

Package: injectr (via r-universe)

July 15, 2026

Title Inject code to existing functions

Version 0.1

Description Allow one to inject arbitrary code at the entry point or at the exit point of an existing function.

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Encoding UTF-8

LazyData true

Suggests mutator, testthat

Remotes PRL-PRG/mutator

Roxygen list(markdown = TRUE)

RoxygenNote 7.1.0

Repository <https://prl-prg.r-universe.dev>

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create_duplicate	<i>Duplicate an R object</i>
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Description

Creates a duplicate of an R object using R's native duplication mechanism.

Usage

```
create_duplicate(x)
```

Arguments

x	An R object to duplicate. Must not be NULL.
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Value

A duplicate of x.

inject_code	<i>Injects code into an existing function.</i>
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Description

The code argument is recorded without evaluation and it will be inserted at the beginning of the fun. If it is a symbol, its value will be looked starting in the callee frame. If where is not onentry it will be wrapped in on.exit call. If where is onerror, the wrapped code will further make the code to run only in the case the function failed with an error condition.

Usage

```
inject_code(code, fun, where = "onentry", wrap = FALSE)
```

Arguments

code	the code that should be inserted.
fun	the function into which the code should be inserted.
where	indicates at which point of the fun invocation the given code shall run. It can be one of the following: onentry, onexit, onsuccess, onerror.
wrap	indicates if it the given code should be wrapped in an anonymous function (TRUE) or inserted as is (FALSE).

Details

This function modifies the original function.

Value

NULL invisibly

sexp_address	<i>Get the memory address of an R object</i>
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Description

Returns the address of an object's underlying S-expression. This low-level helper is primarily useful when testing whether two objects share storage.

Usage

```
sexp_address(x)
```

Arguments

x	An R object. Must not be NULL.
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Value

A character scalar containing the hexadecimal memory address of x.

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