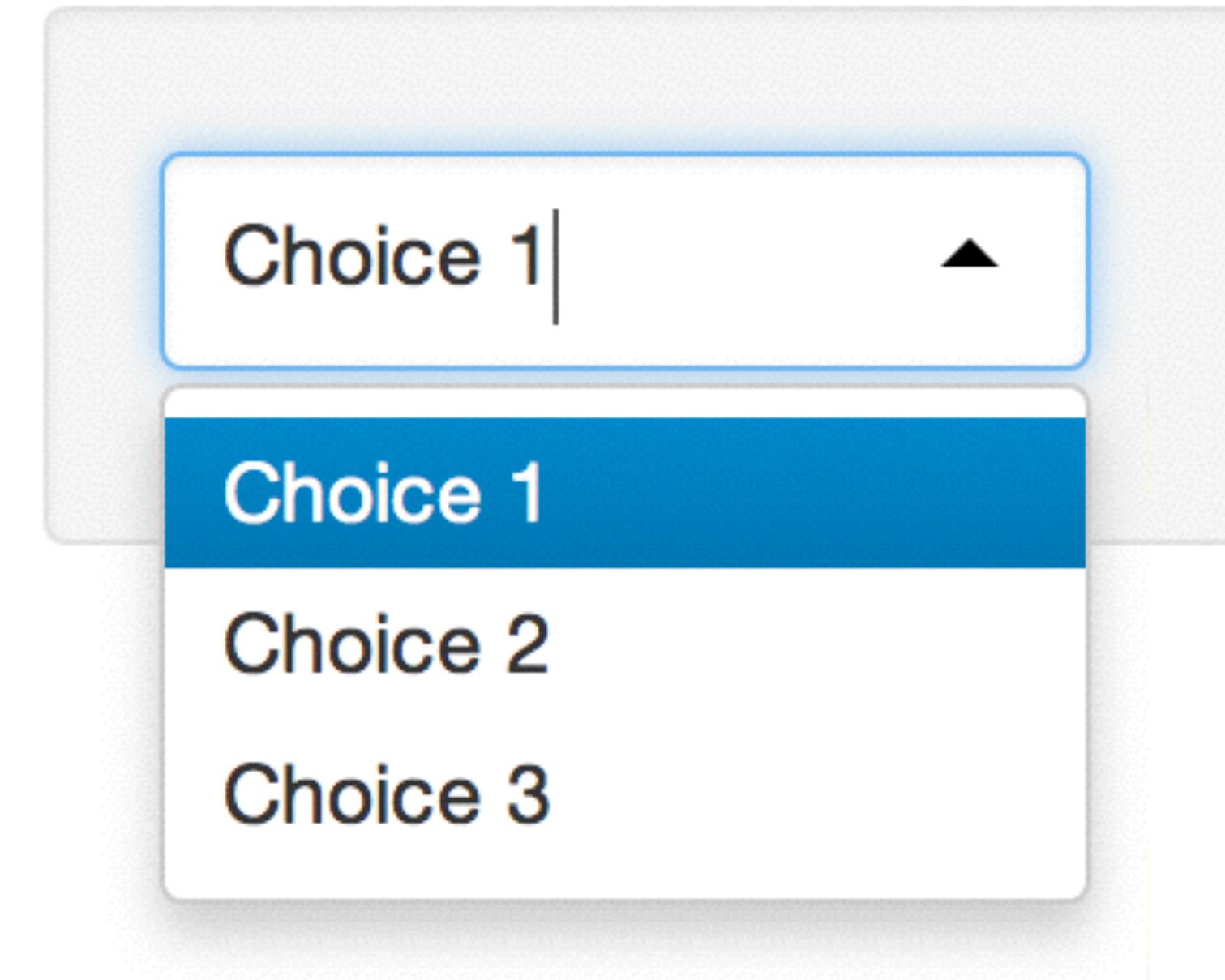


How to start with Shiny, Part 1

How to build a Shiny App



Garrett Grolemund

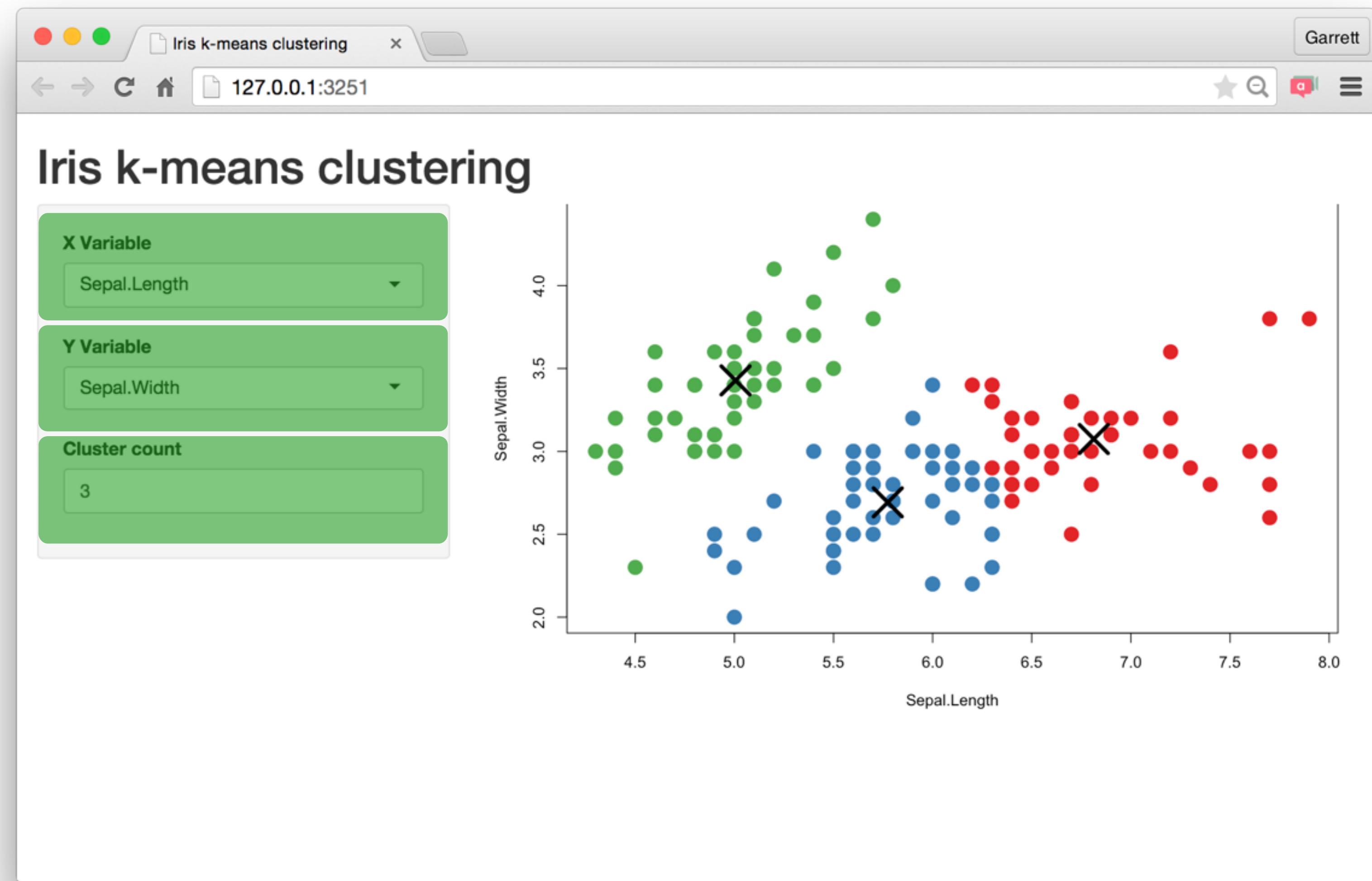
Data Scientist and Master Instructor
May 2015
Email: garrett@rstudio.com

