**Shiny render\*() functions**

The render\*() functions are reactive functions that can understand what to do with reactive values that come from an input function. There are separate render\*() functions for different types of outputs.

Reactive values from input functions can only be used in reactive functions.

**function creates**

renderDataTable() DataTable (an interactive table based on data.frame, etc.)

renderImage() images (saved as a link to a source file)

renderPlot() plots

renderPrint() any printed output

renderTable() data frame, matrix, other table like structures

renderText() character strings

renderUI() a Shiny tag object or HTML

**Shiny output functions**

The output objects from reactive functions are placed into the user interface via output functions.

**function** **creates**

dataTableOutput() DataTable (an interactive table based on data.frame, etc.))

htmlOutput() raw HTML

imageOutput() image

plotOutput() plot

tableOutput() table

textOutput() text

uiOutput() raw HTML

verbatimTextOutput() text