

Package ‘ThreeWiseMonkeys’

May 7, 2026

Title The Japanese Pictorial Maxim ``See No Evil, Hear No Evil, Speak No Evil''

Version 0.1.0

Description

Does nothing useful, but perhaps does that nothing in an entertaining or informative fashion.

Imports tuneR, stringr

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Encoding UTF-8

LazyData true

RoxygenNote 7.1.0

Suggests testthat (>= 2.1.0)

NeedsCompilation no

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Repository CRAN

Date/Publication 2020-04-22 16:24:10 UTC

Contents

Hear	2
See	2
Speak	3
Index	4

Hear *hear no evil*

Description

A function that will only "hear" an input containing variants on the string "no evil". 'Hear' is not case sensitive and will remove punctuation so "no_Evil" and "nO- _eVil" will also be heard. 'Hear' is also sensitive to value names so passing an object 'no_evil <- "asdf"' containing any arbitrary strings will also be heard. Anything that is not specifically "no evil" or some acceptable variant is assumed to be evil and will not be heard.

Usage

```
Hear(x)
```

Arguments

x an input

Value

The string "No Evil."

Author(s)

Greg Pilgrim <gpilgrim2670@gmail.com>

Examples

```
Hear(1)
Hear("No Evil")
no_evil <- "good stuff"
Hear(no_evil)
evil <- "good_stuff"
Hear(evil)
Hear(NA)
```

See *See No Evil*

Description

Allows the user to see no evil - specifically a plot containing the text "No evil.". Fun for the whole family.

Usage

```
See(...)
```

Arguments

... an input, doesn't matter, isn't used

Value

A plot depicting "No evil."

Author(s)

Greg Pilgrim <gpilgrim2670@gmail.com>

Examples

See()

Speak *speak no evil*

Description

Plays an audioclip of the words "No evil". On Windows and Linux machines the function should directly call the system default player of .wav files. On Mac machines it might be necessary to set the default with something like `tuneR::setWavPlayer("/Applications/QuickTime Player.app/Contents/MacOS/QuickTime Player")`.

Usage

```
Speak(...)
```

Arguments

... an input, doesn't matter, isn't used

Value

Plays an audio clip of the words "No Evil".

Author(s)

Greg Pilgrim <gpilgrim2670@gmail.com>

Examples

```
## Not run:  
Speak()  
  
## End(Not run)
```

Index

Hear, [2](#)

See, [2](#)

Speak, [3](#)