Add elements to your app as arguments to `fluidPage()`

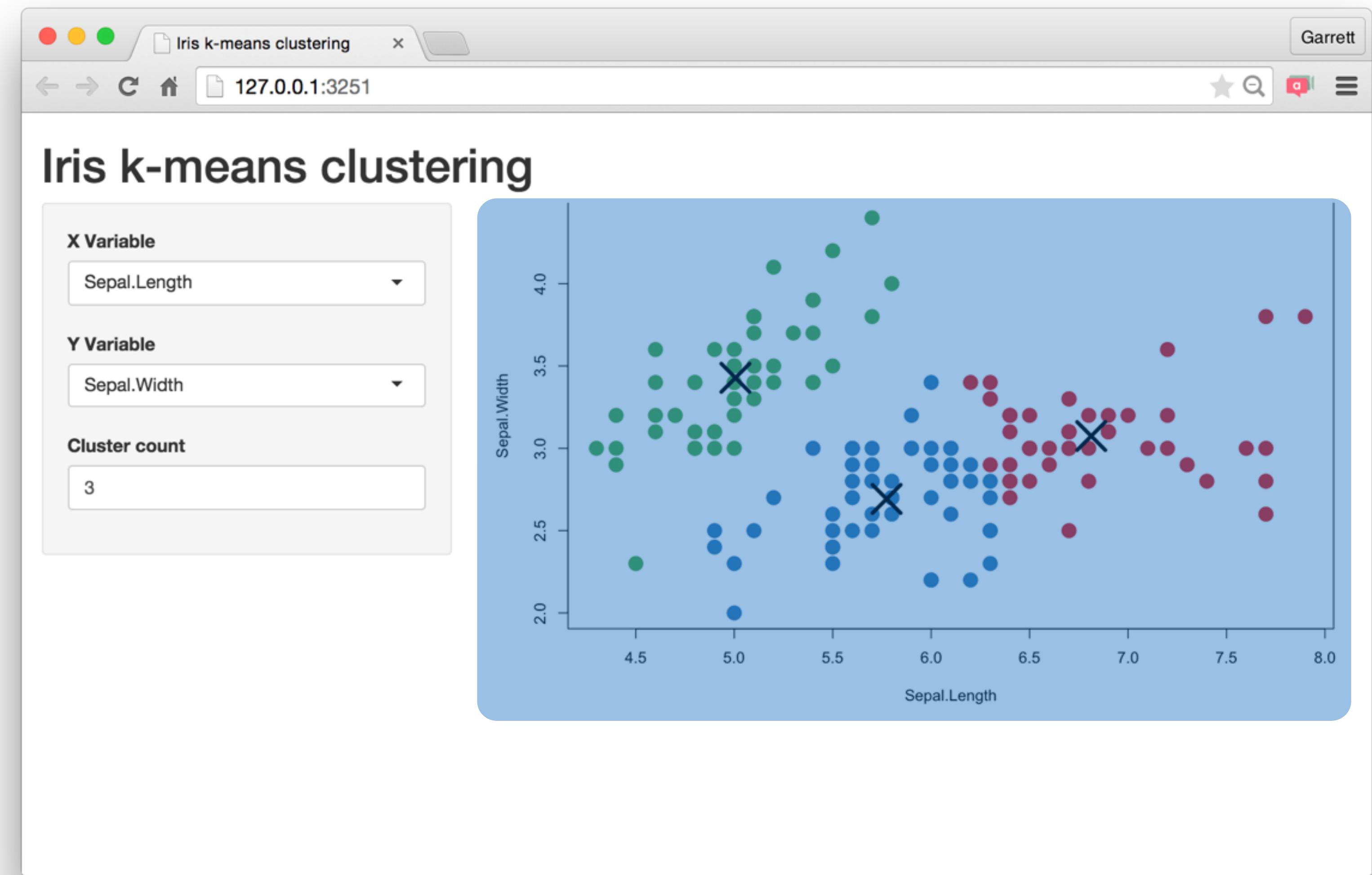
```
library(shiny)  
  
ui <- fluidPage("Hello World")  
  
server <- function(input, output) {}  
  
shinyApp(ui = ui, server = server)
```

**Build your app around
Inputs and
Outputs**

Build your app around **inputs** and **outputs**



Build your app around **inputs** and **outputs**



Add elements to your app as arguments to
`fluidPage()`

```
ui <- fluidPage(  
  # *Input() functions,  
  # *Output() functions  
)
```

Inputs

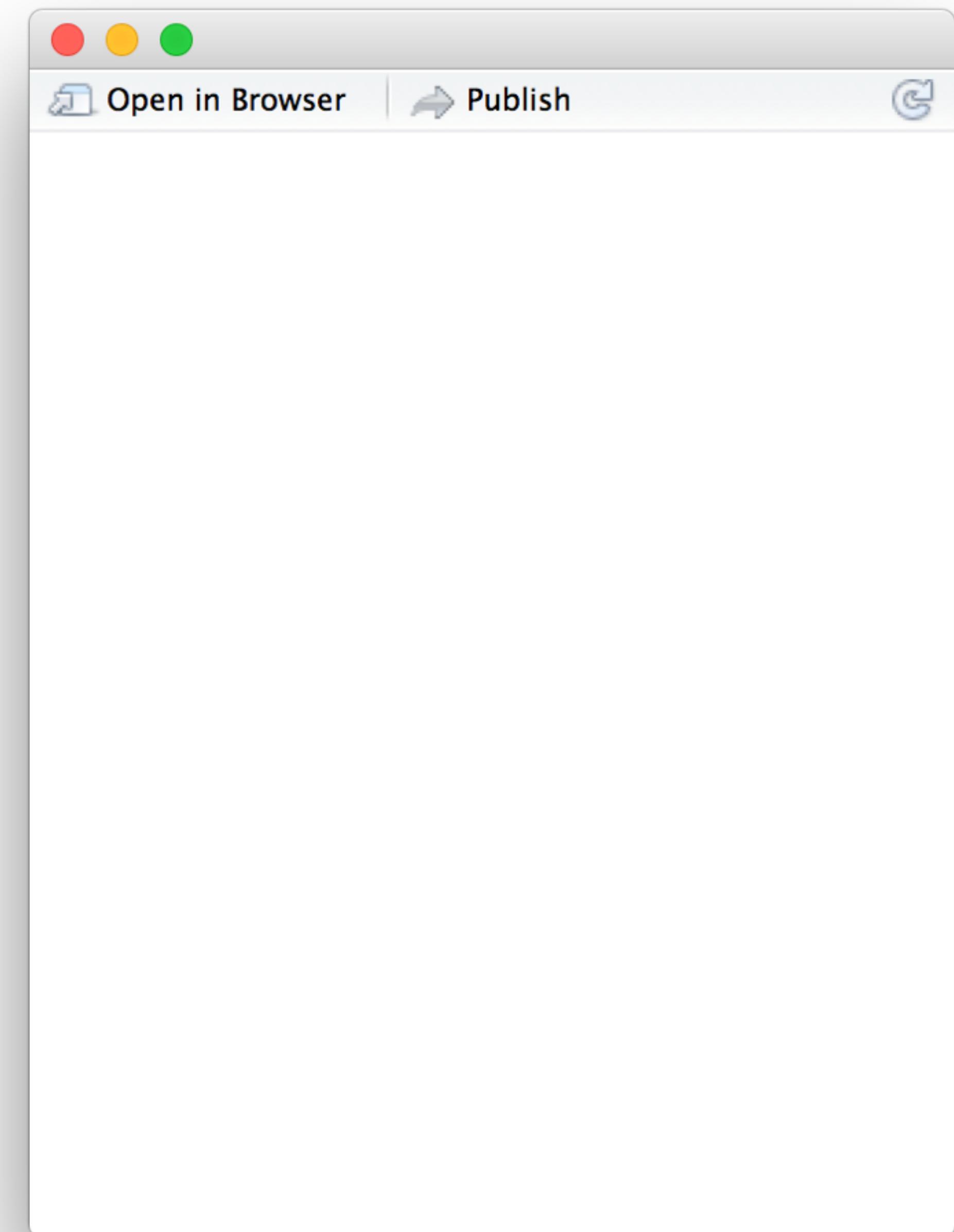
Create an input with an ***Input()** function.

```
sliderInput(inputId = "num",
  label = "Choose a number",
  value = 25, min = 1, max = 100)
```

```
<div class="form-group shiny-input-container">
  <label class="control-label" for="num">Choose a number</label>
  <input class="js-range-slider" id="num" data-min="1" data-max="100"
    data-from="25" data-step="1" data-grid="true" data-grid-num="9.9"
    data-grid-snap="false" data-prettyify-separator="," data-keyboard="true"
    data-keyboard-step="1.010101010101"/>
</div>
```

