(Quiz 1			
		Continue Course		
	5/5 points	Back to Week 1		
	earned (100%)			
	Quiz passed!			
~	1 / 1 points			
1. Which that ap	of the following are abso	lutely necessary for c	reating a functioning shiny app? (Check all	
A server.R file containing a call to shinyServer() Correct				
	A ui.R file that contains information about the CSS and styling of the App			
Un-s	elected is correct			
	A ui.R file containing a call to shinyUI()			
Corre	ect			
	A server.R file that sets	configuration options	for hosting the App	
Un-selected is correct				
	A shiny.R file containing	calls to shinyServer(and shinyUl()	

Un-selected is correct

```
V
```

1/1 points

2. What is incorrect about the following syntax in ui.R?

```
1 library(shiny)
2 shinyUI(pageWithSidebar(
3 headerPanel("Data science FTW!"),
4 sidebarPanel(
5 h2('Big text')
6 h3('Sidebar')
7 ),
8 mainPanel(
9 h3('Main Panel text')
10 )
11 ))
```

- O The h2 command does not take text arguments
- Missing a comma in the sidebar panel

Correct

- Missing comma after the h3 command
- The h3 command should be an h2 command



1/1 points

3.

And the following in server.R

```
library(UsingR)
 2
    data(galton)
 3
 4
    shinyServer(
 5
        function(input, output) {
           output$myHist <- renderPlot({</pre>
 6
 7
               hist(galton$child, xlab='child height', col='lightblue',main
                 ='Histogram')
8
                mu <- input$mu
9
                lines(c(mu, mu), c(0, 200),col="red",lwd=5)
10
                mse <- mean((galton$child - mu)^2)</pre>
                text(63, 150, paste("mu = ", mu))
text(63, 140, paste("MSE = ", round(mse, 2)))
11
12
13
                })
14
```

Why isn't it doing what we want? (Check all that apply.)

- The phrase "Guess at the mu value" should say "mean" instead of "mu"
- The server.R output name isn't the same as the plotOutput command used in ui.R.

Correct

- O The limits of the slider are set incorrectly and giving an error.
- O It should be

```
1 mu <- input$mean
```

in server.R



1/1 points

4.

What are the main differences between creating a Shiny Gadget and creating a regular Shiny App? (Check all that apply)

Corre	Shiny Gadgets are designed to be used by R users in the middle of a data analysis.			
Corre	ect			
Un-se	Shiny Gadgets are smaller programs and therefore run faster than Shiny Apps.			
	Shiny Gadgets can be run on a user's personal computer, unlike a regular Shiny App which needs to be hosted online.			
Un-selected is correct				
Un-se	Shiny Gadgets are specially designed for use on mobile phones and tablet computers.			
Corre	Shiny Gadgets are designed to have small user interfaces that fit on one page.			
~	1/1 points			

5.

```
library(shiny)
    library(miniUI)
 3
 4
    pickXY <- function() {</pre>
      ui <- miniPage(</pre>
         gadgetTitleBar("Select Points by Dragging your Mouse"),
 7
        miniContentPanel(
           plotOutput("plot", height = "100%", brush = "brush")
 8
9
10
      )
11
12
       server <- function(input, output, session) {</pre>
13
           output$plot <- renderPlot({
             plot(data_frame$X, data_frame$Y, main = "Plot of Y versus X",
14
                xlab = "X", ylab = "Y")
15
16
17
           observeEvent(input$done, {
             stopApp(brushedPoints(data_frame, input$brush,
18
                                xvar = "X", yvar = "Y"))
19
20
           })
21
      }
22
23
      runGadget(ui, server)
24
25
    my_data <- data.frame(X = rnorm(100), Y = rnorm(100))</pre>
26
27
28
    pickXY(my_data)
```

Why isn't it doing what we want?

- The input data is defined in such a way that it is not compatible with pickXY()
- The wrong column names are passed to brushedPoints()
- O No arguments are defined for pickXY()

Correct

The call to plot() references the column names of the data frame in the wrong order.