



BUILDING WEB APPLICATIONS IN R WITH SHINY

Layout panels





fluidrow()

```
library(shiny)
# Define UI with fluid rows
ui <- fluidPage(
  "Side", "by", "side", "text",
  fluidRow("Text on row 1"),
  fluidRow("Text on row 2"),
  fluidRow("Text on row 3")
# Define server fn that does nothing :)
server <- function(input, output) {}</pre>
# Create the app object
shinyApp(ui = ui, server = server)
```

```
http://127.0.0.1:7804 | 🔊 Open in Browser
                                   Side by side text
Text on row 1
Text on row 2
Text on row 3
```



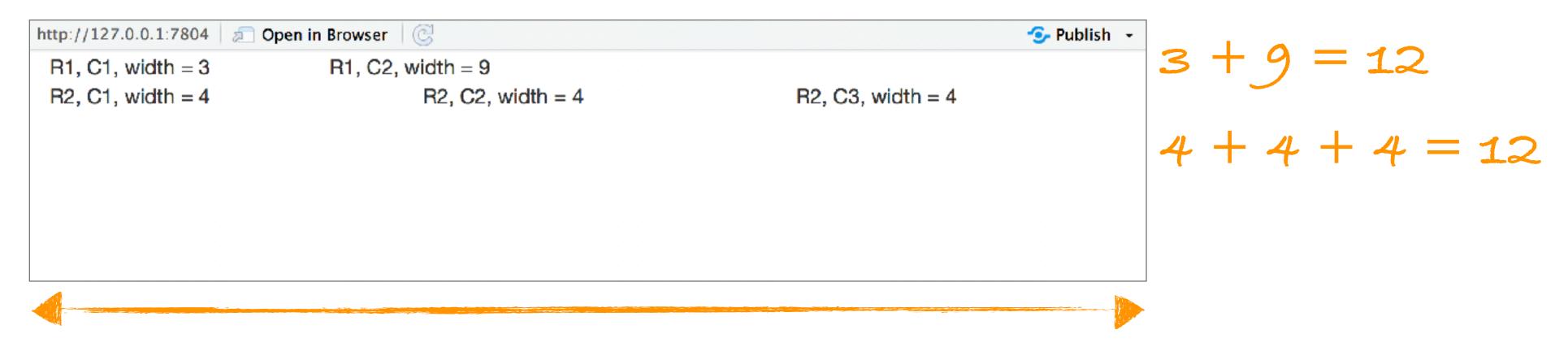


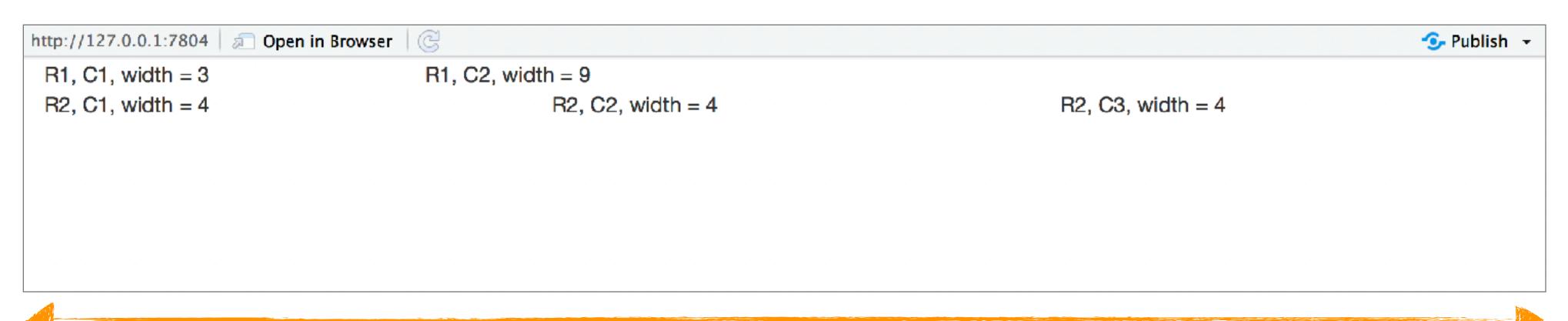
column()

```
library(shiny)
# Define UI with fluid rows and columns
ui <- fluidPage(
   fluidRow(
      column("R1, C1, width = 3", width = 3),
      column("R1, C2, width = 9", width = 9)
  fluidRow(
      column("R2, C1, width = 4", width = 4),
      column("R2, C2, width = 4", width = 4),
      column("R2, C3, width = 4", width = 4)
# Define server fn that does nothing :)
server <- function(input, output) {}</pre>
# Create the app object
shinyApp(ui = ui, server = server)
```



