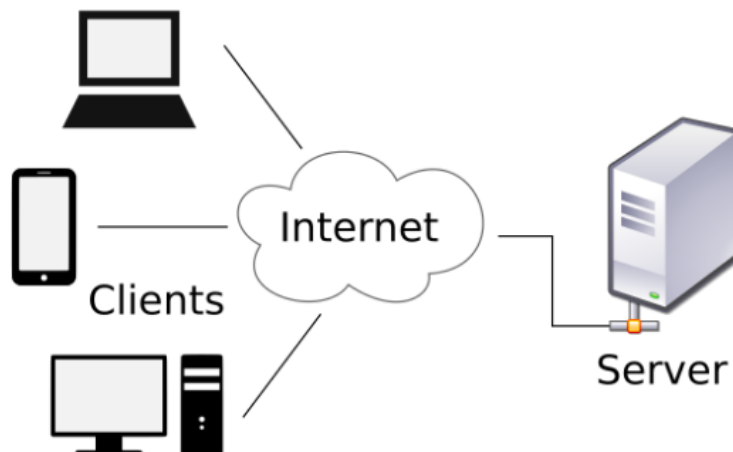


# dviz-practice

## Shiny review for PDF (example code)

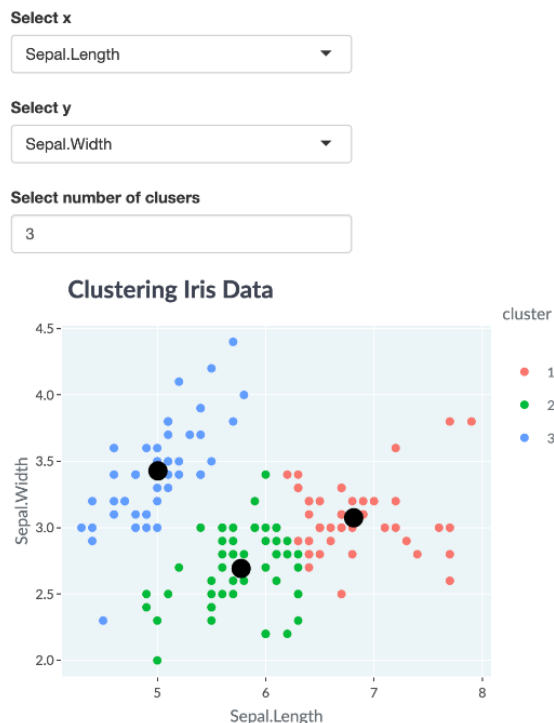
### **TODO** Answer conceptual questions

- What is the client/server software model?



- Why should you learn R Shiny? What's the scenario?

## K-Means Clustering App



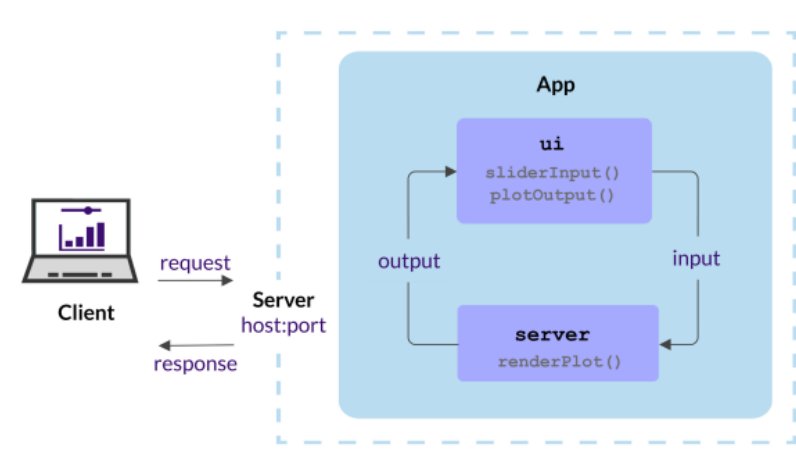
- What exactly do you need to create and run a Shiny app?
  - R
  - Shiny R package
  - Web browser (including client/server)
- What is the order of functions to create a Shiny app?

```
library(shiny)
ui <- fluidPage("hello,world!")
server <- function(input,output,session){
  # body of session with input/output commands
}
shinyApp(ui,server)
```

