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2023-06-10

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Preface

This is a Quarto book.

To learn more about Quarto books visit https://quarto.org/docs/books.

1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

2 Shinylive in Quarto example

This is a Shinylive application embedded in a Quarto doc.

```
#| standalone: true

from shiny import *

app_ui = ui.page_fluid(
    ui.input_slider("n", "N", 0, 100, 40),
    ui.output_text_verbatim("txt"),
)

def server(input, output, session):
    @output
    @render.text
    def txt():
        return f"The value of n*2 is {input.n() * 2}"

app = App(app_ui, server)
```

3 Summary

In summary, this book has no content whatsoever.

References

Knuth, Donald E. 1984. "Literate Programming." *Comput. J.* 27 (2): 97–111. https://doi.org/10.1093/comjnl/27.2.97.