Create an input with an input function.

```
library(shiny)  
ui <- fluidPage(  
  
)  
  
server <- function(input, output) {}  
  
shinyApp(server = server, ui = ui)
```

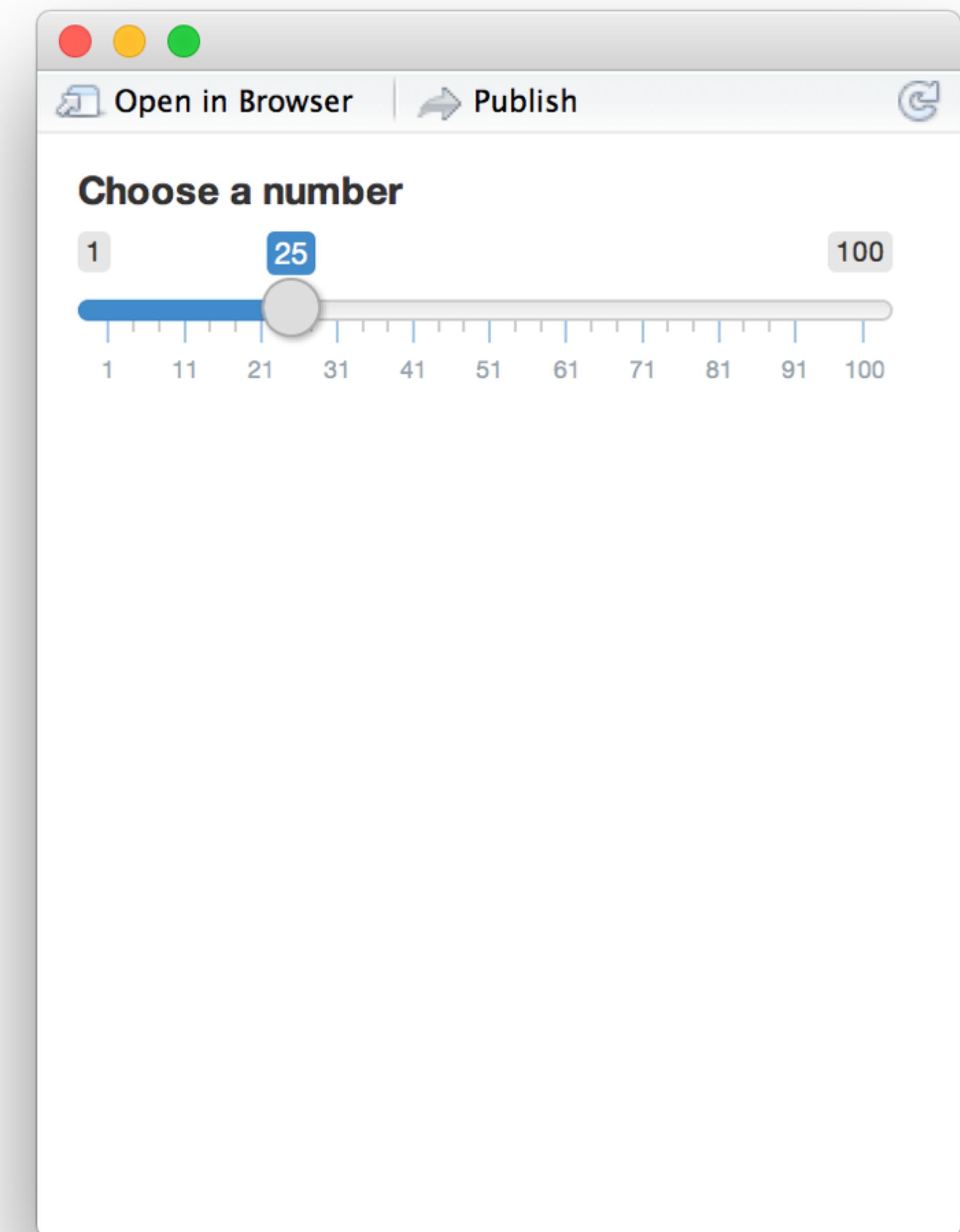


Create an input with an input function.

```
library(shiny)
ui <- fluidPage(
  sliderInput(inputId = "num",
  label = "Choose a number",
  value = 25, min = 1, max = 100)
)
```

```
server <- function(input, output) {}

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



Buttons

Action

Submit

actionButton()
submitButton()

Date range

2014-01-24 to 2014-01-24

dateRangeInput()

Radio buttons

- Choice 1
- Choice 2
- Choice 3

radioButtons()

Single checkbox

Choice A

checkboxInput()

File input

No file chosen

fileInput()

Select box

Choice 1

selectInput()

Checkbox group

Choice 1

Choice 2

Choice 3

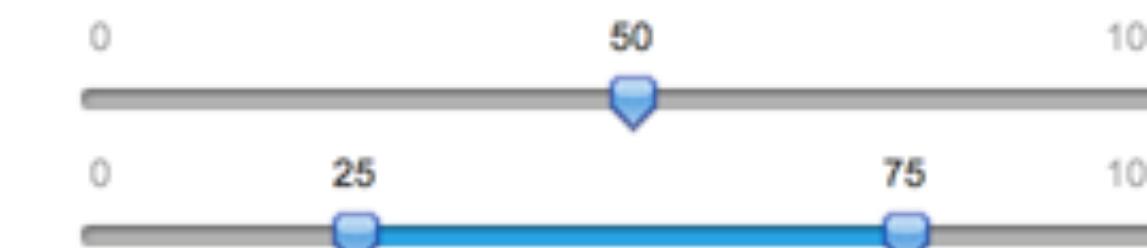
checkboxGroupInput() dateInput()

Numeric input

1

numericInput()

Sliders



sliderInput()

Date input

2014-01-01

.....

passwordInput()

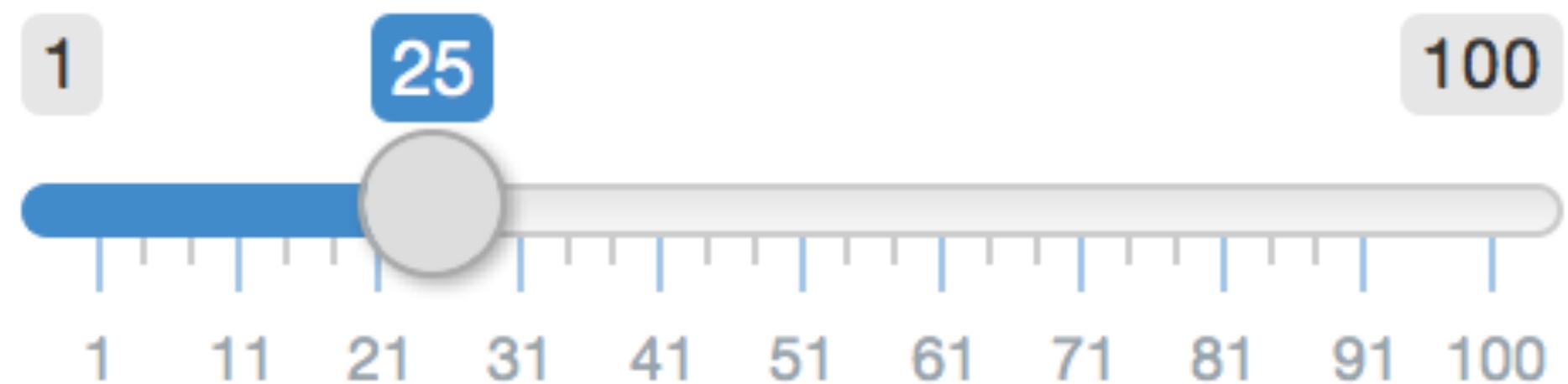
Text input

Enter text...

textInput()

Syntax

Choose a number



```
sliderInput(inputId = "num", label = "Choose a number", ...)
```

input name
(for internal use)

Notice:
Id not ID

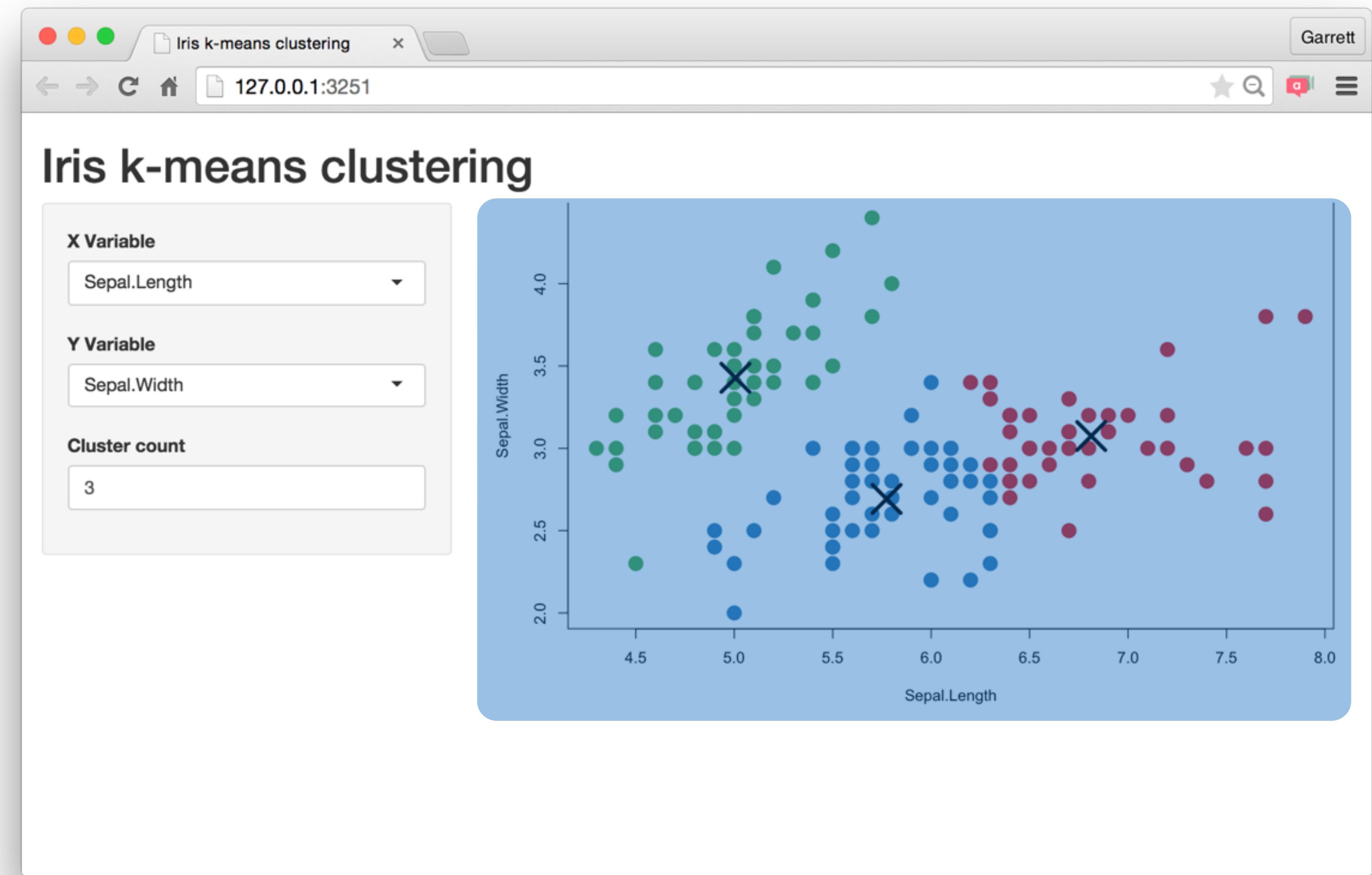
label to
display

input specific
arguments

?sliderInput

Outputs

Build your app around **inputs** and **outputs**



Function	Inserts
dataTableOutput()	an interactive table
htmlOutput()	raw HTML
imageOutput()	image
plotOutput()	plot
tableOutput()	table
textOutput()	text
uiOutput()	a Shiny UI element
verbatimTextOutput()	text

*Output()

To display output, add it to `fluidPage()` with an
`*Output()` function

```
plotOutput("hist")
```

the type of output
to display

name to give to the
output object

```
library(shiny)

ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  plotOutput("hist")
)

server <- function(input, output) {}

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

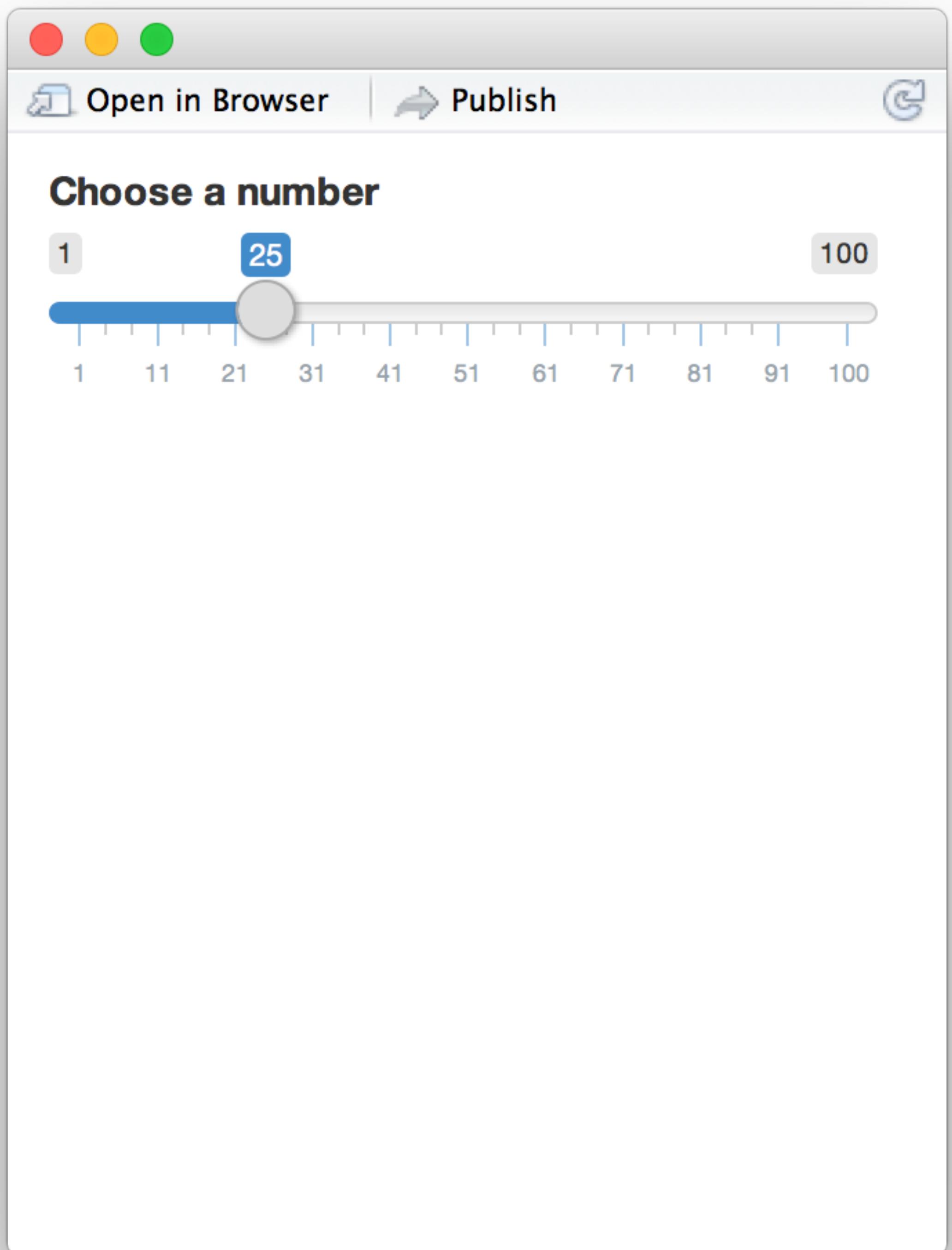
Comma between
arguments

```
library(shiny)

ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  plotOutput("hist")
)

server <- function(input, output) {}

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

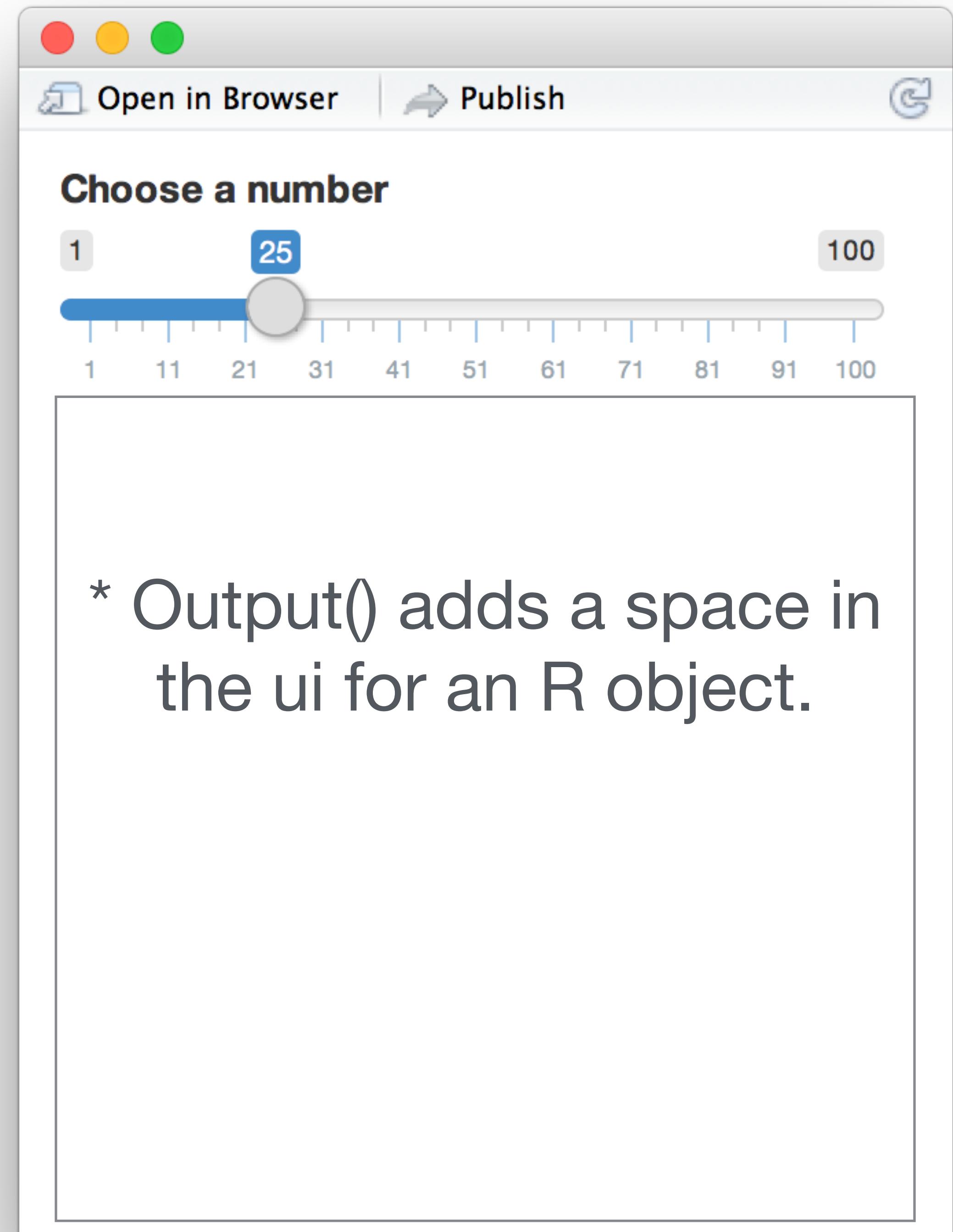


