Interactive maps with leaflet

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Contents

Chapter 1

Prerequisites

This book is intended as a non-comprehensive guide to developing interactive maps with leaflet and shiny. This is by no means comprehensive as it is based on methods that were used in developing the iTRAQI shiny app. However, since this book does focus on the applied problem of developing the iTRAQI shiny app, it includes specific help and methods for these are described here that may be otherwise difficult to find.

For a more comprehensive introduction to leaflet, see the leaflet documentation.

For a more comprehensive introduction to shiny, see the Mastering Shiny book

Chapter 2

Introduction

You can label chapter and section titles using `{#label}` after them, e.g., we can reference Chapter 2. If you do not manually label them, there will be automatic labels anyway, e.g., Chapter 3.

See 2.1 for a simple leaflet map

```r
library(leaflet)

leaflet() %>%
  addTiles() %>%  # Add default OpenStreetMap map tiles
  addMarkers(lng=174.768, lat=-36.852, popup="The birthplace of R")
```

Figures and tables with captions will be placed in `figure` and `table` environments, respectively.

```r
par(mar = c(4, 4, .1, .1))
plot(pressure, type = 'b', pch = 19)
```

Reference a figure by its code chunk label with the `fig:` prefix, e.g., see Figure 2.2. Similarly, you can reference tables generated from `knitr::kable()`, e.g., see Table 2.1.

```r
knitr::kable(
  head(iris, 20), caption = 'Here is a nice table!',
  booktabs = TRUE
)
```
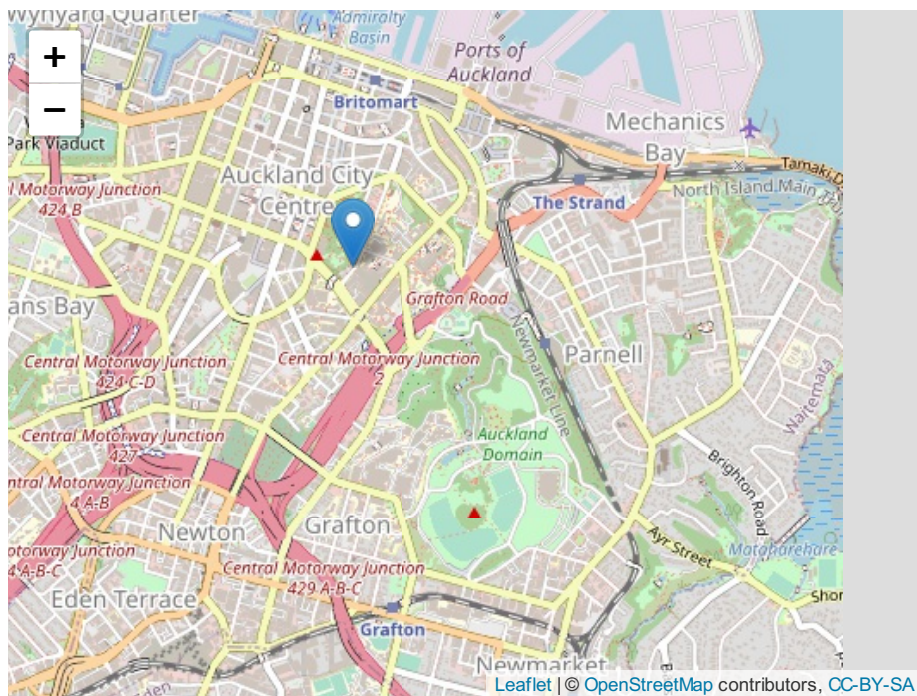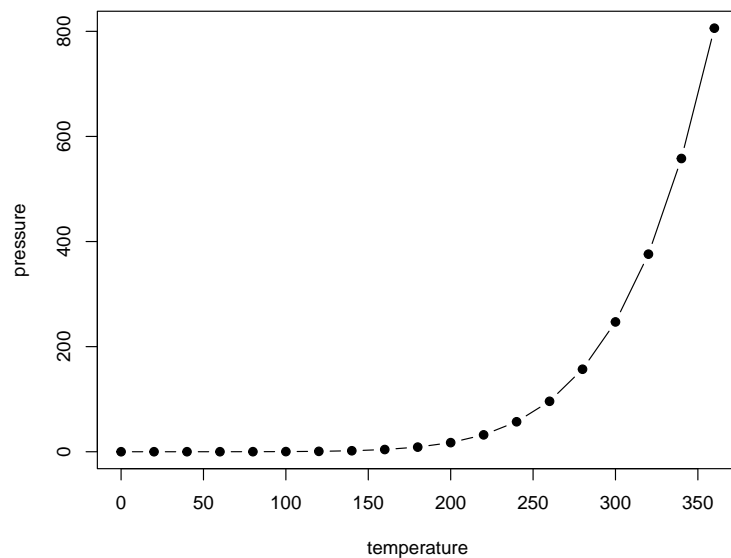
Figure 2.1: Simple leaflet map

Figure 2.2: Here is a nice figure!

Table 2.1: Here is a nice table!

Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
5.1	3.5	1.4	0.2	setosa
4.9	3.0	1.4	0.2	setosa
4.7	3.2	1.3	0.2	setosa
4.6	3.1	1.5	0.2	setosa
5.0	3.6	1.4	0.2	setosa
5.4	3.9	1.7	0.4	setosa
4.6	3.4	1.4	0.3	setosa
5.0	3.4	1.5	0.2	setosa
4.4	2.9	1.4	0.2	setosa
4.9	3.1	1.5	0.1	setosa
5.4	3.7	1.5	0.2	setosa
4.8	3.4	1.6	0.2	setosa
4.8	3.0	1.4	0.1	setosa
4.3	3.0	1.1	0.1	setosa
5.8	4.0	1.2	0.2	setosa
5.7	4.4	1.5	0.4	setosa
5.4	3.9	1.3	0.4	setosa
5.1	3.5	1.4	0.3	setosa
5.7	3.8	1.7	0.3	setosa
5.1	3.8	1.5	0.3	setosa

Chapter 3

Creating the layers

This chapter will cover the necessary steps to make layers which will be visualised in the app:

- kriging
- spatial joins
- aggregating interpolations within polygons

Chapter 4

An app with a map

This chapter will have a brief intro to shiny with a map:

- ui and server
- reactivity
- leaflet
- leafletproxy