%
  set_trts(treat = c("A", "B", "C"),
           pest = c("a", "b")) %>%
  allot_trts(treat ~ plot,
             pest ~ block)
```

anatomy

Anatomy of the design

Description

This is a convenient wrapper for `dae::designAnatomy` where the formulae structure is automatically determined by the unit and treatment structure specified in edibble system. Note: the computation may be long if the design is quite complicated or there are many units.

Usage

```
anatomy(.edibble, ...)
```

Arguments

`.edibble` A complete edibble design object or edibble table.
`...` Any other arguments parsed to `dae::designAnatomy`.

Value

An object of class "des_anatomy".

Examples

```
split <- takeout(menu_split(t1 = 3, t2 = 2, r = 2))
anatomy(split)
```

```
as.data.frame.edbl_table
```

Convert edible table to normal data frame

Description

Convert edible table to normal data frame

Usage

```
## S3 method for class 'edbl_table'
as.data.frame(x, levels_as = "factor", ignore_numeric = TRUE)
```

Arguments

x	An edible table
levels_as	Coerce the edible factors to either "factor" or "character".
ignore_numeric	Whether to coerce numeric factors or not. Default is TRUE, i.e. don't coerce numeric factors.

```
assign
```

Assign treatments or units to units

Description

This function assigns specific treatment or unit levels to actual units.

Usage

```
assign_trts(
  .design,
  order = "random",
  seed = NULL,
  constrain = nesting_structure(.design),
  ...,
  .record = TRUE
)

assign_units(
  .design,
  order = "random",
  seed = NULL,
  constrain = nesting_structure(.design),
  ...,
  .record = TRUE
)
```

Arguments

.design	An edible design which should have units, treatments and allotment defined.
order	A character vector signifying the apportion of treatments to units. The value should be either "random", "systematic" or "systematic-random". "random" allocates the treatment randomly to units based on specified allotment with restrictions implied by unit structure. "systematic" allocates the treatment in a systematic order to units. "systematic-random" allocates the treatment in a systematic order to units but where it is not possible to divide treatments equally (as the number of units are not divisible by the number of levels of the treatment factor), then the extras are chosen randomly.
seed	A scalar value used to set the seed so that the result is reproducible.
constrain	The nesting structure for units.
...	Arguments parsed into order_trts functions.
.record	Whether to record the step.

Value

An edible design.

Examples

```
# 10 subject, 2 vaccine treatments
design() %>%
  set_units(subject = 10) %>%
  set_trts(vaccine = 2) %>%
  allot_trts(vaccine ~ subject) %>%
  assign_trts() %>%
  serve_table()

# 20 subjects, 2 blocks, assign subjects to blocks
design() %>%
  set_units(subject = 20,
            block = 2) %>%
  allot_units(block ~ subject) %>%
  assign_units() %>%
  serve_table()
```

as_data_frame

Convert an edible data frame to normal data frame

Description

A patch function where there is an issue with edbl factors

Usage

```
as_data_frame(.data)
```

Arguments

`.data` can be a list or data frame

Value

A data.frame.

<code>cook_design</code>	<i>Cook the design in the kitchen</i>
--------------------------	---------------------------------------

Description

This is a developer function to create a new Kitchen class with the existing design.

Usage

```
cook_design(x)
```

Arguments

`x` An edible object.

Value

A Kitchen object.

Examples

```
cook_design(takeout())
```

<code>crossed_by</code>	<i>Specify the units to cross to index a new unit</i>
-------------------------	---

Description

`crossed_by(A, B)` is the same as `~A:B` but `crossed_by` offers more control over the names of the new units as well as adding new attributes.

Usage

```
crossed_by(
  ...,
  prefix = NULL,
  suffix = NULL,
  leading0 = NULL,
  sep = NULL,
  attrs = NULL
)
```


Arguments

...	a sequence of units
prefix	Currently not implemented.The prefix of the label.
suffix	Currently not implemented.The suffix of the label.
leading0	Currently not implemented.Whether there should be a leading 0 if labels are made.
sep	Currently not implemented.A separator added between prefix and the number if prefix is empty.
attrs	Currently not implemented.

Value

An object of class "cross_lvls".

Examples

```
design("Strip-Plot Design | Strip-Unit Design") %>%
  set_units(block = 3,
            row = nested_in(block, 7),
            col = nested_in(block, 6),
            unit = nested_in(block, crossed_by(row, col)))
```

design	<i>Start the edible design</i>
--------	--------------------------------

Description

This function doesn't really do much besides create a new edible design object.

Usage

```
design(name = NULL, .record = TRUE, seed = NULL, kitchen = Kitchen)

redesign(
  .data,
  name = NULL,
  .record = TRUE,
  seed = NULL,
  kitchen = Kitchen,
  ...
)
```

Arguments

name	Optional name used as title for printing the design.
.record	A logical value. This indicates whether to record this code step. The default is TRUE. It should remain TRUE unless this function is used as a wrapper in other code.
seed	A seed number for reproducibility.
kitchen	An environment setup in a manner to manipulate, extract and query information on the design.
.data	An edible table.
...	Either a name-value pair or a series of the names.

Value

An empty `edbl_design` object.

See Also

Add variables to this design with `set_units()`, `set_trts()`, and `set_rcrds()`.

Other user-facing functions: `allot`, `expect_rcrds()`, `export_design()`, `serve_table()`, `set_rcrds()`, `set_trts()`, `set_units()`

Examples