1. Load package
2. Define user interface ui
3. Define server function server
4. Call shinyApp(ui,server)

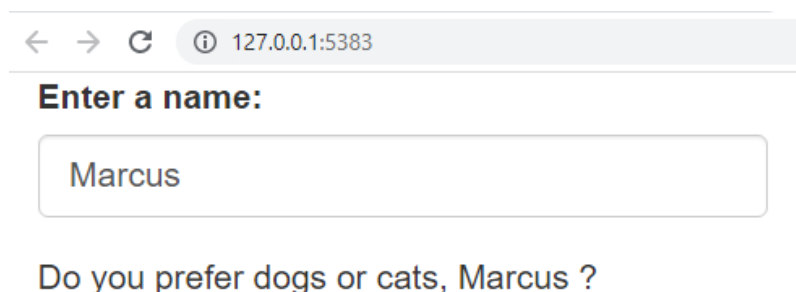
- What happens exactly when you call shinyApp?
  1. R executes the shinyApp function
  2. The server builds a web page with ui <- fluidPage
  3. The server waits for input and generates output

#### 4. I/O is received from/sent to the URL host:port



- Where exactly do you see the app when you do this on your PC?

On your localhost 127.0.0.1 port 5383 (random port)



[Here is a tutorial on how to run Shiny locally](#) (Solymos, 2021).

- What else do you need to build an app for the Internet?
  - A web server application (e.g. Apache - e.g. with [XAMPP](#))
  - A port that's open to the Internet
  - A router that assigns an address to your server

### **TODO Create a 'hello world!' app**

1. Load the Shiny package
2. Create the user interface ui as `fluidPage("Hello, world!")`
3. Create the server as `function(input, output, session){}`
4. To run, call `shinyApp` on ui and server
5. To stop the app, enter C-g in Emacs

```
library(shiny)
ui <- fluidPage("Hello, world!")
```

```
server <- function(input,output,session){
  ## open server connection and pass string to server
}
shinyApp(ui,server)
```

## TODO Break the app

1. After starting the app, open the R console: you can see that the server is listening.
2. Close the browser window that belongs to this process.
3. If you now try to stop the process in the Org-file with C-g, the process will not abort: the server is still listening.
4. Change to the R console and shut it down there with C-c C-c

```
> library(shiny)
ui <- fluidPage("Hello, world!")
server <- function(input,output,session){
  ## open server connection and pass string to server
}
shinyApp(ui,server)
'org_babel_R_eoe'
> > + + >
Listening on http://127.0.0.1:5383
C-c C-c

> [1] "org_babel_R_eoe"
>
```

## TODO Save the app and run it on the shell

1. Move the cursor on the last code block and enter C-c '
2. In the new buffer, enter C-x h M-x write-region to write the code to a file app.R (or copy the code there).
3. Return to the code block with C-c C-k
4. Open a terminal (CMD line shell)
5. Navigate to the directory where app.R resides
6. Run app.R with the command Rscript app.R
7. Open the URL after Listening on in a browser
8. In the shell, stop the process with C-c C-c

## TODO Create an input/output app

1. Load the Shiny package
2. Create the ui <- ~fluidPage(~textInput(), ~textOutput())
3. textInput should accept your 'name' and ask "Enter a name:"
4. Format textOutput should return 'hello'
5. Create the server with input and output arguments
6. Inside the server, assign renderText() to output\$hello
7. Inside renderText, enter {paste()}
8. Inside paste(), enter "Hello," and input\$name
9. Run the app with shinyApp

## 10. Stop the app in Emacs with C-g

```
library(shiny)
ui <- fluidPage(
  textInput('name', "Enter a name:"),
  textOutput('hello')
)
server <- function(input, output) {
  output$hello <- renderText({
    paste("Hello,", input$name)
  })
}
shinyApp(ui, server)
```

## **TODO** Build an app with a histogram

1. Set up the UI and the server
2. Inside `fluidPage()`, create a `mainPanel()`
3. Inside `mainPanel()`, create a `sliderInput()` and `plotOutput`
4. For `sliderInput()`, define:
  - the input variable 'binwidth'
  - the text "Histogram binwidth"
  - the parameters `min=1`, `max=100`, `value=10`
5. Inside `plotOutput`, define the output variable 'nile'
6. In the body of the server function, assign `renderPlot({p})` to `output$nile`
7. As plot `p`, use `hist(Nile, breaks=input$binwidth)`
8. Customize the inside of `hist()` as you like
9. Call `shinyApp` for `ui` and `server` to open app in browser
10. Close process with C-g in the Org-file, and C-c C-c in \*R\*

```
library(shiny)

ui <- fluidPage(
  mainPanel(
    sliderInput('binwidth',
      "Histogram binwidth",
      min = 1,
      max = 100,
      value = 10),
    plotOutput("nile"))
)

server <- function(input, output) {
  output$nile <- renderPlot({
    hist(Nile,
      breaks = input$binwidth,
      main="Histogram of Nile",
      col="steelblue",
      xlab="Water volume (mio cubic m)")
  })
}

shinyApp(ui = ui, server = server)
```