```
library(shiny)

ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  plotOutput("hist")
)

server <- function(input, output) {}

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

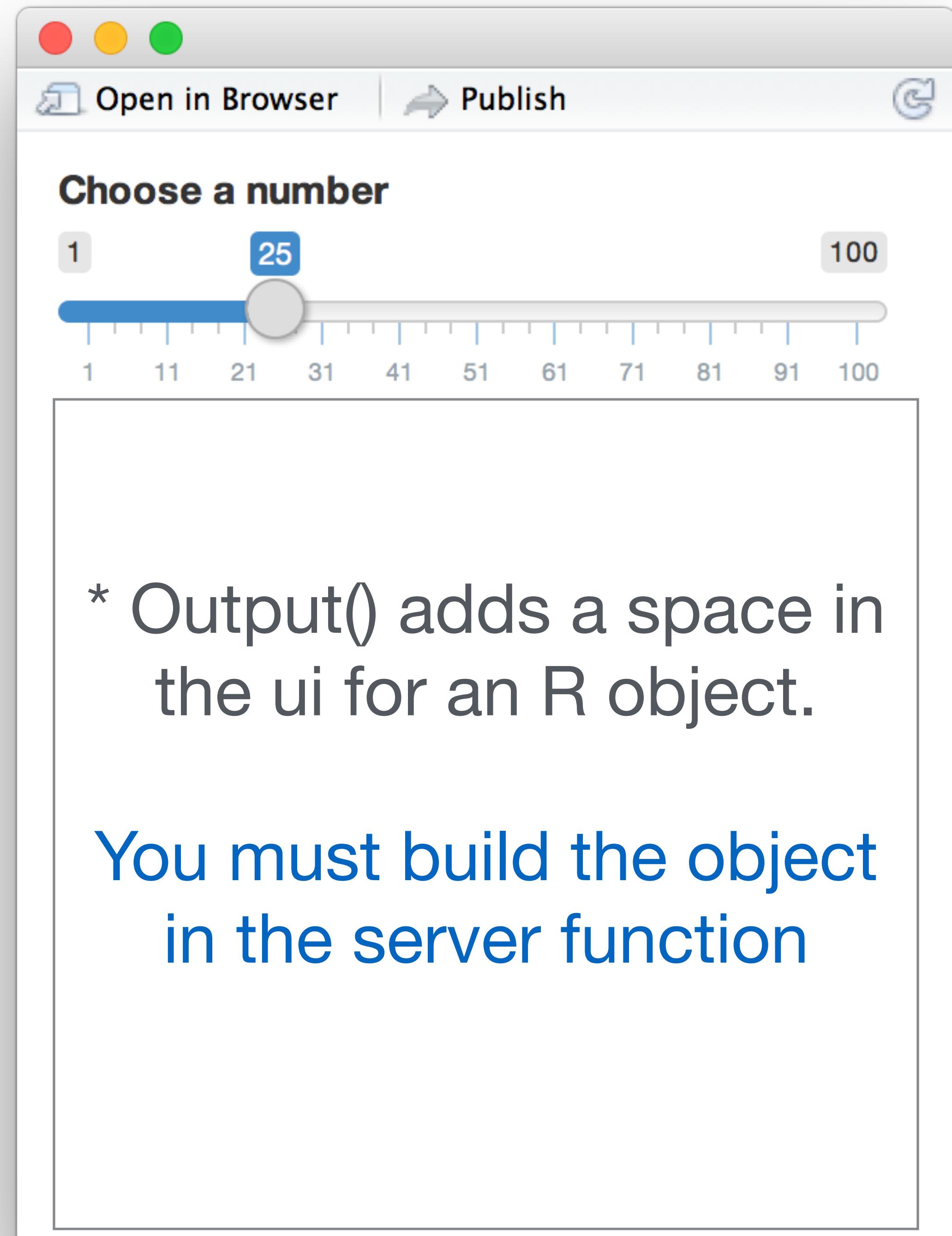


```
library(shiny)

ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  plotOutput("hist")
)

server <- function(input, output) {}

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

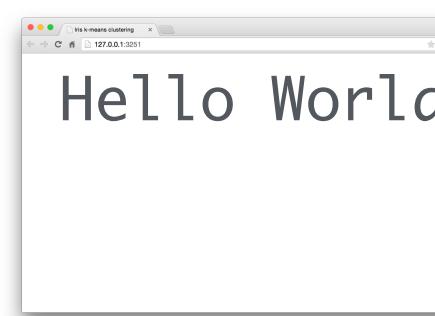


Recap

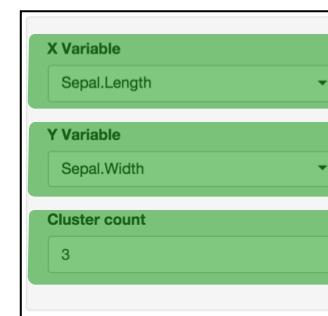
Begin each app with the template