```
design("My design")
```

design-helpers *Test and get edible objects*

Description

The `is` functions tests if an object (or an object in its attribute) inherits particular class and returns TRUE if it does, otherwise FALSE.

- `is_edible_design` checks if it inherits `edbl_design`.
- `is_edible_graph` checks if it inherits `edbl_graph`.
- `is_edible_table` checks if it inherits `edbl_table`
- `is_edible` checks if the object inherits `edbl`. The search is quite simple, it checks if the object is `edbl_design`, failing that it looks to see if the attribute "design" of the object is `edbl_design`.
- `is_named_design` check if it inherits `NamedDesign`.

The `get` functions extracts the requested edible component (table, graph, or design) from the object if possible.

- `edbl_design` tries to get `edbl_design`.
- `edbl_table` tries to get `edbl_table` with no design attribute.
- `edbl_graph` tries to get `edbl_graph`.

Usage

```
is_edible_design(x)
is_named_design(x)
is_edible_table(x)
is_edible_graph(x)
is_edible(x)
is_edible_levels(x)
is_nest_levels(x)
is_cross_levels(x)
edbl_design(x)
edbl_table(x)
```

Arguments

x An object.

Value

A logical value.

Examples

```
is_edible_design(takeout())
```

design_data	<i>Get the node or edge data from an edible design</i>
-------------	--

Description

Get the node or edge data from an edible design

Usage

```
fct_nodes(edible)
fct_edges(edible)
lvl_nodes(edible)
lvl_edges(edible)
```

Arguments

edibble An edibble object.

examine_recipe *Check the recipe code*

Description

Check the recipe code

Usage

```
examine_recipe(x, ...)
```

Arguments

x An edibble design, edibble, or takeout object.
 ... Not used.

Value

The recipe code.

Examples

```
examine_recipe(takeout())
```

expect-vars *Expected type of data entry*

Description

These functions should be used within `expect_vars` where variables that are to be recorded are constraint to the expected values when exported as an `xlsx` file by `export_design()`. The functions to set a particular value type (numeric, integer, date, time and character) are preceded by "to_be_" where the corresponding restriction set by `with_value()`.

Usage

to_be_numeric(range)

to_be_integer(range)

to_be_date(range)

to_be_time(range)

to_be_character(length)

to_be_factor(levels)

Arguments

range, length A named list with two elements: "operator" and "value" as provided by helper with_value() that gives the possible range of values that the expected type can take.

levels A character vector with the factor levels.

Value

A record type.

expect_rcrds	<i>Set the expected values for recording variables</i>
--------------	--

Description

Set the expected values for recording variables

Usage

expect_rcrds(.edibble, ...)

Arguments

.edibble An edibble design (edbl_design), an edibble data frame (edbl_table) or an object that contains the edibble data frame in the attribute design.

... Name-value pairs with the name belonging to the variable that are plan to be recorded from set_rcrds() and the values are the expected types and values set by helper functions, see ?expect-rcrds.

Value

An edibble design.

See Also

Other user-facing functions: [allot](#), [design\(\)](#), [export_design\(\)](#), [serve_table\(\)](#), [set_rcrds\(\)](#), [set_trts\(\)](#), [set_units\(\)](#)

Examples

```
takeout(menu_crd(t = 4, n = 10)) %>%
  set_rcrds(y = unit) %>%
  expect_rcrds(y > 0)
```

export_design	<i>Export the design to xlsx</i>
---------------	----------------------------------

Description

This function is designed to export the design made using edible to an external xlsx file.

Usage

```
export_design(.data, file, author, date = Sys.Date(), overwrite = FALSE)
```

Arguments

.data	An edible data frame or design.
file	File, including the path, to export the data to.
author	Name of the author in character. A vector of character is supported for where there are multiple authors.
date	The date to be inserted in header.
overwrite	A logical indicating whether to overwrite existing file or not.

Value

The input data object.

See Also

Other user-facing functions: [allot](#), [design\(\)](#), [expect_rcrds\(\)](#), [serve_table\(\)](#), [set_rcrds\(\)](#), [set_trts\(\)](#), [set_units\(\)](#)

`fct_attrs`*Setting the traits of factors*

Description

This function is used to set characteristics of the factors.

Usage

```
fct_attrs(  
  levels = NULL,  
  label = NULL,  
  description = NULL,  
  unit_of_measure = NULL,  
  class = NULL,  
  ...  
)
```

Arguments

<code>levels</code>	An <code>edbl_lvls</code> object that should contain information about the levels in the factor.
<code>label</code>	A string that denotes the long name of the factor.
<code>description</code>	The text description of the factor.
<code>unit_of_measure</code>	A string denoting the unit of measurement if applicable.
<code>class</code>	An optional subclass.
<code>...</code>	A name-value pair of attributes. The value must be a scalar and attributed to the whole factor (not individual levels). The values are added as attributes to the output object.

Value

An `edbl_lvls` object.

See Also

`lvl_traits`

Examples

```
fct_attrs(levels = c("A", "B"))
```

 formatting

Print intermediate experimental design to terminal

Description

This function prints an `edbl_graph` object as a tree to terminal. The variables are color coded (or decorated) with the given options. Any ANSI coloring or styling are only visible in the console or terminal outputs that support it. The print output is best used interactively since any text styling are lost in text or R Markdown output. More details can be found in `vignette("edbl-output", package = "edibble")`.

Usage

