

Applikationen erstellen mit Shiny

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Das shiny Paket installieren

```
install.packages("shiny")
```



Figure 1:

Wer hat's erfunden?

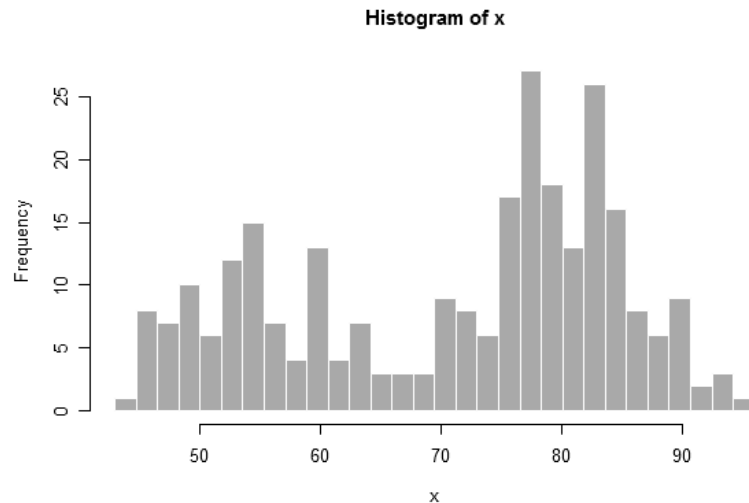
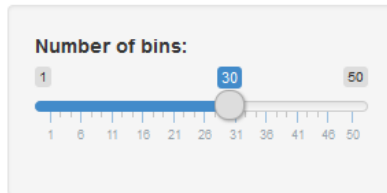
```
citation("shiny")
```

```
##
## To cite package 'shiny' in publications use:
##
## Winston Chang, Joe Cheng, JJ Allaire, Yihui Xie and Jonathan
## McPherson (2017). shiny: Web Application Framework for R. R
## package version 1.0.0. https://CRAN.R-project.org/package=shiny
##
## A BibTeX entry for LaTeX users is
##
## @Manual{,
##   title = {shiny: Web Application Framework for R},
##   author = {Winston Chang and Joe Cheng and JJ Allaire and Yihui Xie and Jonathan McPherson},
##   year = {2017},
##   note = {R package version 1.0.0},
##   url = {https://CRAN.R-project.org/package=shiny},
## }
```

Eine erste Beispielapp

```
library(shiny)
runExample("01_hello")
```

Hello Shiny!



Hello Shiny!
by RStudio, Inc.

This small Shiny application demonstrates Shiny's automatic UI updates. Move the *Number of bins* slider and notice how the `renderPlot` expression is automatically re-evaluated when its dependant, `input$bins`, changes, causing a histogram with a new number of bins to be rendered.

server.R

ui.R

```
library(shiny)

# Define server logic required to draw a histogram
function(input, output) {

  # Expression that generates a histogram. The expression is
  # wrapped in a call to renderPlot to indicate that:
  #
  # 1) It is "reactive" and therefore should be automatically
  #    re-executed when inputs change
  # 2) Its output type is a plot
```

⬆ show with app

Figure 2:

Der Start

Dem Kind einen Namen geben

Die erste App

- man muss den Run App Button drücken
- Das Ergebnis:

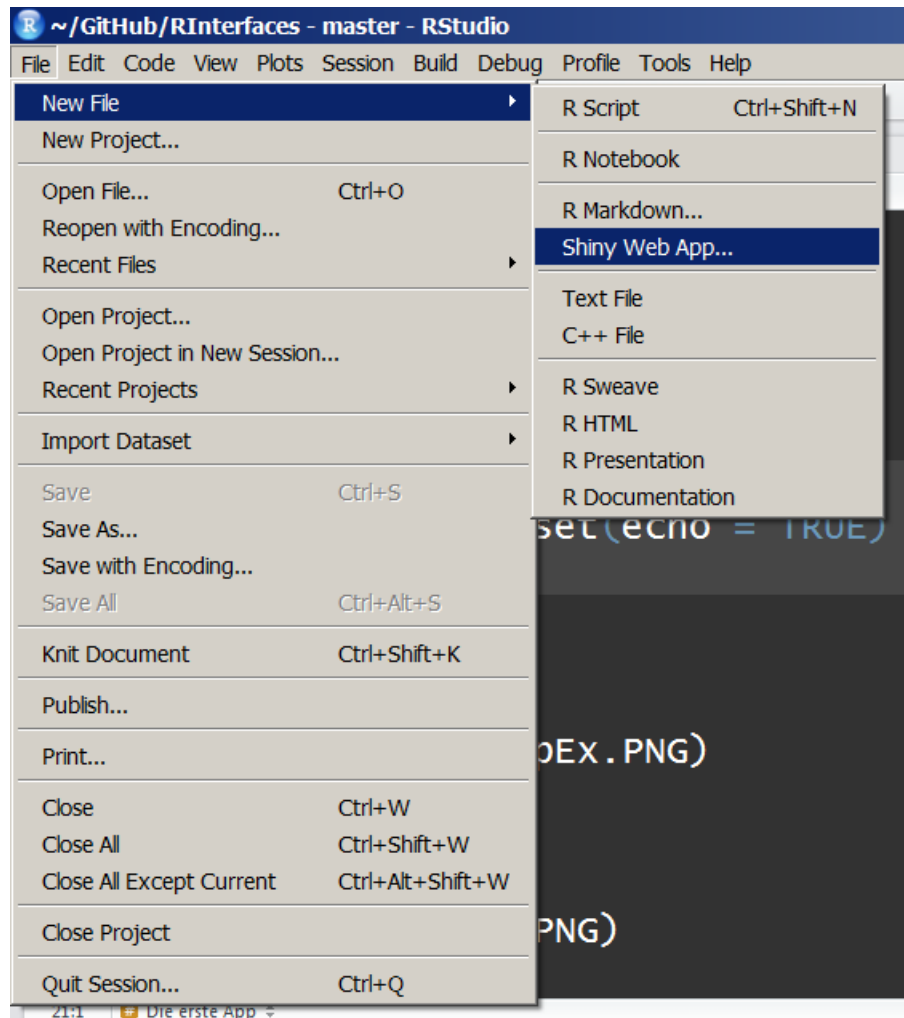


Figure 3:

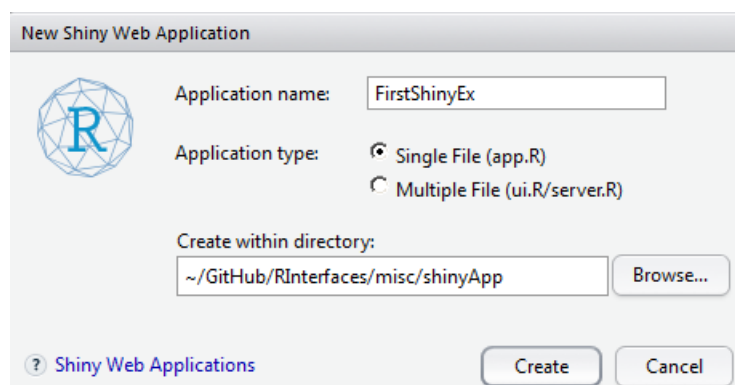


Figure 4:

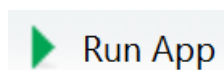


Figure 5:

Old Faithful Geyser Data

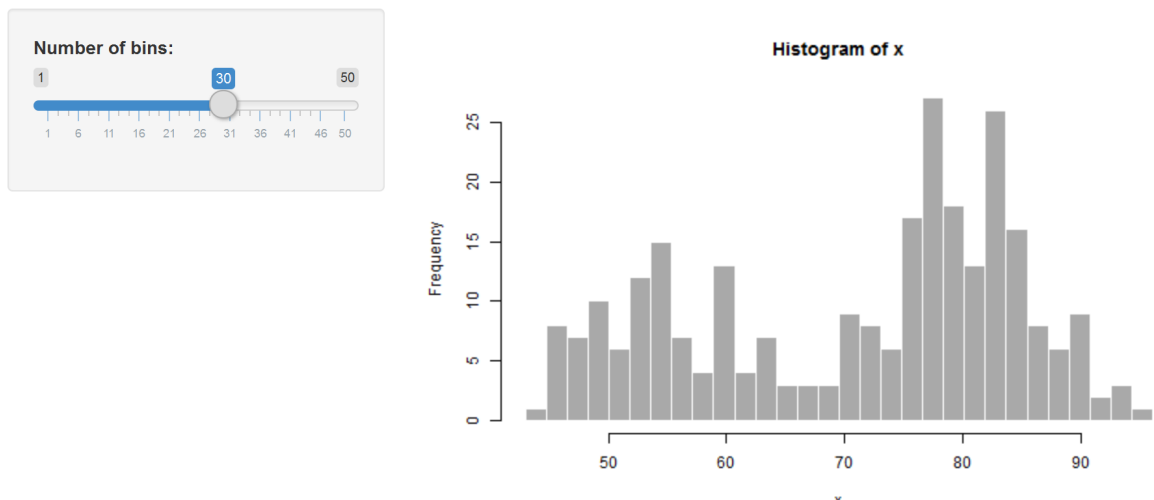


Figure 6:

Zur Erklärung

- Zumeist arbeitet man mit mindestens zwei Dateien
- Das user interface wird mit einer Datei erzeugt werden, die `ui.R` genannt werden muss
- Für die Server Seite brauchen wir auch ein eigenes File, dieses benennen wir mit `server.R`

