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Modul:Gapnum

This module is used by Vorlage:Tl.

Use in other modules

gaps

The `gaps` function can be useful for formatting in other modules that work with displaying large numbers.

```
local gaps = require('Module:Gapnum').gaps
```

Using the `gaps` function, the first argument is the number to format. The second argument can be a table with keys that tell the module how to format. The table keys that can be used are:

- `gap` - a number with CSS units (px, em, en, etc) that define the size of the gap between numbers. If blank, the module will use `0.25em`.
- `prec` - a number that determines the precision of the decimal part of the number. If the precision is less than the number of digits, extra digits will be removed without rounding; if it is more, zeroes will be added to the end to create the desired precision. If blank, the module will use `-1`, which means the precision will be the same as the number given; no digits added or removed.

Note that the return statement is a table. This means more styling or text can be added to the wrapper span tag, but it may also mean that `tostring()` may be required when used in other modules.

```
local gaps = require('Module:Gapnum').gaps

function example()
local n = 123456.78900011
-- Example for just simple formatting of a number
-- n_gaps will use the default, .25em gaps and no change in precision
-- The result will have its gaps created with inline css
-- But the result would look like:
-- 123 456.789 000 11
local n_gaps = gaps(n)

-- Different gap size
-- These will format n into the same groups as above
-- But the spaces between the groups will be larger and smaller, respectively
local n_big_gaps = gaps(n, {gap='1em'})
local n_small_gaps = gaps(n, {gap='1px'})

-- Different precision
-- n_prec_5 will use the number 123456.78900
-- The result would look like:
-- 123 456.789 00
local n_prec_5 = gaps(n, {prec=5})
-- n_prec_10 will use the number 123456.7890001100
```

```
-- The result would look like:
-- 123 456.789 000 1100
local n_prec_10 = gaps(n, {prec=10})

-- Both different gaps and precision can be used:
local n_big_5 = gaps(n, {gap='1em', prec=5})
local n_small_10 = gaps(n, {gap='1px', prec=10})
end
```

groups

The `groups` function can be used in other modules to separate a number into groups as `gaps` does, but instead of a formatted `string`, the function will return tables whose elements are the separated groups.

```
local groups = require('Module:Gapnum').groups

function example()
-- This will return one table:
-- {123,456}
local n1 = groups(123456)

-- This will return two tables, each assigned to a different variable:
-- n2a will be:
-- {1,234}
-- n2b will be:
-- {567,89}
local n2a,n2b = groups(1234.56789)

-- This will return two tables:
-- An integer part is always returned, even if it is 0
-- n3a will be:
-- {0}
-- n3b will be:
-- {123,4567}
local n3a,n3b = groups(0.1234567)

-- Just like the other functions, a precision can be defined
-- precision is simply the second parameter
-- n4a will be:
-- {123}
-- n4b will be:
-- {456,700,00}
local n4a,n4b = groups(123.4567,8)
end
```

```
local p = {}

local getArgs

function p.main(frame)
        if not getArgs then
                getArgs = require('Module:Arguments').getArgs
        end

        local args = getArgs(frame, {wrappers = 'Template:Gapnum'})
        local n = args[1]
```

```
	if not n then
		error('Parameter 1 is required')
	elseif not tonumber(n) and not tonumber(n, 36) then -- Validates any numb
		error('Unable to convert "' .. args[1] .. '" to a number')
	end

	local gap = args.gap
	local precision = tonumber(args.prec)

	return p.gaps(n,{gap=gap,prec=precision})
end

-- Not named p._main so that it has a better function name when required by Modul
function p.gaps(n,tbl)
	local nstr = tostring(n)
	if not tbl then
		tbl = {}
	end
	local gap = tbl.gap or '.25em'

	local int_part, frac_part = p.groups(n,tbl.prec)

	local ret = mw.html.create('span')
                                                    :css('white-space','nowra
                                                    -- No gap necessary on fi
                                                    :wikitext(table.remove(in

	-- Build int part
	for _, v in ipairs(int_part) do
		ret:tag('span')
                        :css('margin-left',gap)
                        :wikitext(v)
	end

	if frac_part then
		-- The first group after the decimal shouldn't have a gap
		ret:wikitext('.' .. table.remove(frac_part,1))
		-- Build frac part
		for _, v in ipairs(frac_part) do
			ret:tag('span')
                                :css('margin-left',gap)
                                :wikitext(v)
		end
	end

	return ret
end

-- Creates tables where each element is a different group of the number
function p.groups(num,precision)
	local nstr = tostring(num)
	if not precision then
		precision = -1
	end

	local decimalloc = nstr:find('.', 1, true)
	local int_part, frac_part
	if decimalloc == nil then
		int_part = nstr
	else
		int_part = nstr:sub(1, decimalloc-1)
		frac_part = nstr:sub(decimalloc + 1)
	end
	-- only define ret_i as an empty table, let ret_d stay nil
```

```
	local ret_i,ret_d = {}
	-- Loop to handle most of the groupings; from right to left, so that if a
	while int_part:len() > 3 do
		-- Insert in first spot, since we're moving backwards
		table.insert(ret_i,1,int_part:sub(-3))
		int_part = int_part:sub(1,-4)
	end
	-- handle any left over numbers
	if int_part:len() > 0 then
		table.insert(ret_i,1,int_part)
	end

	if precision ~= 0 and frac_part then
		ret_d = {}
		if precision == -1 then
			precision = frac_part:len()
		end
		-- Reduce the length of the string if required precision is less
		-- OR
		-- Increase it (by adding 0s) if the required precision is more t
		local offset = precision - frac_part:len()
		if offset < 0 then
			frac_part = frac_part:sub(1,precision)
		elseif offset > 0 then
			frac_part = frac_part .. string.rep('0', offset)
		end

		-- Allow groups of 3 or 2 (3 first)
		for v in string.gmatch(frac_part,'%d%d%d?') do
			table.insert(ret_d,v)
		end
		-- Preference for groups of 4 instead of groups of 1 at the end
		if #frac_part % 3 == 1 then
			if frac_part:len() == 1 then
				ret_d = {frac_part}
			else
				local last_g = ret_d[#ret_d] or ''
				last_g = last_g..frac_part:sub(-1)
				ret_d[#ret_d] = last_g
			end
		end
	end

	return ret_i,ret_d
end

return p
```