```
## S3 method for class 'edbl_design'
print(
  x,
  decorate_units = edibble_decorate("units"),
  decorate_trts = edibble_decorate("trts"),
  decorate_rcrds = edibble_decorate("rcrds"),
  decorate_levels = edibble_decorate("levels"),
  decorate_title = edibble_decorate("title"),
  title = NULL,
  ...
)
```

Arguments

<code>x</code>	An edibble graph.
<code>decorate_trts</code> , <code>decorate_units</code> , <code>decorate_rcrds</code> , <code>decorate_levels</code> , <code>decorate_title</code>	A function applied to the name of treatment, unit, response factors or design title. The function should return a string. Most often this wraps the name with ANSI colored text.
<code>title</code>	The title of the design.
<code>...</code>	Unused.

 is_takeout

A function to check if the output is a takeout design

Description

The function returns TRUE if the input is a takeout design.

Usage

```
is_takeout(x)
```


Arguments

x An object.

Value

A logical value.

Examples

```
is_takeout(takeout())
```

Kitchen	<i>A manipulator for the edbl_design.</i>
---------	---

Description

A manipulator for the edbl_design.

A manipulator for the edbl_design.

Details

Internal functions should create a new Kitchen object. The Kitchen contains a set of operations to manipulate the nodes and edges of the edible design object.

Public fields

design An edible design object Initialise function

Active bindings

fct_nodes Get the factor nodes
 lvl_nodes Get the level nodes
 fct_edges Get the factor edges
 lvl_edges Get the level edges
 fct_n Get the number of nodes in factor graph
 lvl_n Get the number of nodes in level graph
 fct_last_id Get the last factor id.
 lvl_last_id Get the last level id.
 fct_leaves Get the leave factor ids.
 rcrd_ids Get the ids for all edbl_rcrd factors.
 unit_ids Get the ids for all edbl_unit factors.
 trt_ids Get the ids for all edbl_trt factors.
 trt_names Get the node labels for treatments
 unit_names Get the node labels for units
 rcrd_names Get the node labels for record
 is_connected Check if nodes are connected.

Methods

Public methods:

- `Kitchen$new()`
- `Kitchen$fct_id()`
- `Kitchen$lvl_id()`
- `Kitchen$fct_names()`
- `Kitchen$lvl_names()`
- `Kitchen$append_fct_nodes()`
- `Kitchen$append_lvl_nodes()`
- `Kitchen$append_fct_edges()`
- `Kitchen$append_lvl_edges()`
- `Kitchen$fct_class()`
- `Kitchen$lvl_class()`
- `Kitchen$fct_child()`
- `Kitchen$lvl_child()`
- `Kitchen$fct_parent()`
- `Kitchen$lvl_parent()`
- `Kitchen$fct_ancestor()`
- `Kitchen$lvl_ancestor()`
- `Kitchen$fct_levels()`
- `Kitchen$setup_data()`
- `Kitchen$add_anatomy()`
- `Kitchen$fct_exists()`
- `Kitchen$trts_exists()`
- `Kitchen$units_exists()`
- `Kitchen$rcrds_exists()`
- `Kitchen$clone()`

Method `new()`:

Usage:

```
Kitchen$new(design = NULL)
```

Arguments:

`design` An edible design.

Method `fct_id()`: Get the id based on either the name of the factor node or the class.

Usage:

```
Kitchen$fct_id(name = NULL, class = NULL)
```

Arguments:

`name` The name of the vertex.

`class` The class for the vertex/node.

Method `lvl_id()`: Get the id based on name of level node

Usage:

```
Kitchen$lvl_id(name = NULL, class = NULL)
```

Arguments:

name The name of the vertex.

class The class for the vertex/node.

Method `fct_names()`: Get the factor names based on id or class

Usage:

```
Kitchen$fct_names(id = NULL, class = NULL)
```

Arguments:

id The id of the corresponding node.

class The class for the vertex/node.

Method `lvl_names()`: Get the level names based on id or class

Usage:

```
Kitchen$lvl_names(id = NULL, class = NULL)
```

Arguments:

id The id of the corresponding node.

class The class for the vertex/node.

Method `append_fct_nodes()`: Given node data, append the factor nodes

Usage:

```
Kitchen$append_fct_nodes(data)
```

Arguments:

data The nodes data

Method `append_lvl_nodes()`: Given node data, append the level nodes

Usage:

```
Kitchen$append_lvl_nodes(data)
```

Arguments:

data The nodes data

Method `append_fct_edges()`: Given edge data, append the factor edges

Usage:

```
Kitchen$append_fct_edges(data)
```

Arguments:

data The nodes data

Method `append_lvl_edges()`: Given edge data, append the level edges

Usage:

```
Kitchen$append_lvl_edges(data)
```

Arguments:

data The nodes data

Method `fct_class()`: Get the class of the vertex given the factor id

Usage:

```
Kitchen$fct_class(id = NULL)
```

Arguments:

id The id of the corresponding node.

Method `lvl_class()`: Get the class of the vertex given the level id

Usage:

```
Kitchen$lvl_class(id = NULL)
```

Arguments:

id The id of the corresponding node.

Method `fct_child()`: Get the factor child ids. If class is supplied then the child has to fit class

Usage:

```
Kitchen$fct_child(id = NULL, class = NULL)
```

Arguments:

id The id of the corresponding node.

class The class for the vertex/node.

Method `lvl_child()`: Get the level child ids

Usage:

```
Kitchen$lvl_child(id = NULL, class = NULL)
```

Arguments:

id The id of the corresponding node.

class The class for the vertex/node.

Method `fct_parent()`: Get the factor parent ids

Usage:

```
Kitchen$fct_parent(id = NULL, class = NULL)
```

Arguments:

id The id of the corresponding node.

class The class for the vertex/node.

Method `lvl_parent()`: Get the level parent ids

Usage:

```
Kitchen$lvl_parent(id = NULL, class = NULL)
```

Arguments:

id The id of the corresponding node.

class The class for the vertex/node.

Method `fct_ancestor()`: Get the factor ancestor ids

Usage:

```
Kitchen$fct_ancestor(id = NULL, class = NULL)
```

Arguments:

`id` The id of the corresponding node.

`class` The class for the vertex/node.

Method `lvl_ancestor()`: Get the level ancestor ids

Usage:

```
Kitchen$lvl_ancestor(id = NULL, class = NULL)
```

Arguments:

`id` The id of the corresponding node.

`class` The class for the vertex/node.

Method `fct_levels()`: Get the levels for each factor

Usage:

```
Kitchen$fct_levels(id = NULL, name = NULL)
```

Arguments:

`id` The id of the corresponding node.

`name` The name of the vertex.

Method `setup_data()`: Setup the node and edge data

Usage:

```
Kitchen$setup_data(fresh, name, class)
```

Arguments:

`fresh` The value of the new graph structure to add.

`name` The name of the vertex.

`class` The class for the vertex/node.

Method `add_anatomy()`: Add the anatomy structure

Usage:

```
Kitchen$add_anatomy(fresh, name, class)
```

Arguments:

`fresh` The value of the new graph structure to add.

`name` The name of the vertex.

`class` The class for the vertex/node.

Method `fct_exists()`: One of `name`, `id` or `class` is defined to check if it exists. If more than one of the arguments `name`, `id` and `class` are supplied, then the intersection of it will be checked.

Usage:

```
Kitchen$fct_exists(name = NULL, id = NULL, class = NULL, abort = TRUE)
```

Arguments:

name The name of the vertex.
id The id of the corresponding node.
class The class for the vertex/node.
abort A logical value to indicate whether to abort if it doesn't exist.

Method `trts_exists()`: Check if treatment exists.

Usage:

`Kitchen$trts_exists(abort = TRUE)`

Arguments:

`abort` Whether to abort.

Method `units_exists()`: Check if unit exists.

Usage:

`Kitchen$units_exists(abort = TRUE)`

Arguments:

`abort` Whether to abort.

Method `rcrds_exists()`: Check if record exists.

Usage:

`Kitchen$rcrds_exists(abort = TRUE)`

Arguments:

`abort` Whether to abort.

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

Usage:

`Kitchen$clone(deep = FALSE)`

Arguments:

`deep` Whether to make a deep clone.

lady_tasting_tea

Lady tasting tea

Description

Lady tasting tea experiment was described in Fisher (1935) to test the ability of a lady who said she tell whether the tea or milk was added first to a cup of tea.

The experiment consisted of preparing eight cups of tea, four with milk poured first and the other four with tea poured first. The lady has been told in advance that there are four of each kind of preparation.

This data consists of the same experimental structure and result but the order presented in practice is unknown.

cup The cup number.

first The cup of tea prepared with milk or tea first.

guess The guess by lady which one was poured first.

correct Whether the lady's guess was correct.

Usage

```
lady_tasting_tea
```

Format

An object of class `tbl_df` (inherits from `tbl`, `data.frame`) with 8 rows and 4 columns.

Source

Fisher, Ronald (1935) *The Design of Experiments*.

See Also

Other experimental data: [skittles](#)

 latin

Latin square designs and its generalisations as an array

Description

Latin square designs and its generalisations as an array

Usage

```
latin_square(n, randomise = TRUE)
```

```
latin_rectangle(nr, nc, nt, randomise = TRUE)
```

```
latin_array(dim, nt, randomise = TRUE)
```

Arguments

<code>n, nt</code>	The number of treatments
<code>randomise</code>	A logical value to indicate whether the treatment allocation should be randomised. The default value is <code>TRUE</code> .
<code>nr</code>	The number of rows
<code>nc</code>	The number of columns
<code>dim</code>	A vector of integers to indicate the number of elements in each dimension.

Functions

- `latin_square()`: Latin square design
- `latin_rectangle()`: Like a Latin square design but allow different number of rows and columns
- `latin_array()`: Returns an array where it stitches up multiple Latin square/rectangle design

Examples

```
latin_square(n = 3)
latin_rectangle(3, 3, 3)
latin_array(3, c(3, 3, 3))
```

lvl_attrs

Setting the traits of the levels

Description

Use this function to create a "vector" of levels. The vector is actually comprised of a data frame with a column labels and other columns with corresponding level attribute (if any). This data frame can be accessed with `lvl_data()`.

Usage

```
lvl_attrs(
  levels = NULL,
  labels = NULL,
  prefix = "",
  suffix = "",
  sep = edibble_labels_opt("sep"),
  include_leading_zero = edibble_labels_opt("leading_zero"),
  data = NULL,
  ...
)
```

Arguments

levels	A vector that either denotes the index number or short name of the levels.
labels	An optional character vector that is the long name format of levels.
prefix	The prefix of the labels.
suffix	The suffix of the labels.
sep	A string to add between prefix and levels.
include_leading_zero	A logical value to indicate whether there should be a leading zero added to level indexes. This is ignored if levels is not numeric.
data	A list or data frame of the same size as the levels.
...	Name-value pair denoting other level attributes. The value should be the same length as levels or a single value.

Value

An `edbl_lvls` object.

Examples