Eine zweite Beispiel App

```
library(shiny)
runExample("02_text")
```

Einführung in Shiny

Links

- Eine Dashboard App erzeugen

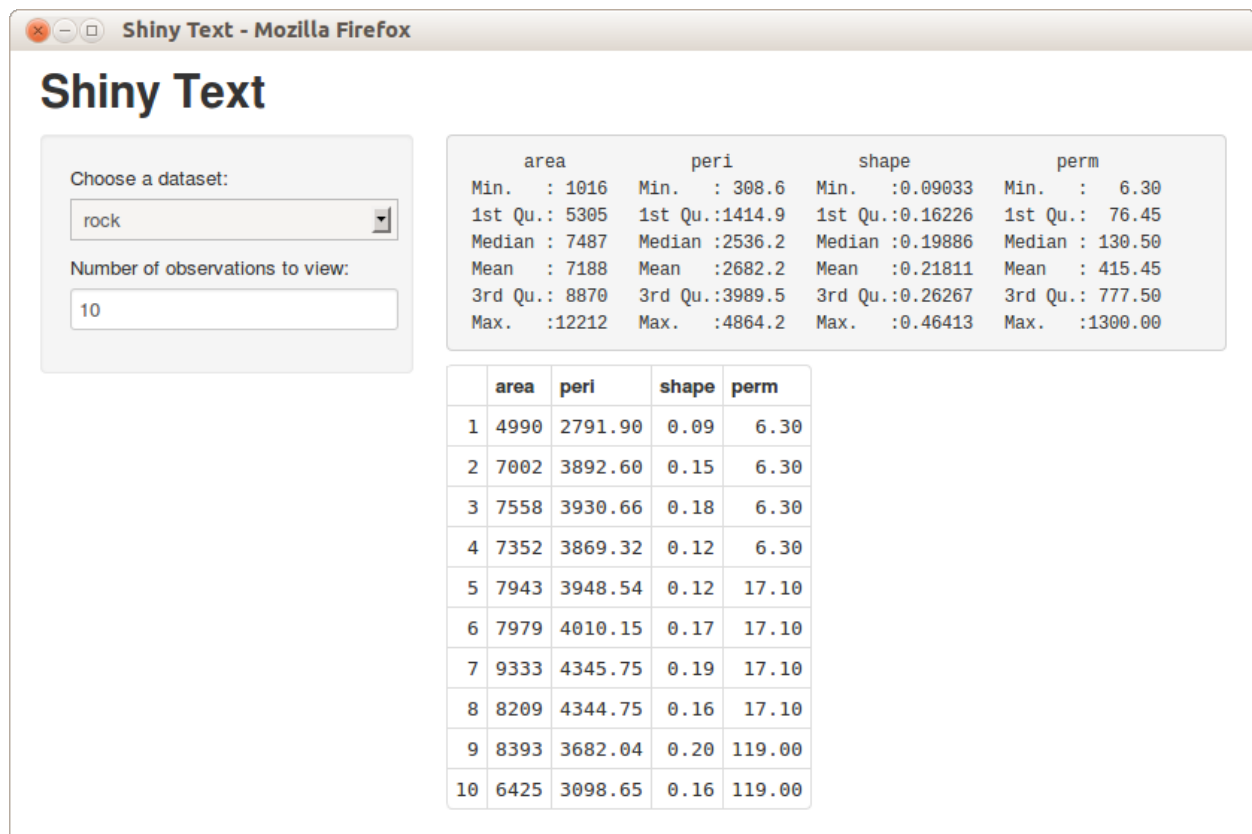


Figure 7:

Teach yourself Shiny

The How to Start Shiny video series will take you from R programmer to Shiny developer. Watch the complete tutorial here, or jump to a specific chapter by clicking a link below. The entire tutorial is two hours and 25 minutes long.

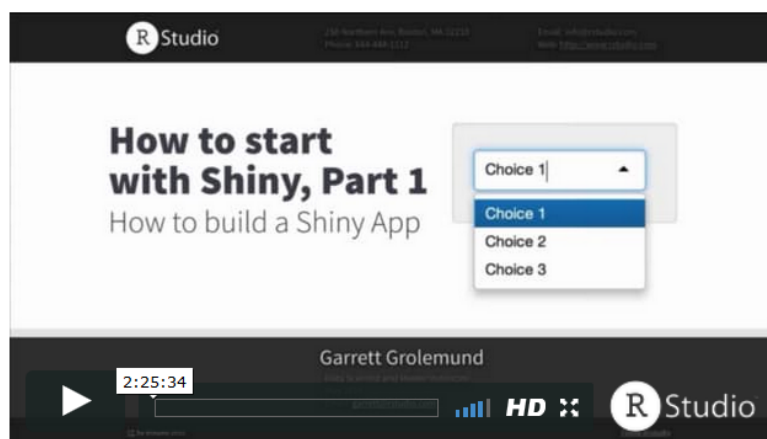


Figure 8: