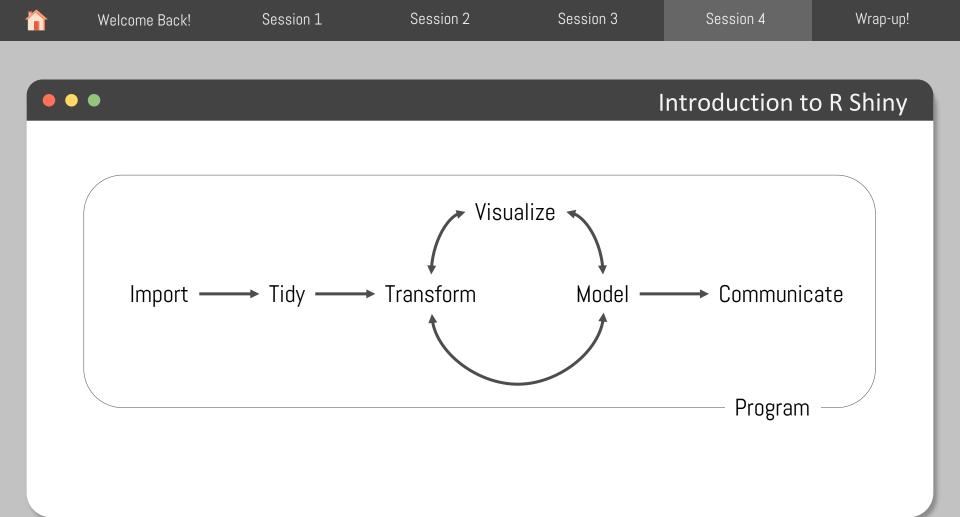
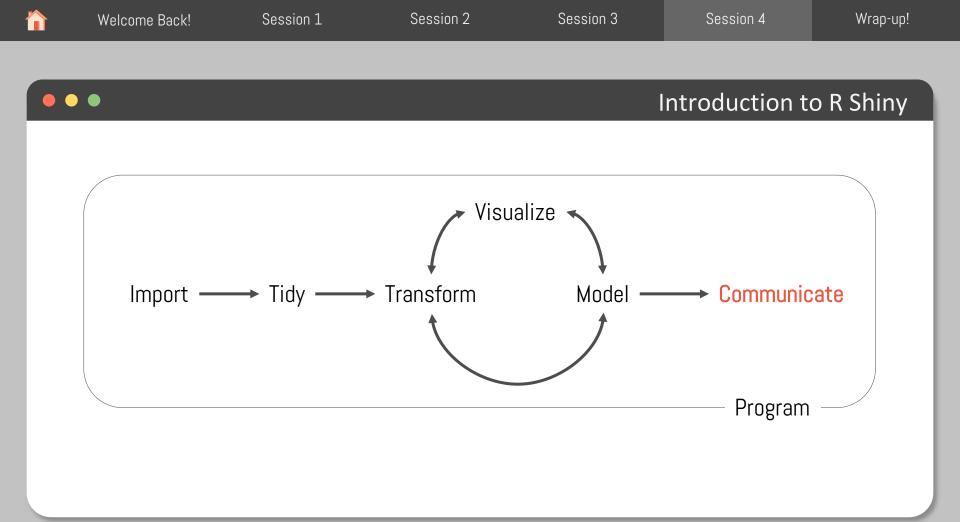