```
lvl_attrs(c("A", "B"))
```

menu_bibd

Balance incomplete block design

Description

Some combinations of parameter values cannot create a balanced incomplete block design.

Usage

```
menu_bibd(  
  t = random_integer_small(min = 3),  
  k = random_integer_small(max = t - 1),  
  r = random_integer_small(),  
  seed = random_seed_number()  
)
```

Arguments

t	The number of treatments.
k	The size of the block. This should be less than the number of treatments.
r	The number of replications for each treatment level.
seed	A scalar value for computational reproducibility.

Value

A recipe for balance incomplete block design.

See Also

Other recipe-designs: [menu_crd\(\)](#), [menu_factorial\(\)](#), [menu_graeco\(\)](#), [menu_hyper_graeco\(\)](#), [menu_lsd\(\)](#), [menu_rcbd\(\)](#), [menu_split\(\)](#), [menu_strip\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_bibd(t = 3, k = 2, r = 4)
```

menu_crd	<i>Completely randomised design</i>
----------	-------------------------------------

Description

Completely randomised design

Usage

```
menu_crd(  
  t = random_integer_small(),  
  n = random_integer_medium(min = t),  
  r = NULL,  
  seed = random_seed_number()  
)
```

Arguments

t	The number of treatment levels
n	The number of experimental units
r	(Optional) The number of replicates.
seed	A scalar value for computational reproducibility.

Value

A recipe for completely randomised design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_factorial\(\)](#), [menu_graeco\(\)](#), [menu_hyper_graeco\(\)](#), [menu_lsd\(\)](#), [menu_rcbd\(\)](#), [menu_split\(\)](#), [menu_strip\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_crd(t = 3, n = 10)
```

menu_factorial	<i>Prepare a factorial design</i>
----------------	-----------------------------------

Description

Prepare a factorial design

Usage

```
menu_factorial(  
  trt = c(random_integer_small(), random_integer_small()),  
  r = random_integer_small(),  
  design = c("crd", "rcbd"),  
  seed = random_seed_number()  
)
```

Arguments

trt	A vector of the number of levels for each treatment factor.
r	The number of replications for each treatment level.
design	The unit structure: "crd" or "rcbd". The default is "crd".
seed	A scalar value for computational reproducibility.

Value

A recipe for factorial design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_crd\(\)](#), [menu_graeco\(\)](#), [menu_hyper_graeco\(\)](#), [menu_lsd\(\)](#), [menu_rcbd\(\)](#), [menu_split\(\)](#), [menu_strip\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_factorial(trt = c(3, 2), r = 2, design = "crd")
```

 menu_graeco

Graeco-Latin Square Design

Description

Graeco-Latin Square Design

Usage

```
menu_graeco(t = random_integer_small(), seed = random_seed_number())
```

Arguments

t	The number of treatments.
seed	A scalar value for computational reproducibility.

Value

A recipe for Graeco-Latin square design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_crd\(\)](#), [menu_factorial\(\)](#), [menu_hyper_graeco\(\)](#), [menu_lsd\(\)](#), [menu_rcbd\(\)](#), [menu_split\(\)](#), [menu_strip\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_graeco(t = 3)
```

 menu_hyper_graeco

Hyper-Graeco-Latin Square Design

Description

Hyper-Graeco-Latin Square Design

Usage

```
menu_hyper_graeco(t = random_integer_small(), seed = random_seed_number())
```

Arguments

t	The number of treatments
seed	A scalar value for computational reproducibility.

Value

A recipe Hyper-Graeco-Latin square design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_crd\(\)](#), [menu_factorial\(\)](#), [menu_graeco\(\)](#), [menu_lsd\(\)](#), [menu_rcbd\(\)](#), [menu_split\(\)](#), [menu_strip\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_hyper_graeco(t = 3)
```

menu_lsd

Prepare classical Latin square design

Description

Prepare classical Latin square design

Usage

```
menu_lsd(t = random_integer_small(), seed = random_seed_number())
```

Arguments

t The number of treatments
seed A scalar value for computational reproducibility.

Value

A recipe Latin square design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_crd\(\)](#), [menu_factorial\(\)](#), [menu_graeco\(\)](#), [menu_hyper_graeco\(\)](#), [menu_rcbd\(\)](#), [menu_split\(\)](#), [menu_strip\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_lsd(t = 3)
```

`menu_rcbd`*Prepare a randomised complete block design*

Description

Prepare a randomised complete block design

Usage

```
menu_rcbd(  
  t = random_integer_small(),  
  r = random_integer_small(),  
  seed = random_seed_number()  
)
```

Arguments

<code>t</code>	The number of treatments.
<code>r</code>	The number of replications for each treatment level.
<code>seed</code>	A scalar value for computational reproducibility.

Value

A recipe for randomised complete block design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_crd\(\)](#), [menu_factorial\(\)](#), [menu_graeco\(\)](#), [menu_hyper_graeco\(\)](#), [menu_lsd\(\)](#), [menu_split\(\)](#), [menu_strip\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_rcbd(t = 3, r = 2)
```

`menu_split`*Split-unit design*

Description

Originally referred to as split-plot design when it was first used.

