

Package ‘polyglot’

November 1, 2018

Type Package

Title Learn Foreign Language Vocabulary

Version 0.2.1

Description

Use the R console as an interactive learning environment to memorize any two columns dataset.

Depends R (>= 2.15.1)

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Encoding UTF-8

LazyData true

RoxygenNote 6.1.0

Imports utils, magick

NeedsCompilation no

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URL <https://github.com/lgnbhl/polyglot>

BugReports <https://github.com/lgnbhl/polyglot/issues>

Repository CRAN

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`learn`*Initialize the interactive environment*

Description

This function will launch the interactive learning environment.

Usage

```
learn(assign.env = parent.frame(1))
```

Arguments

`assign.env` An environment

Details

This function initializes the interactive environment by proposing to select a CSV file from the directory `inst/extdata/`. Once the file is selected, the function reads the selected dataset and adds a numeric variable, named `Score`, if not already existing. It also replaces any existing missing values by 0 from the `Score` variable. Finally the function returns to the [sessionQuestions](#) function, or to the [sessionExit](#) function if 0 is typed.

Note

In order to study a new CSV file, simply save it into the `inst/extdata/` directory.

If you have any problem with the encoding, or if you want to read a dataset with a non-Latin alphabet, please type `?Sys.setlocale()` and follow the instructions.

References

A blog post describing the package with more development: <https://lgnbhl.github.io/learner>

Examples

```
if(interactive()){  
  learn()  
}
```

learn_dir	<i>Open the datasets directory</i>
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Description

This function will open the directory which contains the dataset files.

Usage

```
learn_dir(polyglotDirectory = paste0("", system.file("extdata/", package
  = "polyglot"), ""))
```

Arguments

polyglotDirectory
A string

Details

This function opens the directory which contain all the dataset files which are loaded into the interactive learning environment of the polyglot package.

Examples

```
if(interactive()){
  learn_dir()
}
```

sessionExit	<i>Exit the interactive environment</i>
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Description

This function will quit the interactive learning environment.

Usage

```
sessionExit(assign.env = parent.frame(1))
```

Arguments

assign.env An environment

Details

This function calculates the learning session time and print it. Then, it cleans the Global Environment if needed and displays a farewell message.

sessionQuestions *Ask questions in the interactive environment*

Description

This function will print the questions in the interactive learning environment.

Usage

```
sessionQuestions(assign.env = parent.frame(1))
```

Arguments

assign.env An environment

Details

This function reads the selected dataset and print the first row of its first column, i.e. the question. Then it presents to the user a menu, which gives him multiple choices. According to the choice made by the user, the function gives a score point and will return a due date, inspired by the SuperMemo-2 and Anki algorithms. The menu also proposes to show the answer (the 2nd column of the row), to give a hint/example, or to go back to the main menu. Finally, the function reorders the dataset in order to get the lower points score in its first row and return the function once again.

Note

In order to quit, simply type 0.

Source

<https://www.supermemo.com/english/ol/sm2.htm> SuperMemo-2 algorithm

<https://apps.ankiweb.net/docs/manual.html#what-spaced-repetition-algorithm-does-anki-use>
Anki algorithm

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