

# Package ‘parcr’

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**Title** Construct Parsers for Structured Text Files

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**Description** Construct parser combinator functions, higher order functions that parse input. Construction of such parsers is transparent and easy. Their main application is the parsing of structured text files like those generated by laboratory instruments. Based on a paper by Hutton (1992)  [<doi:10.1017/S0956796800000411>](https://doi.org/10.1017/S0956796800000411).

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by_split	<i>Applying a parser to a split string</i>
----------	--

---

## Description

Splits a string by using a split pattern and then applies the parser `p` to the resulting character vector. If `finish = TRUE` then the parser should completely consume its input, otherwise the parser fails. If `finish = FALSE` then any remaining part of the string is discarded.

## Usage

```
by_split(p, split, finish = TRUE, fixed = FALSE, perl = FALSE)
```

## Arguments

<code>p</code>	A parser.
<code>split</code>	a string (or object which can be coerced to such) containing <a href="#">regular expression(s)</a> (unless <code>fixed = TRUE</code> ) to use for splitting. If empty matches occur, in particular if <code>split</code> has length 0, <code>x</code> is split into single characters.
<code>finish</code>	logical. Should the parser completely consume the string? Defaults to <code>TRUE</code> .

fixed	logical. If TRUE match split exactly, otherwise use regular expressions. Has priority over perl.
perl	logical. Should Perl-compatible regexps be used?

### Details

The function `base::strsplit()` is used to perform the splitting. The parameters `split`, `fixed` and `perl` are passed on to that function.

### Value

A parser.

### See Also

`base::strsplit()`, `by_symbol()`

### Examples

```
by_split((literal("a") %then% literal("b")), "\\t") ("a\\tb") # success
by_split((literal("a") %then% literal("b")), "\\t") ("a\\tb\\tc") # failure
by_split((literal("a") %then% literal("b")), "\\t", finish=FALSE) ("a\\tb\\tc") # success
```

---

by\_symbol

*Applying a parser to individual symbols of a string*

---

### Description

Splits a string to individual symbols and then applies the parser `p` to the resulting character vector, otherwise the parser fails. If `finish = TRUE` then the parser should completely consume its input. If `finish = FALSE` then any remaining part of the string is discarded.

This function is identical to `by_split(p, "", finish)`.

### Usage

```
by_symbol(p, finish = TRUE)
```

### Arguments

<code>p</code>	A parser.
<code>finish</code>	logical. Should the parser completely consume the string? Defaults to TRUE.

### Value

A parser.

**See Also**[by\\_split\(\)](#)**Examples**

```
by_symbol(exactly(3,literal("a"))) (c("aaa", "bb")) # success
by_symbol(exactly(3,literal("a"))) (c("aaaa", "bb")) # failure
```

---

clear_store	<i>Clear all stored values</i>
-------------	--------------------------------

---

**Description**

Removes all variables stored using store(). Use this to clean up between independent parser runs or in test teardown.

**Usage**

```
clear_store()
```

---

EmptyLine	<i>Recognize empty lines</i>
-----------	------------------------------

---

**Description**

An empty line is a line that consists entirely of space-like characters. EmptyLine is a parser that recognizes one empty line, Spacer recognizes one or more empty lines and MaybeEmpty recognizes zero or more empty lines. EmptyLine returns the empty line but Spacer and MaybeEmpty discard these.

**Usage**

```
EmptyLine()
```

```
Spacer()
```

```
MaybeEmpty()
```

**Value**

A parser.

**Pseudocode**

```
space_like_eraser(x):
  d = x in which all "\\s+" are replaced by ""
  if d==" " TRUE else FALSE
```

```
Emptyline: satisfy(space_like_eraser)
```

```
Spacer: one_or_more(EmptyLine()) %ret% null
```

```
MaybeEmpty: zero_or_more(EmptyLine()) %ret% null
```

where null is the empty vector.

**Examples**

```
EmptyLine()(" \t ") # success
EmptyLine()(" .") # failure
EmptyLine>("") # success
Spacer()(c(" \t ", " ", "abc"))
Spacer()(c(" ", " ", "Important text"))
Spacer()(c("Important text")) # failure, missing empty line
MaybeEmpty()(c(" ", " ", "Important text")) # success, just as Spacer()
MaybeEmpty()(c("Important text")) # success, in contrast to Spacer()
```

---

 eof

*Detect end of input*


---

**Description**

Tests whether the end of the input character vector has been reached, which boils down to detection of character(0) in the R-element (see [succeed\(\)](#)). Since the intended application of this parser is parsing of text files the function has been called after the end of file (EOF) signal. To indicate that an end of file has been detected, the R-element side of the parser output will be converted to an empty list.

