**Introduction to R Shiny**

Topics outline

**Class 1**

1. Introduction
2. Student introductions
3. Syllabus with basic topics, final project, participation
4. Folder on T: drive
5. Structure of an app
6. Go through example apps with runExample() - **handout**
7. Interactive coding - make first app by copying "01\_hello"
8. **In class assignment** - students make minor changes to code
9. Build a basic app
10. Start with minimal app
11. Interactive coding - add reactive input, reactive function, reactive output (histogram example)

**Class 2**

1. Continue basic app as needed
2. Reactive inputs (control widgets) - **handout**
3. Start with minimal app
4. Interactive coding – explore numericInput(), helpTextInput(), sliderInput(), selectInput()
5. Look at app showing all input functions
6. **In class assignment** - students recreate app shown in image “shiny\_class\_2\_recreate\_app.PNG”

**Class 3**

1. Render\*() functions and reactive outputs - **handout**
2. Start with minimal app
3. Interactive coding - add inputs (numericInput(), helpTextInput(), sliderInput(), selectInput() )
4. Run app showing all input functions
5. **In class assignment** - students recreate app shown in image “shiny\_class\_3\_recreate\_app.PNG”
6. Reading data
7. Interactive coding - place data within folder
8. Read data outside of ui()/server()

**Class 4**

1. Deploying app
2. Run code in R from online or GitHub
3. shinapps.io
4. Shiny server
5. Sidebar layout - interactive coding (titlePanel(), sidebarPanel() )
6. HTML tags to control user interface - **handout**
7. Interactive coding to demonstrate (p(), em(), h1(), h2(), img() )
8. Run app to show more HTML tags
9. **In class assignment** - students recreate app shown in image “shiny\_class\_4\_recreate\_app.PNG”
10. Grid layout - interactive coding (fluidRow(), column() )

**Class 5**

1. **In class assignment** - students recreate app shown in image “shiny\_class\_5\_recreate\_app.PNG”
2. The reactive() function to build dataset for use in render\*() functions – interactive coding

**Class 6**

1. **In class assignment** - fix errors in five example apps
2. Add interactivity to a scatterplot - interactive coding
3. Can put source code in app folder
4. Read in data from app folder
5. Add click/hover/brush to plotOutput()
6. Make tables in server(), add tableOutput() to UI
7. As time allows, show adding an “All” option and for a conditional in reactive()

**Class 6**

1. **In class assignment** - add second variable to app to recreate “shiny\_class\_7\_recreate\_app.PNG”
2. Action buttons to delay reaction - interactive coding
3. Replace reactive() with eventReactive()
4. Mention observeReactive() and reactiveValues()
5. More built-in panel layouts - **handout**
6. Focus on tabs, show example "06\_tabsets"
7. Show navlistPanel example: <https://shiny.rstudio.com/gallery/navlistpanel-example.html>