Usage

```
menu_split(  
  t1 = random_integer_small(),  
  t2 = random_integer_small(),  
  r = random_integer_small(),  
  seed = random_seed_number()  
)
```

Arguments

t1	The number of treatment levels for the main plots.
t2	The number of treatment levels for the subplots.
r	The number of replications for each treatment level.
seed	A scalar value for computational reproducibility.

Value

A recipe split-plot design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_crd\(\)](#), [menu_factorial\(\)](#), [menu_graeco\(\)](#), [menu_hyper_graeco\(\)](#), [menu_lsd\(\)](#), [menu_rcbd\(\)](#), [menu_strip\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_split(t1 = 3, t2 = 2, r = 4)
```

menu_strip	<i>Strip-unit design</i>
------------	--------------------------

Description

Strip-unit design

Usage

```
menu_strip(  
  t1 = random_integer_small(),  
  t2 = random_integer_small(),  
  r = random_integer_small(),  
  seed = random_seed_number()  
)
```

Arguments

t1	The number of treatment levels for the main plots.
t2	The number of treatment levels for the subplots.
r	The number of replications for each treatment level.
seed	A scalar value for computational reproducibility.

Value

A recipe strip-unit design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_crd\(\)](#), [menu_factorial\(\)](#), [menu_graeco\(\)](#), [menu_hyper_graeco\(\)](#), [menu_lsd\(\)](#), [menu_rcbd\(\)](#), [menu_split\(\)](#), [menu_youden\(\)](#)

Examples

```
menu_strip(t1 = 3, t2 = 3, r = 2)
```

menu_youden

Youden square design

Description

Youden square design

Usage

```
menu_youden(
  nc = random_integer_small(),
  t = random_integer_small(min = nc + 1),
  seed = random_seed_number()
)
```

Arguments

nc	The number of columns.
t	The number of treatments.
seed	A scalar value for computational reproducibility.

Value

A recipe Youden square design.

See Also

Other recipe-designs: [menu_bibd\(\)](#), [menu_crd\(\)](#), [menu_factorial\(\)](#), [menu_graeco\(\)](#), [menu_hyper_graeco\(\)](#), [menu_lsd\(\)](#), [menu_rcbd\(\)](#), [menu_split\(\)](#), [menu_strip\(\)](#)

Examples

```
menu_youden(nc = 4, t = 5)
```

nested_in	<i>Specify the nesting structure for units</i>
-----------	--

Description

Specify the nesting structure for units

Usage

```
nested_in(
  x,
  ...,
  prefix = "",
  suffix = "",
  leading0 = FALSE,
  sep = edibble_labels_opt("sep"),
  attrs = NULL
)
```

Arguments

x	The name of the parent unit to nest under.
...	a single number OR a sequence of two-sided formula where the left-hand side corresponds to the name of the level (or the level number) of x and the right-hand side is an integer specifying the number of levels nested under the corresponding levels.
prefix	The prefix of the label.
suffix	The suffix of the label.
leading0	Whether there should be a leading 0 if labels are made.
sep	A separator added between prefix and the number if prefix is empty.
attrs	A named vector where names and values correspond to attribute names and values of the variable, or a data frame.

Value

A nested level.

See Also

See `set_units()` for examples of how to use this.

Examples

```
design("Split-Plot Design | Split-Unit Design") %>%
  set_units(mainplot = 60,
            subplot = nested_in(mainplot, 10))
```

nesting_structure	<i>Get the nesting structure for the units</i>
-------------------	--

Description

Get the nesting structure for the units

Usage

```
nesting_structure(design)
```

Arguments

design	An edibble design
--------	-------------------

Value

Return a named list. Only shows the direct parent.

Examples

```
nesting_structure(takeout(menu_split()))
```

new_edibble	<i>An edibble table constructor</i>
-------------	-------------------------------------

Description

This helps to construct a new edibble table which is a special type of tibble.

Usage

```

new_edibble(.data, ..., design = NULL, class = NULL)

as_edibble(.data, ...)

edibble(
  .data,
  name = NULL,
  .record = TRUE,
  seed = NULL,
  kitchen = Kitchen,
  ...
)

```

Arguments

.data	data frame or list of the same size.
...	Passed to new_tibble.
design	An edibble graph object.
class	Subclasses for edibble table. The default is NULL.
name	Optional name used as title for printing the design.
.record	A logical value. This indicates whether to record this code step. The default is TRUE. It should remain TRUE unless this function is used as a wrapper in other code.
seed	A seed number for reproducibility.
kitchen	An environment setup in a manner to manipulate, extract and query information on the design.

Value

An edibble table.

pivot_trts_widelist *Pivot treatments to a wider list or table format*

Description

Pivot treatments to a wider list or table format

Usage

```

pivot_trts_widelist(.data, trts = NULL, fcts = NULL, drop = FALSE)

pivot_trts_widetable(.data, trts = NULL, fcts = NULL)

```

Arguments

.data	An edible table.
trts	A vector of treatment (tidyselect compatible). By default it is NULL and includes all the treatments.
fcts	A vector of factors in the edible table.
drop	Whether the resulting list should drop to a vector within each list element if there is only one column. Default is FALSE.

Value

A named list where elements are the data and the names are treatments.

Examples

```
pivot_trts_widelist(takeout(menu_crd(t = 5, n = 20)))
```

```
plot.edbl_design      Interactive plot of the edible design
```

Description

Interactive plot of the edible design

Usage

```
## S3 method for class 'edbl_design'
plot(
  x,
  which = c("factors", "levels"),
  width = "100%",
  height = NULL,
  seed = 1,
  title = NULL,
  subtitle = NULL,
  footer = NULL,
  background = "transparent",
  view = c("show-buttons", "hide-buttons", "static"),
  ...
)

## S3 method for class 'edbl_table'
plot(x, ...)

plot_fct_graph(
  x,
  width = "100%",
```

```

    height = NULL,
    seed = 1,
    title = NULL,
    subtitle = NULL,
    footer = NULL,
    background = "transparent",
    view = c("show-buttons", "hide-buttons", "static"),
    ...
)

plot_lvl_graph(
  x,
  width = "100%",
  height = NULL,
  seed = 1,
  title = NULL,
  subtitle = NULL,
  footer = NULL,
  background = "transparent",
  view = c("show-buttons", "hide-buttons", "static"),
  ...
)

```

Arguments

x	An edible design.
which	A string of either "factors" or "levels".
width, height	The width and height of the plot.
seed	A seed number so same plot is always generated.
title, subtitle, footer	The title, subtitle or footer of the plot. By default it uses the name from the x object as the title while rest is empty. To modify the look of the text, you can pass a character string consisting of valid for input style value in an HTML object, e.g. "font-size: 18px;font-family:serif;" as a named vector where the name corresponds to the text to display, e.g. c("Title" = "font-size:20px;").
background	The background color of the plot. Default is transparent. The input can be a color name (e.g. "white"), a HEX value ("#FFFFFF"), or rgb/rgba in the format like rgba(0, 0, 0, 0).
view	A string of either "show-buttons" (default), "hide-buttons", "static"
...	Currently unused.

Value

A plot.

Examples

```
plot(takeout(menu_crd(t = 4, n = 20)))
```

record_step	<i>Record the coding step</i>
-------------	-------------------------------

Description

Call this function in functions that modify the edible design or table so the step is tracked. The output of functions using record_step() should be returning an edible design or table.

Usage

```
record_step()
```

Value

Returns nothing.

scan_menu	<i>Find the short names of the named designs</i>
-----------	--

Description

Find the short names of the named designs

Usage

```
scan_menu(pkgs = NULL)
```

Arguments

pkgs	A character vector containing the package names to search named designs from. By default it will search edible and other packages loaded.
------	---

Value

A character vector of the short names of the named menu designs.

Examples

```
scan_menu()
```

select_units	<i>Select a subset of units from a cooked design</i>
--------------	--

Description

Select a subset of units from a cooked design

Usage

```
select_units(prepare, ...)
```

Arguments

prepare	A cooked design.
...	The units to select.

Value

An edible design.

serve_table	<i>Serve edible table</i>
-------------	---------------------------

Description

This converts an edible graph object to a data frame called edible. This function should be used when the design is in the final form (or close to the final form). The table can only be formed when the variables can be reconciled, otherwise it will be a data frame with zero rows.

Usage

```
serve_table(.edible, use_labels = FALSE, ..., .record = TRUE)
```

Arguments

.edible	An edible design (edbl_design), an edible data frame (edbl_table) or an object that contains the edible data frame in the attribute design.
use_labels	To show the labels instead of names.
...	Either a name-value pair or a series of the names.
.record	A logical value. This indicates whether to record this code step. The default is TRUE. It should remain TRUE unless this function is used as a wrapper in other code.

Value

An edbl data frame with columns defined by vertices and rows displayed only if the vertices are connected and reconcile for output.

See Also

Other user-facing functions: [allot](#), [design\(\)](#), [expect_rcrds\(\)](#), [export_design\(\)](#), [set_rcrds\(\)](#), [set_trts\(\)](#), [set_units\(\)](#)

Examples

```
design("Completely Randomised Design") %>%
  set_units(unit = 28) %>%
  set_trts(trt = 6) %>%
  allot_trts(trt ~ unit) %>%
  assign_trts("random", seed = 521) %>%
  serve_table()
```

<code>set_rcrds</code>	<i>Set records for given unit</i>
------------------------	-----------------------------------

Description

This function creates new nodes to edible graph with the name corresponding to either the intended response that will be measured or a variable to be recorded.

Usage

```
set_rcrds(
  .edibble,
  ...,
  .name_repair = c("check_unique", "unique", "universal", "minimal"),
  .record = TRUE
)

set_rcrds_of(.edibble, ...)
```

Arguments

<code>.edibble</code>	An edible design (<code>edbl_design</code>), an edible data frame (<code>edbl_table</code>) or an object that contains the edible data frame in the attribute <code>design</code> .
<code>...</code>	Name-value pair. The value should correspond to a single name of the unit defined in <code>set_units</code> . The name should be the name of the record variable.
<code>.name_repair</code>	Same as the argument in <code>tibble::tibble()</code> .
<code>.record</code>	A logical value. This indicates whether to record this code step. The default is <code>TRUE</code> . It should remain <code>TRUE</code> unless this function is used as a wrapper in other code.

Value

An edible design.

See Also

Other user-facing functions: [allot](#), [design\(\)](#), [expect_rcrds\(\)](#), [export_design\(\)](#), [serve_table\(\)](#), [set_trts\(\)](#), [set_units\(\)](#)

Examples