**Usage**

```
eof()
```

**Value**

A parser.

**Pseudocode**

```
eof()(x):
  if x==null then succeed(x)(list())
  else fail()(x)
```

## Examples

```
(literal("a") %then% eof)("a") # success
# Notice the difference on the R-side with
literal("a")("a")
eof()(character(0)) # success
eof)("a") # failure
```

---

failed

*Testing for parser failure*

---

## Description

Use this function to test whether your parser failed, for example in unit testing of your parsers when writing a package.

## Usage

```
failed(o)
```

## Arguments

o                    Output from a parser.

## Value

A logical value.

## See Also

[print.marker\(\)](#)

## Examples

```
d <- (literal("A") %then% literal("B"))(c("A", "A"))
d
failed(d)
```

---

`fastafile`*Example nucleotide fasta file*

---

**Description**

An example fasta-formatted file with a mixture of nucleotide and protein sequences. It is used in the vignette to demonstrate parsing with the tools from the package. It is not clear to me whether mixing of sequence types is allowed in a fasta file, but we demonstrate in the vignette that it is easy to parse them from a single file. The sequences used are truncated for the sake of the example.

**Usage**`fastafile`**Format**`fastafile:`

A character vector

**Source**

Modified from [https://bioinformatics.org/annhyb/examples/seq\\_fasta.html](https://bioinformatics.org/annhyb/examples/seq_fasta.html) and [https://en.wikipedia.org/wiki/FASTA\\_format](https://en.wikipedia.org/wiki/FASTA_format)

---

`finished`*Test whether the parser has completely consumed the input*

---

**Description**

Checks if the parser result indicates that the entire input was consumed. A parser has completely consumed its input when the input has satisfied `eof()`.

**Usage**`finished(o)`**Arguments**

o                   Output from a parser.

**Value**

A logical value.

**Examples**

```
finished((literal("A") %then% eof())("A")) # TRUE
finished((literal("A"))("A")) # FALSE
finished((literal("A") %then% eof()(c("A", "C")))) # FALSE
```

---

has_stored	<i>Check if a variable is stored</i>
------------	--------------------------------------

---

**Description**

Check if a variable is stored

**Usage**

```
has_stored(name)
```

**Arguments**

name	Variable name to check
------	------------------------

**Value**

Logical

---

Ignore	<i>Ignore all until the end</i>
--------	---------------------------------

---

**Description**

Sometimes, a parser has found the end of the text that needs to be parsed and all following lines can be ignored. Ignore will read and discard all following lines until the end of the file, empty or not. So, this parser will consume all elements until the end of the input vector.

**Usage**

```
Ignore()
```

**Details**

This parser is identical to

```
zero_or_more(satisfy(function(x) TRUE))
```

**Value**

A parser.

**Examples**

```
starts_with_a <- function(x) grepl("^a", x)
p <- function() {
  one_or_more(satisfy(starts_with_a)) %then%
  (literal("~End") %ret% NULL) %then%
  Ignore() %then%
  eof()
}
p()(c("ab", "abc", "~End", "boring stuff", "more stuff"))
```

---

list_stored	<i>List all stored variable names</i>
-------------	---------------------------------------

---

**Description**

Returns the names of all variables currently stored in the parser environment.

**Usage**

```
list_stored()
```

**Value**

Character vector of variable names

---

literal	<i>Matching parser input with a literal string</i>
---------	--

---

**Description**

literal tests whether a supplied string literally equals a desired value.

**Usage**

```
literal(string)
```

**Arguments**

string	string, a single-element character vector, or an object that can be coerced to a character vector.
--------	--

**Value**

A parser.

**Pseudocode**

```
literal(a)(x): satisfy(F(y): y==a)(x)
```

where F is equivalent to the function declarator in R. So, we have an anonymous function in the argument of satisfy.

**Examples**

```
literal("ab")(c("ab", "cdef")) # success
literal("ab")(c("abc", "cdef")) # failure
```

---

 match\_s

*Identifying and processing a string and producing custom output*


---

**Description**

match\_s matches a string using a function and returns a desired object type.

**Usage**

```
match_s(s)
```

**Arguments**

s                    a string-parsing function.

**Details**

This parser short-cuts the pattern `satisfy(b) %using% f`. With `match_s` you do not have to write separate predicate and processing functions `b` and `f` when identification and parsing can be done with a single string parsing function `s`.

