Challenge-8

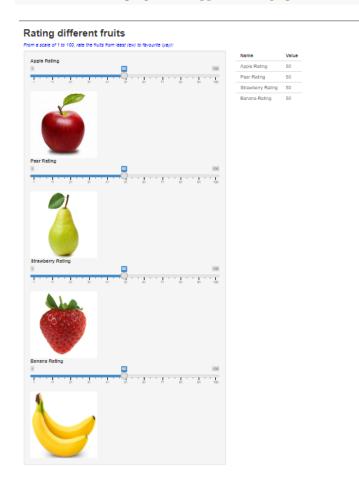
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```
knitr::opts_chunk$set(echo = TRUE)
```

Screenshot of application

knitr::include_graphics("app2_final.png")



Explanation

1. The example used here is "runExample("05_sliders")"

- 2. The edits made are to change the values of the sliders and the type, not including data values like currency, etc.
- 3. Include fruit photos for each fruit
- 4. Include subheader to explain how the rating values work (as a legend)

##For reference:

The Codes:

Making customizations

library(shiny) #runExample("05 sliders")

Define UI for slider demo app —-

```
ui <- fluidPage(
# App title —- titlePanel(strong("Rating different fruits")),
# Subtitle — h5(em("From a scale of 1 to 100, rate the fruits from least (ew) to favourite (yay)!",
style="color:blue")),
# Sidebar layout with input and output definitions —- sidebarLayout(
# Sidebar to demonstrate various slider options ----
sidebarPanel(
  # Input: Simple apple interval ----
  sliderInput("apple", "Apple Rating",
              min = 1, max = 100,
              value = 50, step=1),
  img(src ="apple.jpg", height =200, width =200),
  # Input: Simple pear interval ----
  sliderInput("pear", "Pear Rating",
              min = 1, max = 100,
              value = 50, step=1),
  img(src ="pear.jpg", height =200, width =200),
  # Input: Simple strawberries interval ----
  sliderInput("strawberry", "Strawberry Rating",
              min = 1, max = 100,
              value = 50, step=1),
  img(src ="strawberry.jpg", height =200, width =200),
  # Input: Simple banana interval ----
  sliderInput("banana", "Banana Rating",
              min = 1, max = 100,
              value = 50, step=1),
  img(src = "banana.jpg", height = 200, width = 200)
```

```
# Main panel for displaying outputs ----
mainPanel(
    # Output: Table ----
    tableOutput("fruits"))
```

Define server logic for slider examples —-

Create Shiny app —-

```
shinyApp(ui, server)
Thank you :)
```