column()





Panels

- Use panels to group multiple elements into a single element that has its own properties.
- Especially important and useful for complex apps with a large number of inputs and outputs such that it might not be clear to the user where to get started.



wellPanel()

```
library(shiny)
# Define UI with wellPanels
ui <- fluidPage(
  wellPanel( fluidRow("Row 1") ),
  wellPanel( fluidRow("Row 2") ),
  wellPanel( fluidRow("Row 3") )
# Define server fn that does nothing :)
server <- function(input, output) {}</pre>
# Create the app object
shinyApp(ui = ui, server = server)
```

ttp://127.0.0.1:7804	Open in Brows	er 🥝 多 P	ublish +
Row 1			
Row 2			
Row 3			



Panels

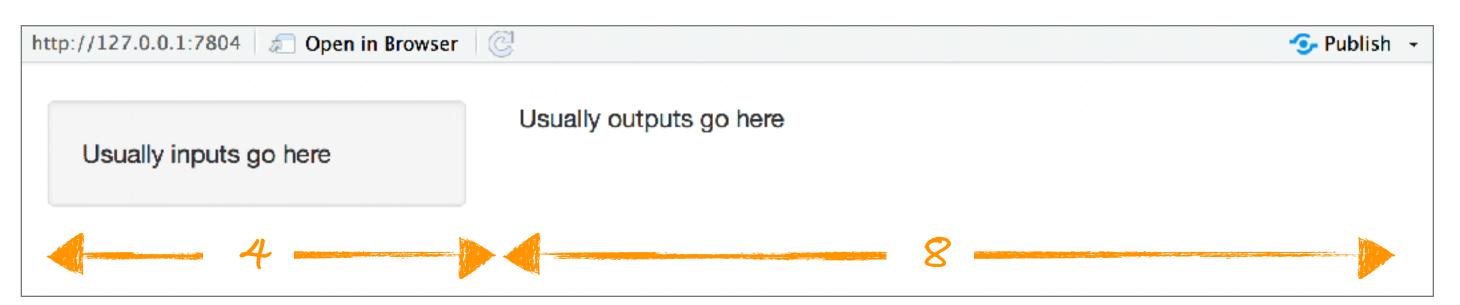
```
absolutePanel(...)
fixedPanel(...)
conditionalPanel(...)
headerPanel(...)
mainPanel(...)
navlistPanel(...)
sidebarPanel(...)
tabPanel(...)
tabsetPanel(...)
titlePanel(...)
inputPanel(...)
wellPanel(...)
```





sidebarPanel() and mainPanel()

```
library(shiny)
# Define UI with default width sidebar
ui <- fluidPage(</pre>
  sidebarLayout(
    sidebarPanel("Usually inputs go here"),
    mainPanel("Usually outputs go here")
# Define server fn that does nothing :)
server <- function(input, output) {}</pre>
# Create the app object
shinyApp(ui = ui, server = server)
```







sidebarPanel() and mainPanel()

```
library(shiny)
# Define UI with custom width sidebar
ui <- fluidPage(</pre>
  sidebarLayout(
    sidebarPanel("Usually inputs go here",
                 width = 6),
    mainPanel("Usually outputs go here",
               width = 6
# Define server fn that does nothing :)
server <- function(input, output) {}</pre>
# Create the app object
shinyApp(ui = ui, server = server)
```







titlePanel()

```
library(shiny)
# Define UI with title panel
ui <- fluidPage(
  titlePanel("My awesome app"),
  sidebarLayout(
    sidebarPanel("Some inputs"),
    mainPanel("Some outputs")
# Define server fn that does nothing :)
server <- function(input, output) {}</pre>
# Create the app object
shinyApp(ui = ui, server = server)
```

http://127.0.0.1:7804		- Publish →
My awesome	app	
Some inputs	Some outputs	





titlePanel() with windowTitle

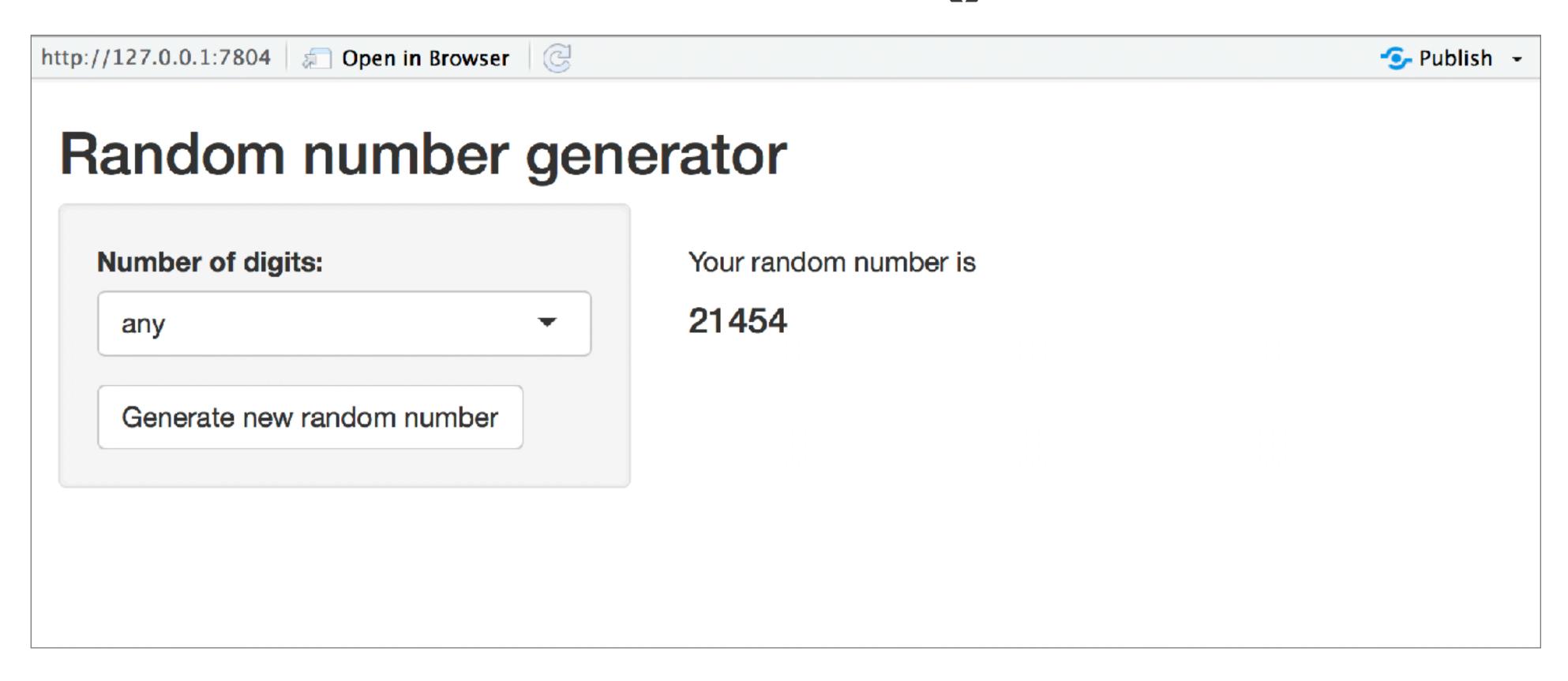
```
library(shiny)
# Define UI with title panel
ui <- fluidPage(</pre>
  titlePanel("Movie browser, 1970 to 2014",
             windowTitle = "Movies"),
  sidebarLayout(
    sidebarPanel("Some inputs"),
    mainPanel("Some outputs")
# Define server fn that does nothing :)
server <- function(input, output) {}</pre>
# Create the app object
shinyApp(ui = ui, server = server)
```







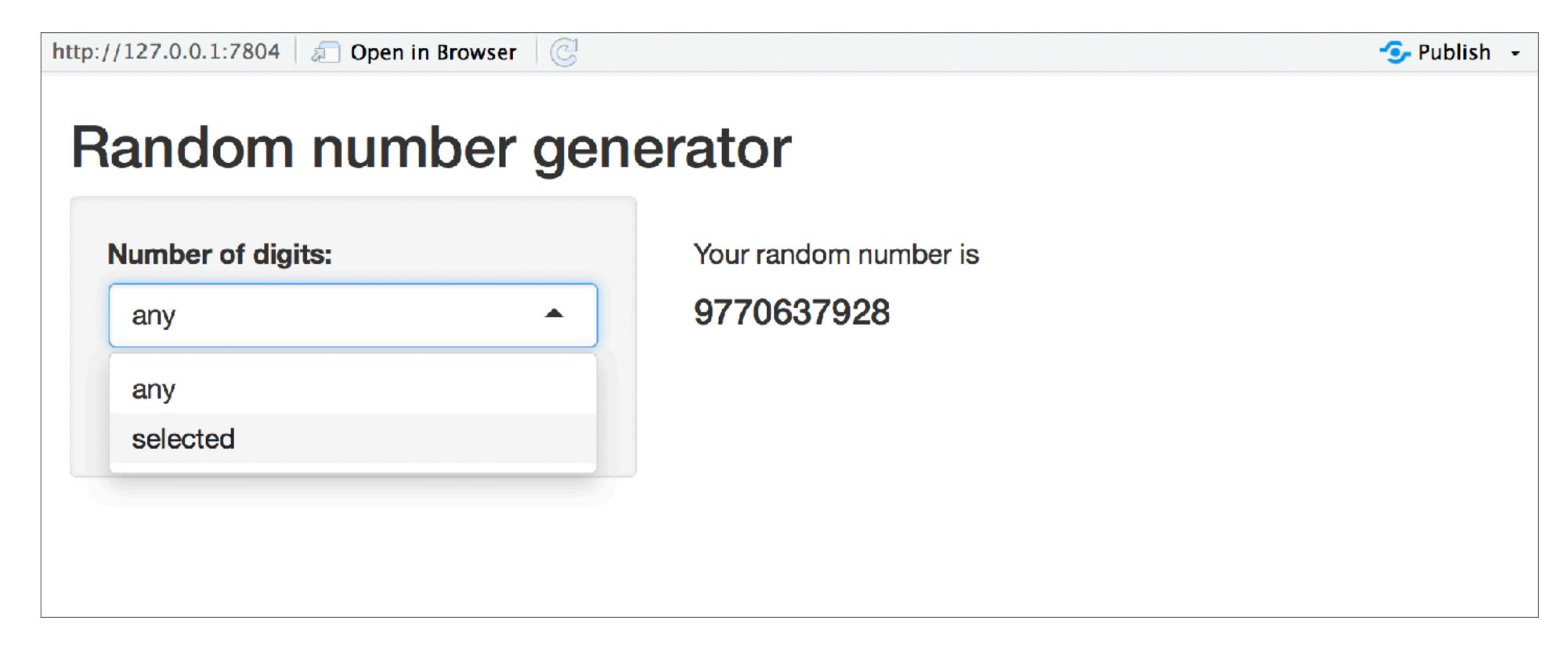
conditionalPanel()







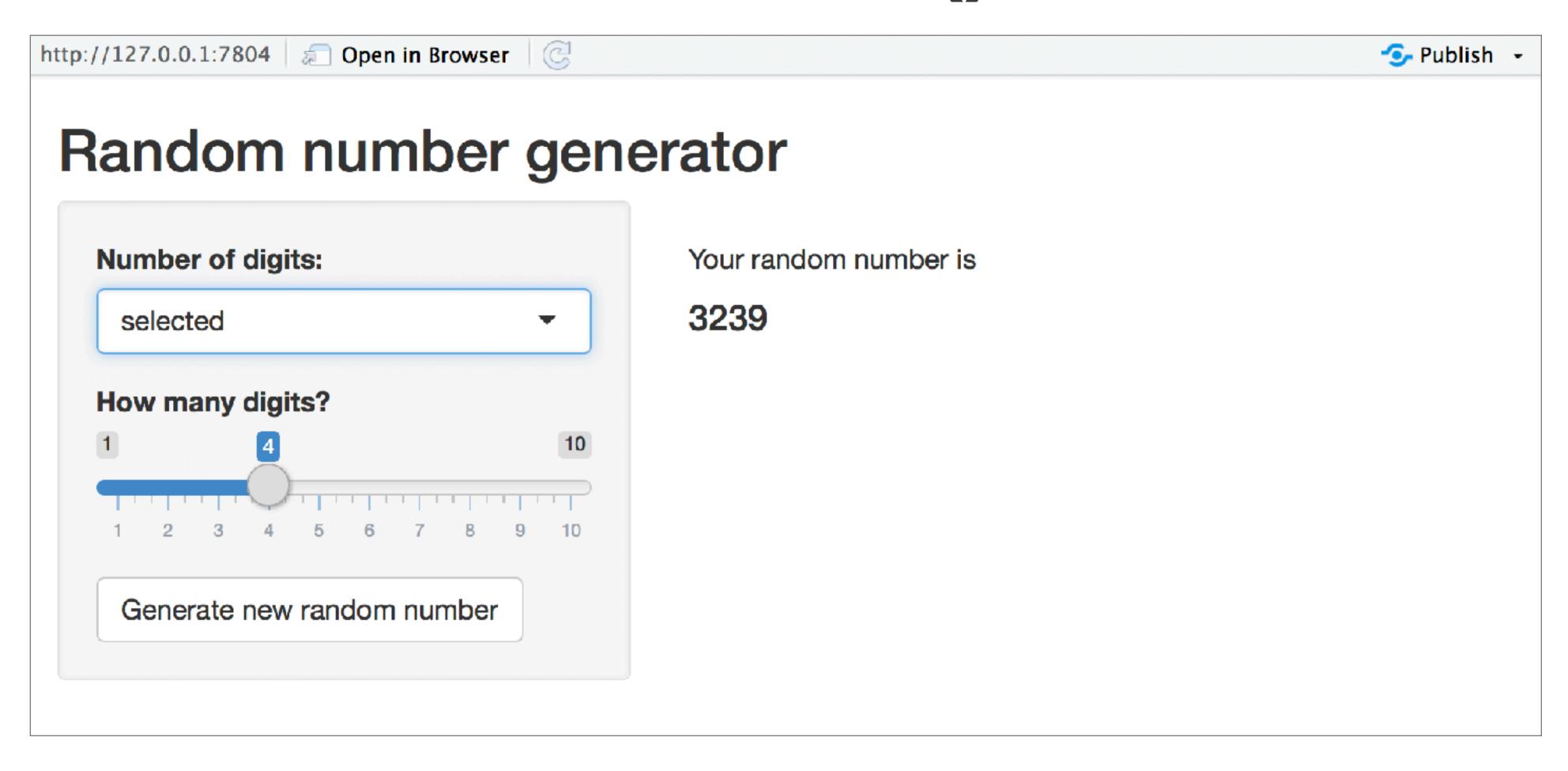
conditionalPanel()







conditionalPanel()







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Let's practice!