The function `s` will be given a non-empty single-element character vector as its argument, so you don't have to test for empty input, like `character(0)`. These two facts also often simplify further processing with the string functions like `grep`, `regmatches` and those from the `stringr` package. The function `s` can return any R-object when succeeding, but to signal failure to the parser it must return the empty `list()`. Note that `list()` output from `s` will be turned into a marker object, the internal object to mark failure, by `match_s()`, see `failed()`.

**Value**

A parser.

**Pseudocode**

```
match_s(s)(x):
  if x==null then fail()(x)
  else if s(x[1]) then succeed(s(x[1]))(x[-1]) else fail()(x)
```

**Examples**

```
expect_integers <- function(x) {
  m <- gregexpr("[[:digit:]]+", x)
  matches <- regmatches(x, m)[[1]]
  if (length(matches) == 0) {
    # this means failure to detect numbers where we expected them
    return(list())
  } else {
    return(as.numeric(matches))
  }
}

match_s(expect_integers)("12 15 16 # some comment") # success
match_s(expect_integers)("some text") # failure
```

---

 named

*Add a semantic name to a parser for better error messages*


---

**Description**

`named()` wraps a parser and provides a meaningful name that will be shown in error messages when the parser fails. This is particularly useful for user-defined parsers to make error messages more informative.

**Usage**

```
named(p, name)
```

**Arguments**

`p` a parser.  
`name` a character string describing what the parser expects.

**Value**

A parser.

**Examples**

```
# Define a parser with a semantic name
Nucleotide <- function() {
  named(
    satisfy(function(x) grepl("^[GATC]+$", x)),
    "nucleotide sequence"
  )
}

# When this parser fails, the error will say "Expected: nucleotide sequence"
```

```

try(reporter(Nucleotide() %then% eof()(c("GATCxTC")))

# Combine named parsers with %or% to get helpful "Expected one of:" messages
Nucleotide_or_Protein <- function() {
  named(satisfy(function(x) grepl("[GATC]+$", x)), "nucleotide") %or%
  named(satisfy(function(x) grepl("[ARNDCQEGHILKMFSTWYV]+$", x)), "protein")
}

try(reporter(Nucleotide_or_Protein() %then% eof()(c("Some text"))))

```

---

```
print.marker
```

*Print method for an object of class marker*

---

## Description

An object of class `marker` is an empty list created by the function `fail()`. To indicate that this object differs from simply `list()` its print method prints `[]`.

## Usage

```
## S3 method for class 'marker'
print(x, ...)
```

## Arguments

`x` an object used to select a method.  
`...` further arguments passed to or from other methods.

## Details

The `marker` class is used internally to mark the largest index number of the element (i.e. line) of the input character vector at which the parser failed. This number is stored in the attribute `n` of a `marker` and only correctly corresponds to that index number if the parser is wrapped in a `reporter()` call.

## Value

The printed `marker` object is returned invisibly.

## See Also

[failed\(\)](#)

## Examples

```

d <- (literal("A") %then% literal("B"))(c("A", "A"))
# prints the icon [] for failed parsing
d
# Reveal the modest content of the marker object
unclass(d)

```

---

reporter	<i>Turn a parser into an error reporting parser</i>
----------	---

---

## Description

Turns a parser into an error reporting parser, and when the parser is successful returns only the L-element of the parser output, the successfully parsed part of the input (see [succeed\(\)](#)).

## Usage

```
reporter(p, context_size = 5)
```

## Arguments

p	a parser.
context_size	number of lines of context to show around the line where failure occurred. Default is 5.

## Details

The error object that this function returns is a list containing the elements `linenr` and `linecontent`, corresponding to the line in which the parser failed and its content. The user of this package can catch this object to create custom error messages instead of the message generated by this function.

A warning is issued when the parser did not completely consume the input. Complete consumption of input is only explicitly made when the parser ends with `eof()`. Therefore, even though all elements were parsed, a zero-length character vector will remain in the R element if the parser does not end with `eof()`.

## Value

The L-part of a successful parser result or an error message about the line where the parser failed. A warning is thrown when the parser did not completely consume the input.

## Examples

```
at <- function() literal("a") %then% literal("t")
atat <- rep(c("a", "t"), 2)
# Yields an error message about parser failing on line 5
try(
  reporter(match_n(3, at()) %then% eof()(c(atat, "t", "t")))
)
# No error, but parser result
reporter(match_n(2, at()) %then% eof()(atat)
# warning: the input is not completely consumed
try(
  reporter(match_n(2, at()))(atat)
)
```

---

`satisfy`*Matching input using a logical function*

---

**Description**

`satisfy()` turns a logical function into a parser that recognizes strings.

