

# Data Visualization with R Shiny tutorial

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# What is Shiny?

# Examples

Let us run several examples:

```
library(shiny)
```

```
runExample("08_html")
```

```
runExample("01_hello")
```

# Examples

UI part:

```
ui <- fluidPage(  
  titlePanel(...),  
  sidebarLayout(  
    sidebarPanel(  
      sliderInput(  
        ...  
      )  
    ),  
    mainPanel(  
      plotOutput(outputId="distplot")  
    )  
  )  
)
```

# Examples

Server part:

```
server <- function(input, output) {  
  output$distplot <- renderPlot({  
    ...  
  })  
}
```

Creation of Shiny app:

```
shinyApp(ui=ui, server=server)
```

# R Markdown with interactive Shiny elements

```
Go to File >  
  New File >  
    R Markdown >  
      Shiny
```

Fill the document with the code from `tutorial_shiny_1.Rmd`.

Click on Run Document.

# Minimal example

We need the files `ui.R` and `server.R` that are kept within the same folder. `ui.R` describe the user interface.

```
fluidPage(...,  
  title = NULL, theme = NULL, lang = NULL)
```

indicates that we are going to use a fluid page layout with rows containing columns.

```
titlePanel(title, windowTitle = title)
```

describes the title of the application.

# Minimal example

```
sidebarLayout(sidebarPanel,  
              mainPanel,  
              position = c("left", "right"),  
              fluid = TRUE)
```

describe the general layout of the page, with:

- Inputs on the side (`sidebarPanel`),
- Outputs in the middle (`mainPanel`).



# Minimal example

The panels contain input and output widgets:

```
textInput(inputId = "comment",  
          label,  
          value = "",  
          width = NULL,  
          placeholder = NULL)
```

```
textOutput(outputId = "textDisplay",  
           container = if (inline) span else div,  
           inline = FALSE)
```

`server.R` contains functions which use `inputId` as an input, and produce `outputId` as an output.

# Minimal example

`server.R` contains a function describing how to use the input from `ui.R` to produce the outputs from `ui.R`.

```
function(input, output){  
  output$textDisplay = renderText({...input$comment...  
  })  
}
```

The `function(input, output)` contains the reactive components of the application. For example:

```
renderText(expr,  
            env = parent.frame(),  
            quoted = FALSE,  
            func = NULL)
```

# Run the minimal example

Set the working directory to the folder that contains `ui.R` and `server.R`,

```
setwd("/Users/my_name/Documents/my_folder/")
```

load the Shiny package:

```
library(shiny)
```

and run the application:

```
runApp()
```

# Various widgets

```
checkboxGroupInput(inputId, label, choices=NULL, ...)
```

```
checkboxInput(inputId, label, value=FALSE, ...)
```

```
dateInput(inputId, label, ...)
```

```
dateRangeInput(inputId, label, ...)
```

```
numericInput(inputId, label, value, ...)
```

```
radioButtons(inputId, label, choices=NULL, ...)
```

# Various widgets

```
selectInput(inputId, label, choices, ...)
```

```
sliderInput(inputId, label, min, max, value, ...)
```

```
textInput(inputId, label, ...)
```

To see an example of how the widgets look like, type:

```
library(shiny)  
runGist(6571951)
```

We can show multiple frames in screen and let the user select one. The processing of the data is only carried out for the currently selected tab.

```
tabsetPanel(  
  tabPanel("title_text", textOutput("name_text")),  
  tabPanel("title_plot", plotOutput("name_plot")),  
  tabPanel("title_map", leafletOutput("name_map"))  
)
```

The leaflet package allows us to produce maps shown with leafletOutput in the ui.R and created with renderLeaflet in the server.R file.

# Reactive objects

In the `server.r` file, we filter the data using a reactive object:

```
theData = reactive({  
  mapData %>%  
    filter(year >= input$year  
})
```

- A reactive object changes when its input changes.
- When it runs, the output is cached.
- If it is called several times in an application, it will not run again if the inputs are unchanged.

# Simple layouts

Left-to-right and top-to-bottom. The elements reorder themselves when resizing the window.

```
flowLayout( ... )
```

Top-to-bottom

```
verticalLayout( ... )
```

Left-to-right with manually set widths

```
splitLayout(cellWidths = c("25%", "75%"),  
            ... ),
```



# Complete layouts

Side bar and main panel

```
fluidpage(  
  sidebarLayout(sidebarPanel, mainPanel, position)  
)
```

Top level navigation bar and several tabs

```
navbarPage(title, tabPanel)
```

Left navigation bar and several tabs

```
fluidpage(  
  navlistPanel(title, tabPanel)  
)
```

# Complete layouts

Rows and columns. The sum of the widths of the columns must be equal to 12.

```
fluidpage(  
  fluidrow(  
    column(width=4, ...),  
    column(width=4, ...), ... ))
```

Combination of layouts

```
fluidPage(  
  fluidRow(  
    column(width=4, ...), column(width=8, ...)),  
  splitLayout( ... ),  
  verticalLayout( ... )  
)
```

# Hiding elements

Name the panels:

```
tabsetPanel(id = "theTabs",  
  tabPanel( ... , value = "trend"),  
  ...  
)
```

Add a condition to show an UI element only if a tab is selected:

```
conditionalpanel(  
  condition = "input.theTabs == trend",  
  checkboxInput( ... )  
)
```

# Tables - Basic Shiny

In ui.R:

```
tableOutput("textDisplay")
```

In server.R

```
output$textDisplay = renderTable({  
  getMat = matrix(c( ... ), ncol = 2, byrow = TRUE)  
  colnames(getMat) = c("Value", "Class")  
  getMat  
})
```

# Tables - With package DT (DataTable)

In ui.R:

```
dataTableOutput("countryTable")
```

In server.R

```
output$countryTable = renderDataTable({  
  dataTable(  
    ... ,  
    colnames = ... ,  
    caption = ... ,  
    filter = "top",  
    options = list(pageLength = 15,  
                    lengthMenu = c(10, 20, 50))  
  })
```

# Reactive user interfaces

In `ui.R`:

```
uiOutput("yearSelectorUI")
```

In `server.R`

```
output$yearSelectorUI = renderUI(  
  selectedYears = ...  
  selectInput( ... , selectedYears)  
)
```

When the value in `selectedYears` change, the choice of years in the widget will also change.

# Progress bar

If some computation in `server.R` can take a long time, it is useful to wrap the corresponding code inside the Shiny `withProgress()` function.

In `server.R`

```
withProgress(message = ... ,  
  detail = ... , value = 0,  
  ... function code ...  
  incProgress(1/3)  
  ... function code ...  
  incProgress(1/3)  
  ... function code ...  
  incProgress(1/3)  
  ... function code ...  
})
```