```
library(shiny)
ui <- fluidPage()
server <- function(input, output) {}
shinyApp(ui = ui, server = server)
```

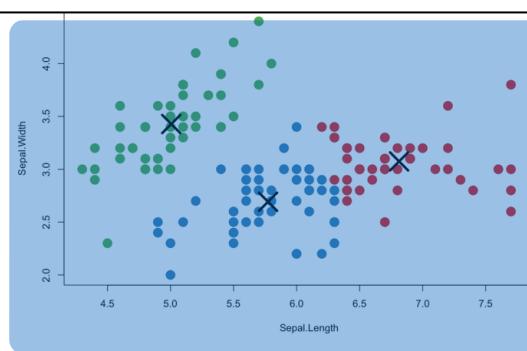
Add elements as arguments to **fluidPage()**



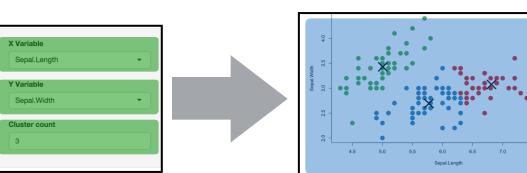
Create reactive inputs with an ***Input()** function



Display reactive results with an ***Output()** function



Assemble outputs from inputs in the server function



Tell the
server
how to assemble
inputs into outputs

Use **3 rules** to write the server function

```
server <- function(input, output) {  
}  
}
```

1

Save objects to display to output\$

```
server <- function(input, output) {  
  output$hist <- # code  
}
```

1

Save objects to display to output\$

output\$hist



plotOutput("hist")

2

Build objects to display with **render***()

```
server <- function(input, output) {  
  output$hist <- renderPlot({  
    })  
}
```

Use the **render***() function that creates the type of output you wish to make.

function	creates
renderDataTable()	An interactive table <small>(from a data frame, matrix, or other table-like structure)</small>
renderImage()	An image (saved as a link to a source file)
renderPlot()	A plot
renderPrint()	A code block of printed output
renderTable()	A table <small>(from a data frame, matrix, or other table-like structure)</small>
renderText()	A character string
renderUI()	a Shiny UI element

render*()

Builds reactive output to display in UI

```
renderPlot({ hist(rnorm(100)) })
```

type of object to build

code block that builds the object

2

Build objects to display with **render***()

```
server <- function(input, output) {  
  output$hist <- renderPlot({  
    hist(rnorm(100))  
  })  
}
```

2

Build objects to display with **render***()

```
server <- function(input, output) {  
  output$hist <- renderPlot({  
    title <- "100 random normal values"  
    hist(rnorm(100), main = title)  
  })  
}
```

3

Access **input** values with **input\$**

```
server <- function(input, output) {  
  output$hist <- renderPlot({  
    hist(rnorm(input$num))  
  })  
}
```

3

Access **input** values with **input\$**

```
sliderInput(inputId = "num", ...)
```



```
input$num
```

Input values

The input value changes whenever a user changes the input.

Choose a number

A slider input with a title "Choose a number". The slider has a blue track and a grey handle. The value "25" is displayed in a blue box above the slider. The slider scale shows tick marks at 1, 11, 21, 31, 41, 51, 61, 71, 81, 91, and 100.

input\$num = 25

Choose a number

A slider input with a title "Choose a number". The slider has a blue track and a grey handle. The value "50" is displayed in a blue box above the slider. The slider scale shows tick marks at 1, 11, 21, 31, 41, 51, 61, 71, 81, 91, and 100.

input\$num = 50

Choose a number

A slider input with a title "Choose a number". The slider has a blue track and a grey handle. The value "75" is displayed in a blue box above the slider. The slider scale shows tick marks at 1, 11, 21, 31, 41, 51, 61, 71, 81, 91, and 100.

input\$num = 75

Input values

The input value changes whenever a user changes the input.

Choose a number

A slider input with a value of 25. The slider has a blue track and a grey handle. The number 25 is displayed in a blue box above the handle. The slider scale ranges from 1 to 100 with major tick marks every 10 units and minor tick marks every 1 unit.

input\$num = 25

Choose a number

A slider input with a value of 50. The slider has a blue track and a grey handle. The number 50 is displayed in a blue box above the handle. The slider scale ranges from 1 to 100 with major tick marks every 10 units and minor tick marks every 1 unit.

input\$num = 50

Choose a number

A slider input with a value of 75. The slider has a blue track and a grey handle. The number 75 is displayed in a blue box above the handle. The slider scale ranges from 1 to 100 with major tick marks every 10 units and minor tick marks every 1 unit.

input\$num =

Output will automatically update
if you follow the 3 rules

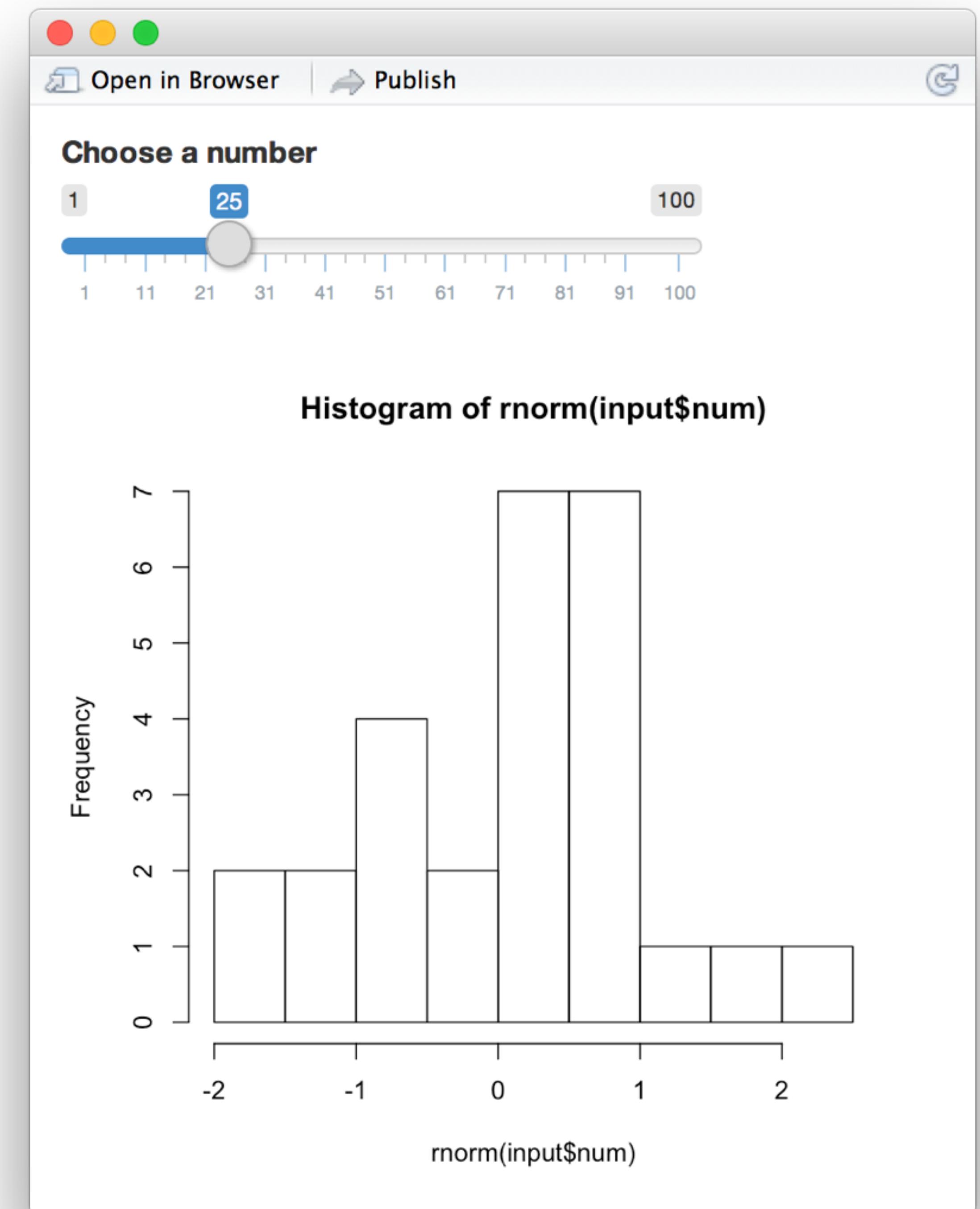
Reactivity 101

Reactivity automatically occurs whenever you use an input value to render an output object

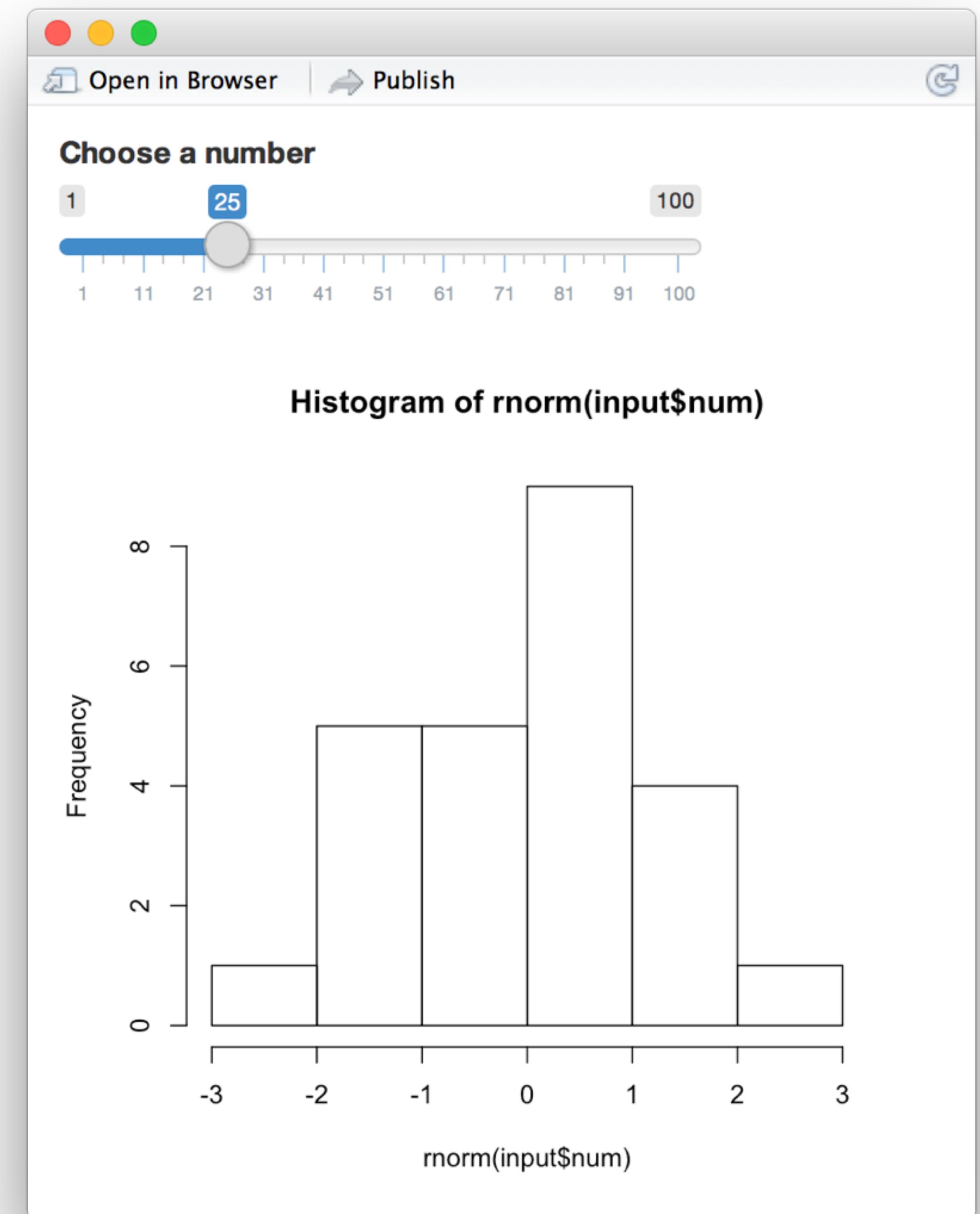
```
function(input, output) {  
  output$hist <- renderPlot({  
    hist(rnorm(input$num))  
  })  
}
```

input\$num