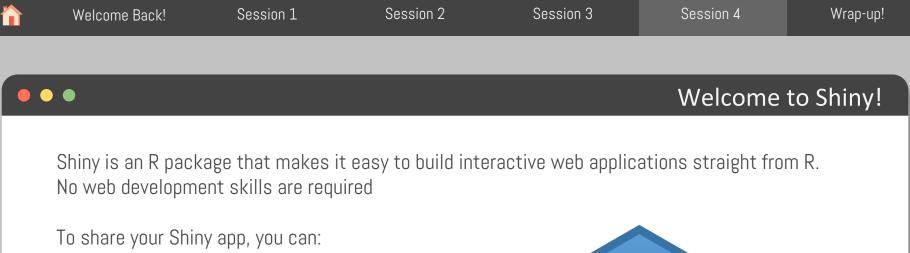


## •••

### Introduction to R Shiny





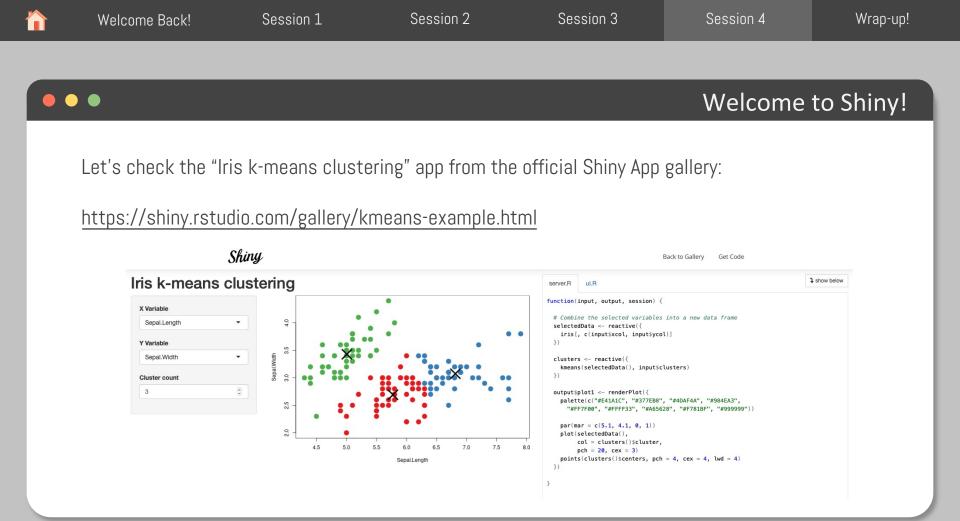


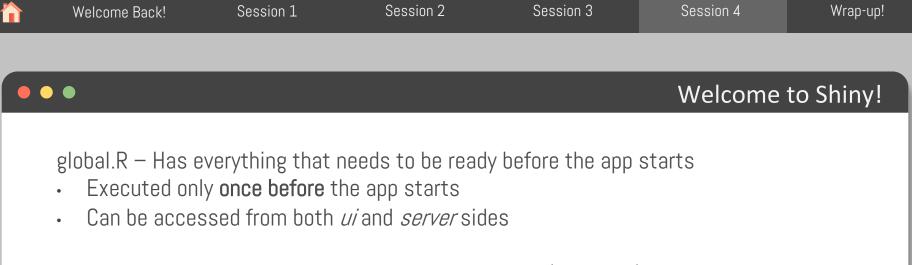
- Host standalone apps on a webpage
- Embed them in R Markdown documents
- Build dashboards

You can also extend your Shiny apps with:

- CSS themes
- HTML Widgets
- JavaScript actions





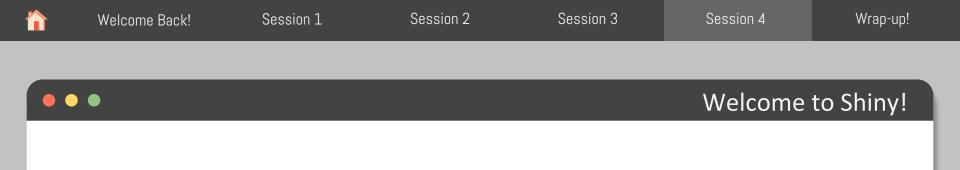


ui.R – Controls the layout and appearance of your app (front end)

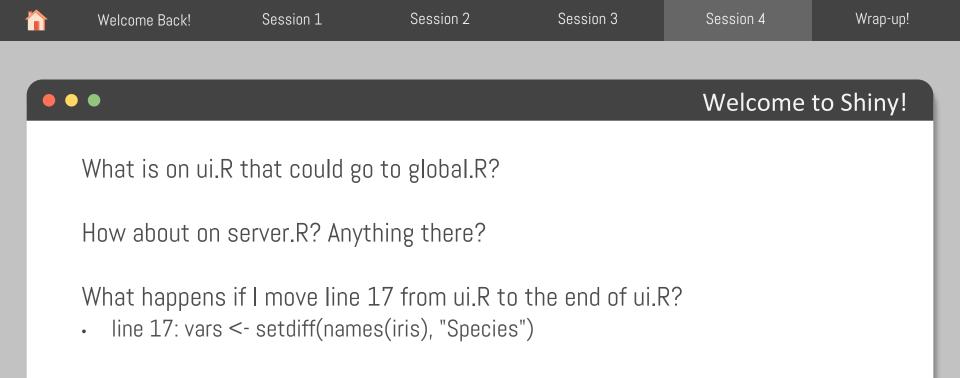
• Executed only **once when** the app starts

server.R - Controls the logics of your app

• Executed as many times as you program it to (back end)

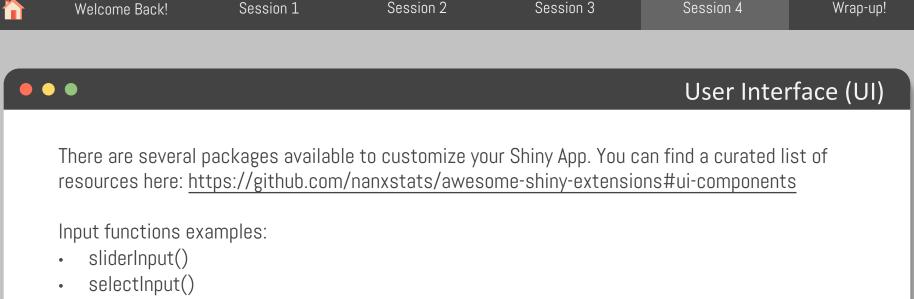


## Let's (re)do this app on Posit Cloud





# ••• User Interface (UI)



- textInput()
- numericInput()

