

R-Ladies Rshiny Apps

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Contents

- A little bit of theory (super small amount)
- A very very simple application
- A less simple application
- Some time to experiment



A little bit of an Introduction

I am no expert!

- There are 3 parts to a ShinyApp:
 - 1 The *User Interface* (UI)
 - 2 The *Server*
 - 3 Call to the *Session*

User Interface

- Defines what the user sees.
- Interactive components which the user inputs, this is linked to the server.
- Many features you can define and control, see cheat sheet for more information.
- Can be a monoscript or duoscript. A monoscript will have all components on one script and saved as an *app.R*. A duoscript will have a script for the server and for the UI, saved as a *server.R* and *ui.R* respectively.

What makes a good UI?

- 1 Clarity
- 2 Concision
- 3 Familiarity
- 4 Responsiveness
- 5 Consistency
- 6 Aesthetics
- 7 Efficiency
- 8 Forgiveness

The Server

- Has “input”, “ouput” and “session” arguments
- Input is the interactive part fed in from the UI.
- Output is calculated in the server and fed to the UI.