**Usage**

```
satisfy(b, expected = "matching input")
```

**Arguments**

`b` a boolean function to determine if the string is accepted.  
`expected` character string describing what is expected (for error messages).

**Details**

Notice (see pseudocode) that `satisfy` fails when presented with empty input, so it is futile to write predicate functions that would recognize such input.

**Value**

A parser.

**Pseudocode**

```
satisfy(b)(x):  
  if x==null then fail()(x)  
  else if b(x[1]) then succeed(x[1])(x[-1]) else fail()(x)
```

where `x[1]` is the first element of `x`, `x[-1]` all subsequent elements (or null if it only has one element). null is the empty vector, equivalent to `character(0)` in R.

**Examples**

```
# define a predicate function that tests whether the next element starts  
# with an 'a'  
starts_with_a <- function(x) grepl("^a", x)  
# Use it in the satisfy parser  
satisfy(starts_with_a)(c("abc", "def")) # success  
satisfy(starts_with_a)(c("bca", "def")) # failure  
# Using an anonymous function  
satisfy(function(x) {  
  as.numeric(x) > 10  
})("15") # success
```

---

store	<i>Store and retrieve objects</i>
-------	-----------------------------------

---

## Description

Sometimes you want to use a parsed object to modify a later parser operation, as in the example below. The `store()` and `retrieve()` functions provide the tools to create such a parser.

## Usage

```
store(name, value)
```

```
retrieve(name)
```

## Arguments

name	a string used as the name of the stored object.
value	object to be stored.

## Value

Nothing for `store()` and the stored object for `retrieve()`.

## Examples

```
parse_nr <- function(line) {
  m <- stringr::str_extract(line, "number=(\\d+)", group = 1)
  if (is.na(m)) {
    list()
  } else {
    store("nr", as.numeric(m))
  }
}

p <- function() {
  match_s(parse_nr) %then%
  exactly(retrieve("nr"), literal("A"))
}

p()(c("number=3", "A", "A", "A")) # success
p()(c("number=2", "A", "A", "A")) # failure
```

stringparser

*String parser constructor***Description**

Produce a string parser based on `stringr::str_match()`, to be used with `match_s()`.

**Usage**

```
stringparser(match_pattern, reshape = identity)
```

**Arguments**

`match_pattern` A regular expression that matches the string.

`reshape` A function that takes the character vector of captured strings and modifies it to a desired output. By default this is the `identity()` function.

**Details**

This function uses `regexec()` with parameter `perl = TRUE` to produce a string parser for perl compatible regular expressions. Parsers created with this constructor return the failure signal `list()` when a string does not match the `match_pattern`. If the pattern contains captured groups then these groups will be returned as a character vector upon matching. If there is no capture group then the function will return silently upon matching the pattern. You can provide a function to the `reshape` argument to change the output upon matching.

You always have to wrap the parsers made with this constructor in `match_s()` to create a parser combinator. I decided not to include this standard pattern in the `stringparser` constructor itself because it complicates testing of these parsers.

**See Also**

[match\\_s\(\)](#), [regexec\(\)](#)

**Examples**

```
# single capture group
parse_header <- stringparser(">(\\w+)")
parse_header(">correct_header") # returns "correct_header"
parse_header("> incorrect_header") # returns list()

# multiple capture groups
parse_keyvalue <- stringparser("(\\w+):\\s?(\\w+)")
parse_keyvalue("key1: value1") # returns c("key1", "value1")

# modify output
parse_keyvalue_df <- stringparser(
  "(\\w+):\\s?(\\w+)",
  function(x) data.frame(key = x[1], value = x[2])
```

```
)
parse_keyvalue_df("key1: value1") # returns a data frame
```

---

succeed

*The most basic parsers*


---

### Description

These are the most basic constructors of a parser, but they are important cogs of the parser machinery. The `succeed` parser always succeeds, without consuming any input, whereas the `fail` parser always fails.

### Usage

```
succeed(left)

fail(lnr = LNR(), expected = NULL)
```

### Arguments

<code>left</code>	any R-object constructed from a parsed vector.
<code>lnr</code>	integer. The line number (element number) at which the fail occurs
<code>expected</code>	character vector. Optional descriptions of what was expected.

### Details

The `succeed` parser constructs a `list` object with a 'left' or L-element that contains the parser result of the consumed part of the input vector and the 'right' or R-element that contains the unconsumed part of the vector. Since the outcome of `succeed` does not depend on its input, its result value must be pre-determined, so it is included as a parameter.

While `succeed` never fails, `fail` always does, regardless of the input vector. It returns the empty list `list()` to signal this fact.

### Value

A list. `succeed()` returns a list with two elements named L and R. `fail()` returns a marker object which is basically an empty list with a line number `n` as attribute. It is printed as the icon `[]`, see `print.marker()`. Note that `n` will only correctly represent the line number of failure when a parser is wrapped in the `reporter()` function.

### Pseudocode

```
succeed(y)(x): [L=[y],R=[x]]
fail()(x):      []

where [L=[y],R=[x]] is a named list with lists [y] and [x] as elements and [] is an empty list.
```

**Note**

It is very unlikely that you will ever have to use these functions when constructing parsers.

**Examples**

```
succeed("A")("abc")
succeed(data.frame(title = "Keisri hull", author = "Jaan Kross"))(c("Unconsumed", "text"))

fail()("abc")
```

---

zero\_or\_more

*Repeated application of a parser*

---

**Description**

Often, we want to assess whether a given structure can be successfully parsed through repetitive application of a parser *p*. This could involve testing the parser applied multiple times in succession or determining its capability to be applied zero or more times.

The subsequent functions are designed to address and evaluate these scenarios.

**Usage**

zero\_or\_more(*p*)

one\_or\_more(*p*)

exactly(*n*, *p*)

zero\_or\_one(*p*)

match\_n(*n*, *p*)

**Arguments**

*p* a parser.

*n* a positive integer, including 0.

**Details**

All these parsers with the exception of `match_n` exhibit greedy behavior striving to apply *p* as many times as possible. If the resulting count doesn't match the expected quantity, such as in the case of `exactly(n, p)` where *p* successfully parses more than *n* times, then the parser fails. In contrast, `match_n(n, p)` strictly applies *p* exactly *n* times, preventing any further application of *p* even if *p* could potentially be applied more often. Clearly, both functions will fail if *p* fails after less than *n* repetitions.

**Value**

A parser.

**Pseudocode**

```

zero_or_more(p):
  (p %then% zero_or_more(p)) %or% succeed(null)

one_or_more(p):
  p %then% zero_or_more(p)

exactly(n,p):
  count = 0
  r = zero_or_more(p %using% F(x): count = count + 1; x)(x)
  if count == n then
    count = 0
    r
  else fail()(x)

zero_or_one:
  exactly(1,p) %or% exactly(0,p)

match_n(n,p):
  if n==0 then F(x): succeed(list())(x)
  else
    if n==1 then p else (p %then% match_n(n-1, p))

where null is the empty vector.

```

**Examples**

```

zero_or_more(literal("A"))(c("A", LETTERS[1:5]))
zero_or_more(literal("A"))(LETTERS[2:5])

one_or_more(literal("A"))(c("A", LETTERS[1:5])) # success
one_or_more(literal("A"))(LETTERS[2:5]) # failure

exactly(2, literal("A"))(c("A", LETTERS[1:5])) # success
exactly(2, literal("A"))(c(rep("A", 2), LETTERS[1:5])) # failure: too many "A"

zero_or_one(literal("A"))(LETTERS[2:5]) # success
zero_or_one(literal("A"))(LETTERS[1:5]) # success
zero_or_one(literal("A"))(c("A", LETTERS[1:5])) # failure

match_n(2, literal("A"))(c("A", LETTERS[1:5])) # success
match_n(2, literal("A"))(c(rep("A", 2), LETTERS[1:5])) # success

```

---

%or%

*Applying alternative parsers*

---

### **Description**

The %or% combinator (p1 %or% p2) returns the result of p1 if p1 is successful or, if p1 fails that of p2 if p2 parses successfully, otherwise it returns a fail.

### **Usage**

p1 %or% p2

### **Arguments**

p1, p2            two parsers.

### **Value**

A parser.

### **Pseudocode**

```
(p1 %or% p2)(x):  
  if p1(x)==[] then  
    if p2(x)==[] then fail()(x) else p2(x)  
  else p1(x)
```

where [] is the empty list.

### **Examples**

```
(literal("A") %or% literal("a"))(LETTERS[1:5]) # success on first parser  
(literal("A") %or% literal("a"))(letters[1:5]) # success on second parser  
(literal("A") %or% literal("a"))(LETTERS[2:6]) # failure  
starts_with_a <- function(x) grepl("^a", x[1])  
# success on both parsers, but returns result of p1 only  
(literal("a") %or% satisfy(starts_with_a))(letters[1:5])
```

---

%ret% *Return a fixed value instead of the result of a parser*

---

### Description

Sometimes we are not interested in the result from a parser, only that the parser succeeds. It may be convenient to return some short representation or nothing even rather than the string itself. The %ret% combinator is useful in such cases. The parser (p %ret% c) has the same behavior as p, except that it returns the value c if successful.

### Usage

p %ret% c

### Arguments

p                    a parser.  
c                    string, *i.e.* a single-element character vector. NULL is coerced to character(0).

### Value

A parser.

### Pseudocode

```
(p %xret% c)(x):  
  if p(x)==[] then fail()(x)  
  else succeed(c)(x[-1])
```

### See Also

[%using%](#)

### Examples

```
(literal("A") %ret% "We have an A!")(LETTERS[1:5])  
(literal("A") %ret% NULL)(LETTERS[1:5])
```

---

`%then%`*Applying parsers in sequence*

---

**Description**

`(p1 %then% p2)` recognizes anything that `p1` and `p2` would if applied in succession.

**Usage**

```
p1 %then% p2
```

**Arguments**

`p1, p2`            two parsers.

**Value**

A parser.

**Pseudocode**

```
(p1 %then% p2)(x):
  if p1(x)==[] or x==null then fail()(x)
  else
    if p2(x[-1])==[] then fail()(x)
    else succeed([p1(x)$L, p2(x[-1])$L])(x[-2])
```

where `null` is the empty vector, `x[-1]` and `x[-2]` are the vector `x` without the first element and without the first two elements, respectively.

**See Also**

The discarding versions [%xthen%](#) and [%thenx%](#)

**Examples**

```
starts_with_a <- function(x) grepl("^a", x[1])
starts_with_b <- function(x) grepl("^b", x[1])
(satisfy(starts_with_a) %then% satisfy(starts_with_b))(c("ab", "bc", "de")) # success
(satisfy(starts_with_a) %then% satisfy(starts_with_b))(c("bb", "bc", "de")) # failure
(satisfy(starts_with_a) %then% satisfy(starts_with_b))(c("ab", "ac", "de")) # failure
```

---

%using%

*Applying a function to the result of a parser*

---

### Description

The %using% combinator allows us to manipulate results from a parser. The parser (p %using% f) has the same behavior as the parser p, except that the function f is applied to its result value.

### Usage

p %using% f

### Arguments

p                    a parser.

f                    a function to be applied to the result of a successful p.

### Value

A parser.

### Pseudocode

```
(p %using% f)(x):  
  if p1(x)==[] then fail()(x)  
  else succeed(f(p1(x)$L))(x[-1])
```

### Examples

```
(literal("ab") %using% toupper)(c("ab", "cdef")) # success  
(literal("ab") %using% toupper)(c("bb", "cdef")) # failure
```

---

%xthen%

*Keeping only first or second result from a %then% sequence*

---

### Description

Two parsers composed in sequence produce a pair of results. Sometimes we are only interested in one component of the pair. For example in the case of reserved words such as 'begin' and 'end'. In such cases, two special versions of the %then% combinator are useful, which keep either the first or second result, as reflected by the position of the letter 'x' in their names.

**Usage**

`p1 %xthen% p2`

`p1 %thenx% p2`

**Arguments**

`p1, p2`            two parsers.

**Value**

A parser.

**Pseudocode**

```
(p1 %xthen% p2)(x):
  if p1(x)==[] or x==null then fail()(x)
  else
    if p2(x[-1])==[] then fail()(x)
    else succeed(p1(x)$L)(x[-2])
```

```
(p1 %thenx% p2)(x):
  if p1(x)==[] or x==null then fail()(x)
  else
    if p2(x[-1])==[] then fail()(x)
    else succeed(p2(x[-1])$L)(x[-2])
```

where `null` is the empty vector, `x[-1]` and `x[-2]` are the vector `x` without the first element and without the first two elements, respectively.

**See Also**

[\*%then%\*](#)

**Examples**

```
is_number <- function(x) grepl("\\d+", x[1])
# Numbers are preceded by ">" symbols, but we only want the number
(literal(">") %thenx% satisfy(is_number))(c(">", "12"))
# Temperatures are followed by the unit 'C', but we only want the number
(satisfy(is_number) %xthen% literal("C"))(c("21", "C"))
```

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