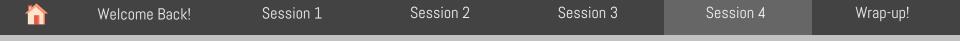
They all take different arguments, but the first one is always the same: inputId

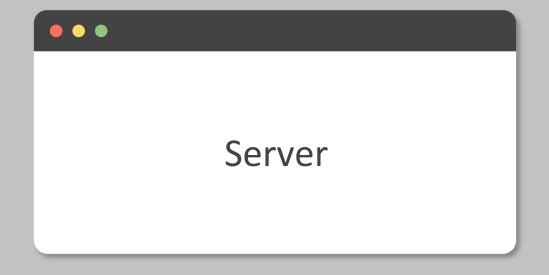
- Must be unique across your app
- Must have only letters, numbers, and underscores

#### •••

#### Your turn!

Modify the k-means app to change the numericInput to a sliderInput. Then, add animation to the input widget so when the user presses play the input widget scrolls through the range automatically.





#### •••

#### input

- It is a list-like object that contains all the input data sent from the browser, named according to the input ID
- It's read-only (can't be modified after UI is rendered\*)
- Can only be read inside a **reactive context** (e.g., render or reactive functions)

#### output

- It is very similar to input: it's also a list-like object named according to the output ID. The main difference is that you use it for sending output instead of receiving input
- You always use the output object in concert with a render function
- You can't read an output object

#### Given this UI:

```
ui <- fluidPage(
textInput("name", "What's your name?"),
textOutput("greeting")
```

\*\* Fix and run them to make sure they work properly

What is wrong in each of these server functions?

server1 <- function(input, output, server) {
 input\$greeting <- renderText(pasteO("Hello ", name))
}</pre>

server2 <- function(input, output, server) {
 greeting <- paste0("Hello ", input\$name)
 output\$greeting <- renderText(greeting)</pre>

server3 <- function(input, output, server) {
 output\$greting <- pasteO("Hello", input\$name)</pre>

#### Your turn!

#### Given this UI:

```
ui <- fluidPage(
textInput("name", "What's your name?"),
textOutput("greeting")
```

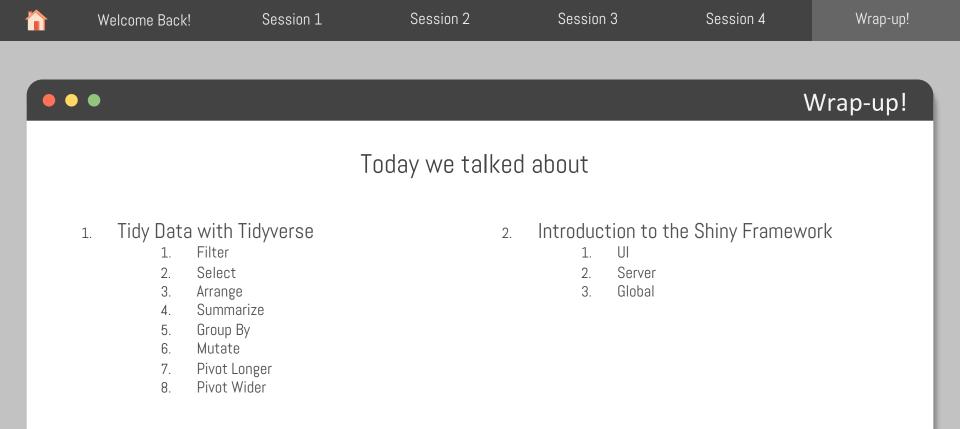
\*\* Fix and run them to make sure they work properly

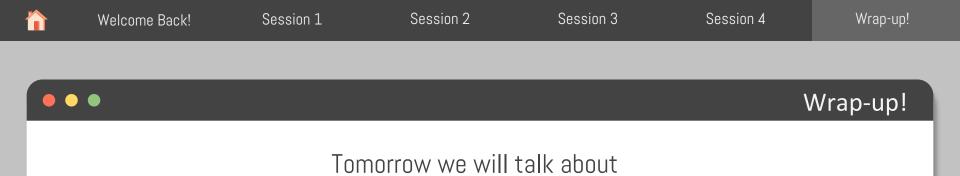
What is wrong in each of these server functions?

server1 <- function(input, output, server) {
 input\$greeting <- renderText(paste0("Hello ", name))
}</pre>

server2 <- function(input, output, server) {
 greeting <- paste0("Hello ", input\$name)
 output\$greeting <- renderText(greeting)</pre>

```
server3 <- function(input, output, server) {
    output$greting <- pasteO("Hello", input$name)</pre>
```





- 1. App reactivity
- 2. App layout
- 3. Building you own App
- 4. Publish your App online