```
takeout(menu_crd(t = 4, n = 10)) %>%
  set_rcrds(y = unit)
```

```
takeout(menu_crd(t = 4, n = 10)) %>%
  set_rcrds_of(unit = "y")
```

set_trts	<i>Set the treatment variables</i>
----------	------------------------------------

Description

This function add a special class, called `edbl_trt`, of edible variables.

Usage

```
set_trts(
  .edibble,
  ...,
  .name_repair = c("check_unique", "unique", "universal", "minimal"),
  .record = TRUE
)
```

Arguments

<code>.edibble</code>	An edible design (<code>edbl_design</code>), an edible data frame (<code>edbl_table</code>) or an object that contains the edible data frame in the attribute design.
<code>...</code>	Either a name-value pair or a series of the names.
<code>.name_repair</code>	Same as the argument in <code>tibble::tibble()</code> .
<code>.record</code>	A logical value. This indicates whether to record this code step. The default is <code>TRUE</code> . It should remain <code>TRUE</code> unless this function is used as a wrapper in other code.

Value

An edible design.

Definition of *treatment*

The word *treatment* is sometimes used to refer to one of these variables. When there are more than one treatment variables then this unfortunately confuses whether treatment refers to the variable or the combination of all treatment variables.

Treatment is the whole description of what is applied in an experiment.

See Also

Other user-facing functions: [allot](#), [design\(\)](#), [expect_rcrds\(\)](#), [export_design\(\)](#), [serve_table\(\)](#), [set_rcrds\(\)](#), [set_units\(\)](#)

Examples

```
design() %>%
  set_trts(pesticide = c("A", "B", "C"),
          dosage = c(0, 10, 20, 30, 40))
```

 set_units

Set units used in experiment

Description

This function sets new edible variables of class `edbl_unit`. More specifically, this means that new nodes are added to the `edbl_graph`.

Usage

```
set_units(
  .edibble,
  ...,
  .name_repair = c("check_unique", "unique", "universal", "minimal"),
  .record = TRUE
)
```

Arguments

<code>.edibble</code>	An edible design (<code>edbl_design</code>), an edible data frame (<code>edbl_table</code>) or an object that contains the edible data frame in the attribute <code>design</code> .
<code>...</code>	Either a name-value pair or a series of the names.
<code>.name_repair</code>	Same as the argument in <code>tibble::tibble()</code> .
<code>.record</code>	A logical value. This indicates whether to record this code step. The default is <code>TRUE</code> . It should remain <code>TRUE</code> unless this function is used as a wrapper in other code.

`skittles`*Skittles experiment*

Description

This contains the data from the skittle experiment conducted by Nick Tierney. The goal of the experiment was to assess if people can discern the flavour of the skittle (indicated by color of the skittle) based on taste alone. The participants are blindfolded.

The experiment had 3 participants with each participant tasting 10 skittles, 2 of each 5 color, in a random order.

skittle_type The type of skittle. Coincides with `real_skittle`.

person The participant.

order The order the skittle was tasted.

choice The participant's choice.

real_skittle The actual skittle color.

Usage

```
skittles
```

Format

An object of class `spec_tbl_df` (inherits from `tbl_df`, `tbl`, `data.frame`) with 30 rows and 6 columns.

Source

<https://github.com/njtierney/skittles>

See Also

Other experimental data: [lady_tasting_tea](#)

takeout	<i>Create a named experimental design</i>
---------	---

Description

This function generates a named experimental design by supplying the selected menu named design and prints out by default

You can find the available recipes with `scan_menu()`.

Usage

```
takeout(recipe = NULL, show = TRUE)
```

Arguments

recipe	A named design object. This should be typically generated from a function with prefix <code>menu_</code> . If nothing is supplied, it will randomly select one.
show	A logical value to indicate whether the code should be shown or not. Default is <code>TRUE</code> .

Value

A recipe design.

See Also

See [scan_menu\(\)](#) for finding the short names of the named experimental designs.

Examples

```
takeout(menu_crd(n = 50, t = 5))
# if you omit the design parameters then it will use the default
# (which may be random)
takeout(menu_crd())
# if you don't give any short names then it will generate a random one
takeout()
```

utility-edibble-var *Utility functions for edibble variable*

Description

The S3 methods for edbl_fct objects have the same expected output that of a factor.

Other functions are utility functions related to edbl_fct object.

Usage

```
## S3 method for class 'edbl_fct'
as.character(x, ...)
```

```
## S3 method for class 'edbl_fct'
as.integer(x, ...)
```

```
is_edibble_var(x)
```

```
is_edibble_unit(x)
```

```
is_edibble_trt(x)
```

```
is_edibble_rcrd(x)
```

Arguments

x An edbl_fct object.

... Ignored.

Value

A character vector.

with_value *Validation values*

Description

This creates a list that is used later for creating data validation rules when the data is exported.

Usage

```
with_value(  
  operator = c("=", "==", ">=", "<=", "<", ">", "!="),  
  value = NULL,  
  between = NULL,  
  not_between = NULL  
)
```

Arguments

<code>operator</code>	Operator to apply.
<code>value</code>	An optional value related to operator
<code>between, not_between</code>	An optional numerical vector of size two where the first entry is the minimum value and the second entry is the maximum value. For <code>between</code> , the value is valid if within the range of minimum and maximum value inclusive. For <code>not_between</code> , the value must lie outside of these values.

Value

A list with two elements `operator` and `value`.

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