```
renderPlot({  
  hist(rnorm(input$num))  
})
```



```
input$num  
  
renderPlot({  
  hist(rnorm(input$num))  
})
```



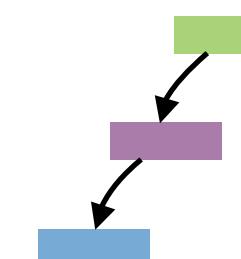
Recap: Server



`output$hist <-`

```
renderPlot({  
  hist(rnorm(input$num))  
})
```

`input$num`



Use the `server` function to assemble inputs into outputs. Follow 3 rules:

1. Save the output that you build to `output$`
 2. Build the output with a `render*` function
 3. Access input values with `input$`
- Create reactivity by using **Inputs** to build **rendered Outputs**

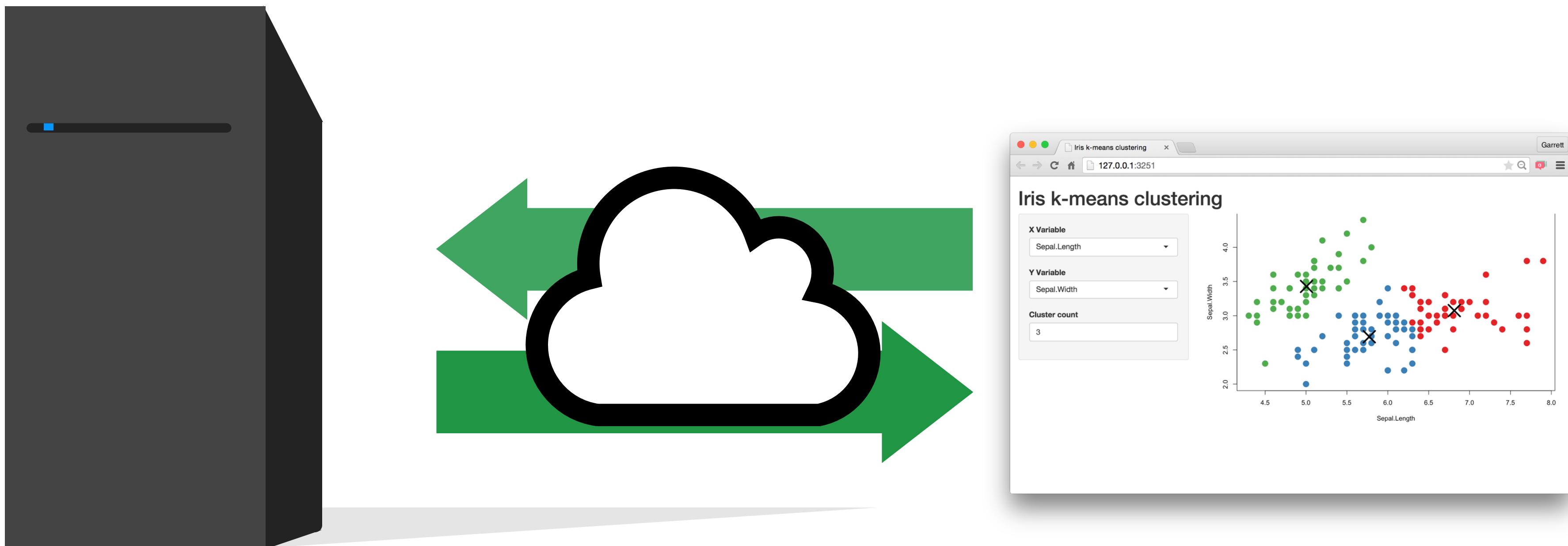
**Share
your app**



Every Shiny app is maintained by a computer running R



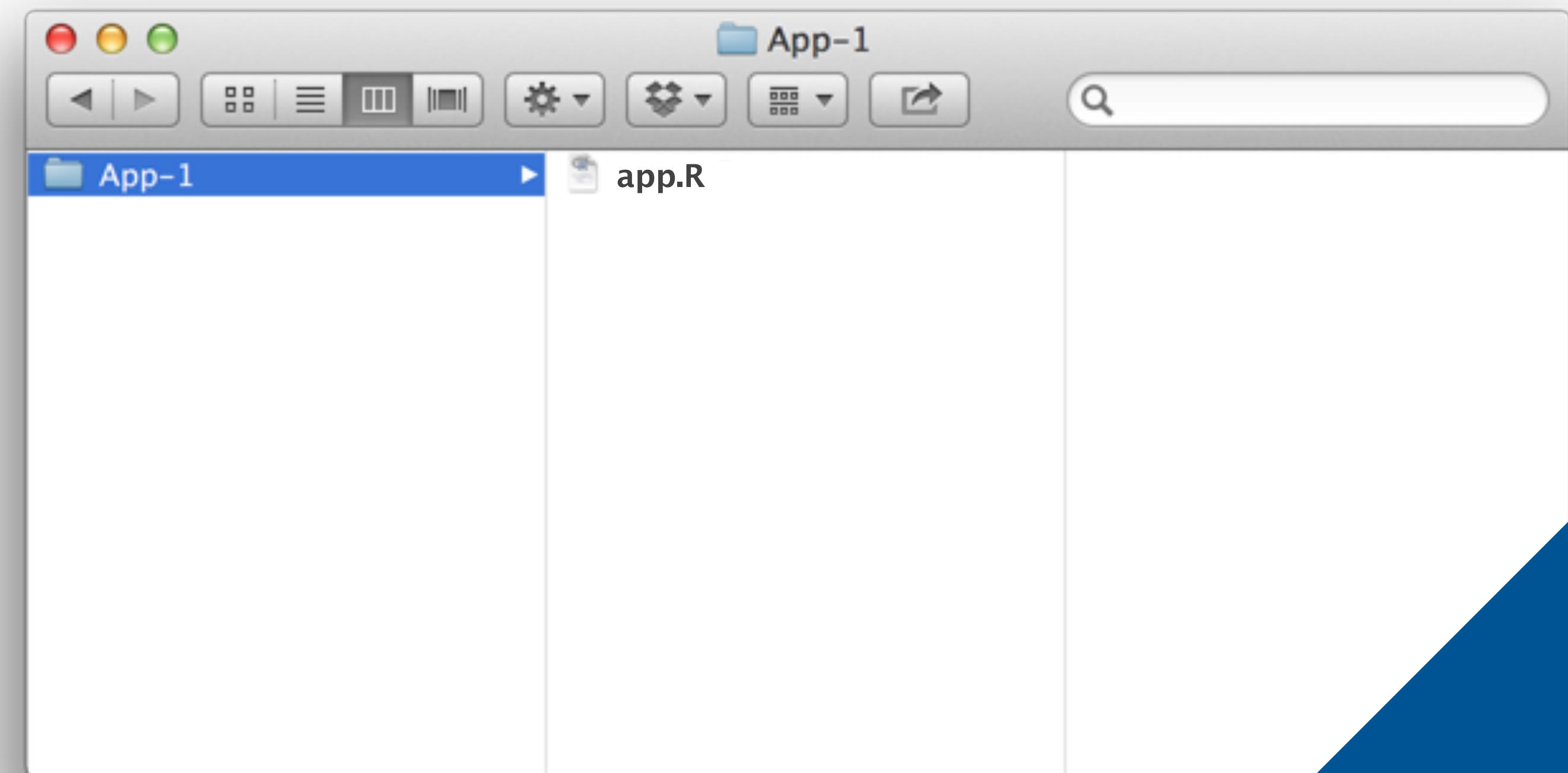
Every Shiny app is maintained by a computer running R



How to save your app

One directory with every file the app needs:

- **app.R** (*your script which ends with a call to shinyApp()*)
- **datasets, images, css, helper scripts, etc.**



You must use this
exact name (app.R)

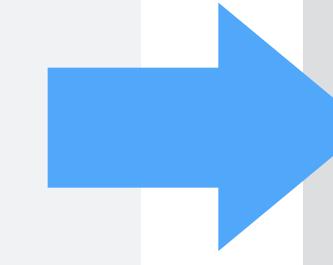
Two file apps

