

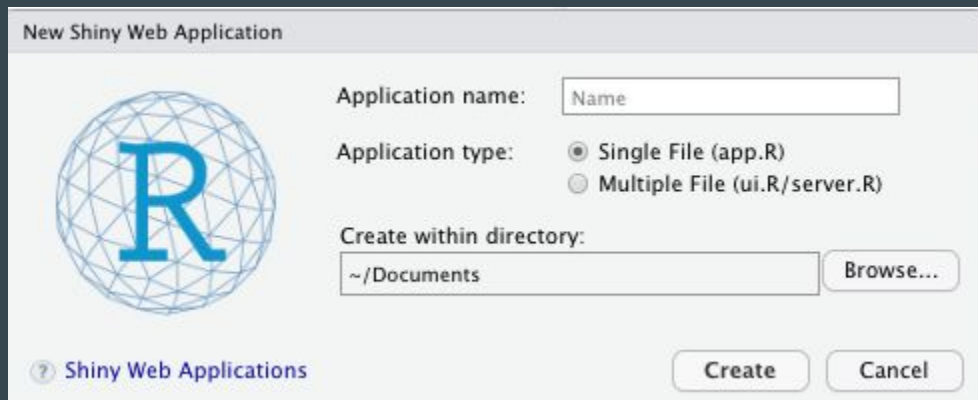
# R Shiny Intro



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# Getting R Shiny on your computer

- Need RStudio
- I'm running R version 4.0.2 and R Studio version 1.3.1056
- Install and call the shiny package to the library
  - `install.packages("shiny")`
  - `library(shiny)`
- File > New File > Shiny Web App...



# Shiny Intro

- Three main components:
  - `ui { }`
  - `server { }`
  - `shinyApp(ui = ui, server = server)`
- In the past these were saved separate script files (`ui.R` and `server.R`), but can now be defined in a single script file called `app.R` and `shinyApp( )` will bind the `ui { }` and `server { }` elements
- Separate `ui.R` and `server.R` scripts can be useful when the app is complex and contains a lot of code

# Shiny Intro

- An optional component is `css { }` or `css.R` which can be used to design and format the app
  - There are [Shiny themes](#) which can be used in place of the `css` component
    - `install.packages("shinythemes")`
    - `library(shinythemes)`
  - If not using a theme you can use `css { }` in the `app.R` file
  - Or `css.R` which needs to be located in a `www/` folder in your working directory
- The `www` subfolder contains any optional elements e.g., the CSS, images, .js, etc.)

# app.R

- `ui { }` defines the user interface.
  - In the user interface you will specify “placeholders” for any content that you want the user to see or engage with
  - For example, in the ui, I will specify what the page header looks like and the layout of the app. If I want users to navigate to a new page by clicking a button, I will create a placeholder for the button and design it's appearance in the ui
- `server { }` gives instructions for building the ui
  - The server is where any actions, reactions, displays will be specified in the server. For the button I created in the ui, the server is where I will then specify what happens when the button is clicked.

# Terminology

- Page: a page or tab in an application
- Panels, rows and columns: determine the layout of a page
- Module: a piece of a shiny app code that can represent input, output or both
- Widget: web element that users can interact with

# Basic widgets

## Buttons

Action

Submit

## Date range

2017-06-21

to

2017-06-21

## Radio buttons

- ☒ Choice 1
- ☐ Choice 2
- ☐ Choice 3

## Single checkbox

- ☒ Choice A

## File input

Browse...

No file selected

## Select box

Choice 1

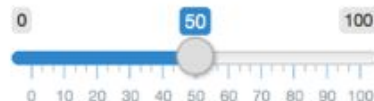
## Checkbox group

- ☒ Choice 1
- ☐ Choice 2
- ☐ Choice 3

## Help text

Note: help text isn't a true widget, but it provides an easy way to add text to accompany other widgets.

## Sliders



## Date input

2014-01-01

## Numeric input

1

## Text input

Enter text...

# Things I wish I knew when I first started...

- Each module is treated as its own local environment. So, objects defined by `=` or `<-` will not carry across modules
- To call an object from a different module, use `<<-` which creates a non-local assignment (almost global)
  - See the following [link](#) for more info about scoping in R
- There is a lot of nesting that happens within the respective ui and server elements so parentheticals can quickly become overwhelming
  - I recommend finding a system to help you signal the open and close of parentheticals
  - I like to use comments to define closing parentheses, brackets, etc.



# Onto an example...

- The final code for the example can be found in the [Shiny Presentation](#) Dropbox folder but we're going to work up from the default code
  - First open the project: Shiny Presentation > Shiny Presentation.Rproj
  - Then the app itself: Shiny Presentation > example > app.R
- We'll work through replicating a plot from [fivethirtyeight.com](#) of Joe Biden's approval ratings
- When opening a new Shiny App, the app.R file by default includes app code for interactively choosing bins for a histogram plot. There's more info about this in Shiny's instructional [articles](#)
  - You can also use the [function reference](#) to see the specific elements needed for different Shiny functions

# Designing the layout of the ui

- There are multiple ways to set up the ui layout
- The two we'll look at are the sidebarLayout and fluidPage
  - sidebarLayout sets up a sidebar on the side of a main panel
  - fluidPage uses a grid layout and you can determine where an element goes by using column (this is my favorite option)
- As mentioned there are themes we can be used design the look of the app
- Anywhere there is text, we can use html code to format - otherwise it will format according to the theme defaults

# Adding widgets

- Shiny has some basic control widgets but there are also packages you can install to include more complex widgets (e.g., sortable, a widget to drag and drop inputs)
- The example adds a button and a select box

# Adding images

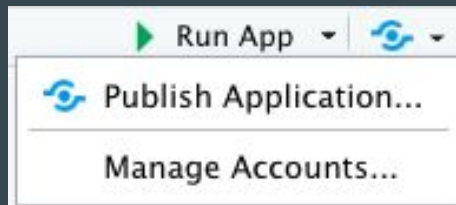
- Including images: Photo needs to be in a folder called `www` in the working directory
  - Use `getwd()` to see your working directory
- The code I use can only work with `.png` files and not `.jpegs`
  - I'm not sure exactly why but haven't looked into it bc I've found it easy to convert a `.jpeg` to `.png`

# Running and viewing your app

- The dropdown next to Run App lets you run the app in different ways:
  - Run in Window
  - Run in Viewer Pane
  - Run in External - will open a web browser
- Can test results results by printing to the console
  - `print(input$sample1)`

# Deploying an app

- The easiest way to deploy an app is through [shinyapps.io](https://shinyapps.io) but there are other options
  - See this [link](#) for other options
- Create an account with shinyapps.io
- After the account is created, go to Account > Tokens > Show
- This will give you a line of code to add to your app, authorizing your shinyapps.io account
- Publish the app using Publish Application



# Using Shiny apps as a survey

- You can collect data from Shiny and use the app as a survey by connecting it to Dropbox or a local drive and saving the data as an .xlsx file.
  - Uses the package rdrop2
  - Create Dropbox folder to store data
  - Import a file into R to store data > Bind new case > Resave file
    - For the first case we need to create a new file. Create a condition looking for a file, and if it doesn't exist create it
    - To import an excel file into R, it needs to contain a minimum of 5 cases so when we create the dataset it will contain 5 rows of NAs which will be replaced as we collect data