AutoNeta – A Shiny Implementation of a Semi-Automatic Data Transformation Manager

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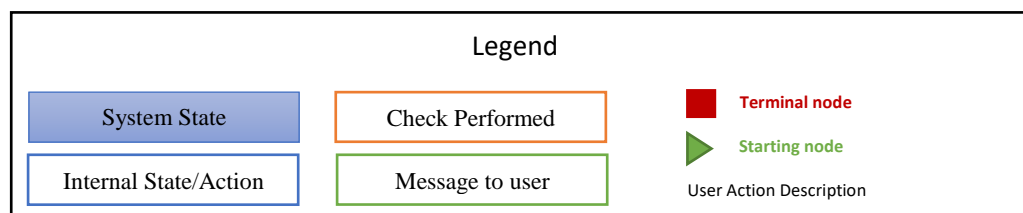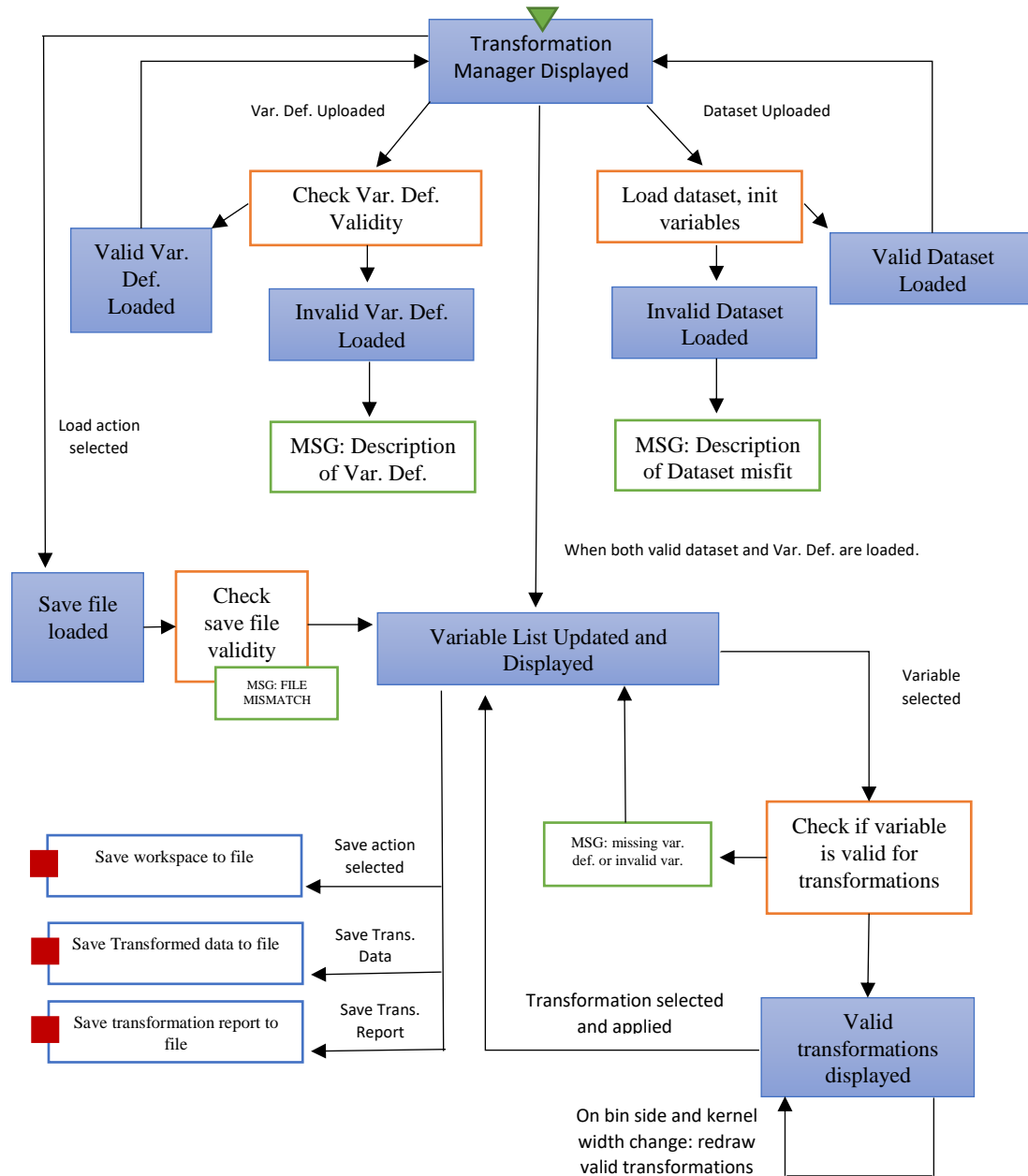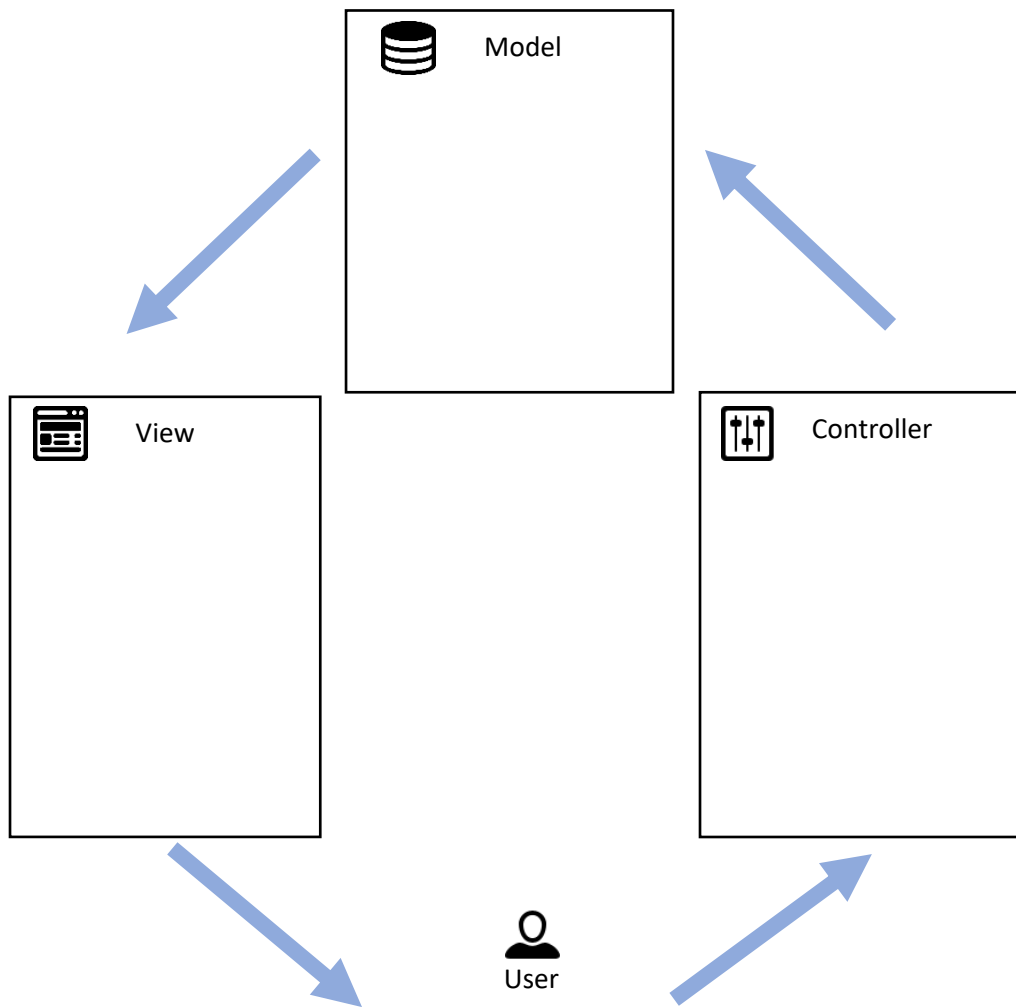Variable Definition Generation

About/ Help

Implementation

This section describes the structure of the application, in terms of state machine and architecture.

State Machine

Additional details about the different states are found below:

Legend

System State	Check Performed	■ Terminal node
Internal State/Action	Message to user	▶ Starting node
		User Action Description

MVC architecture

Online availability and long-term support

Summary

Bibliography