```
library(shiny)

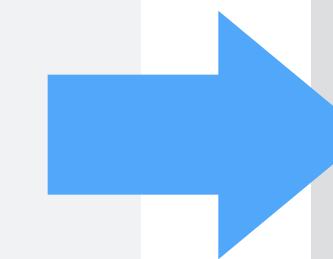
ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  plotOutput("hist")
)
```

```
server <- function(input, output) {
  output$hist <- renderPlot({
    hist(rnorm(input$num))
  })
}

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



```
# ui.R
library(shiny)
fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  plotOutput("hist")
)
```

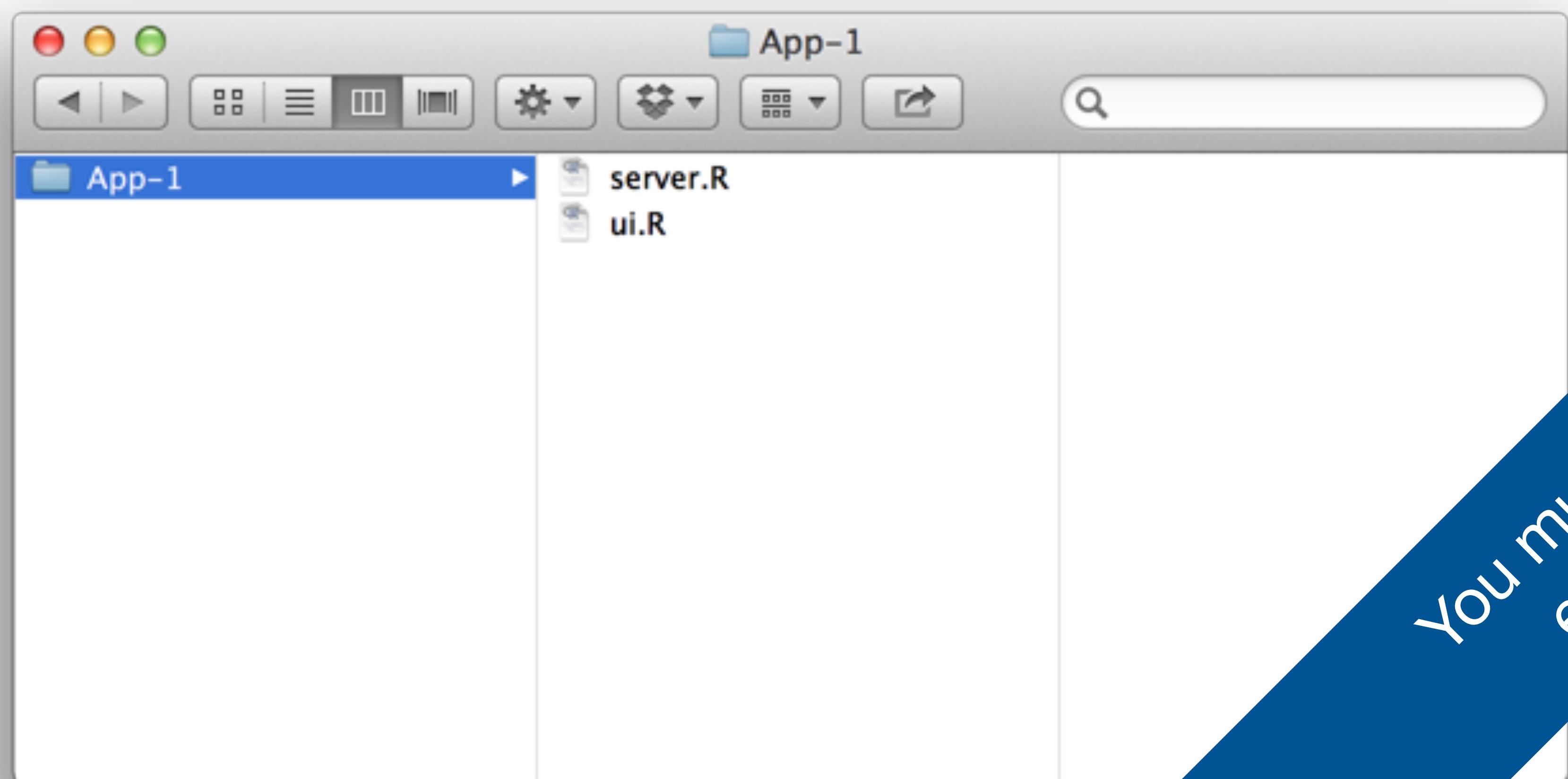


```
# server.R
library(shiny)
function(input, output) {
  output$hist <- renderPlot({
    hist(rnorm(input$num))
  })
}
```

Two file apps

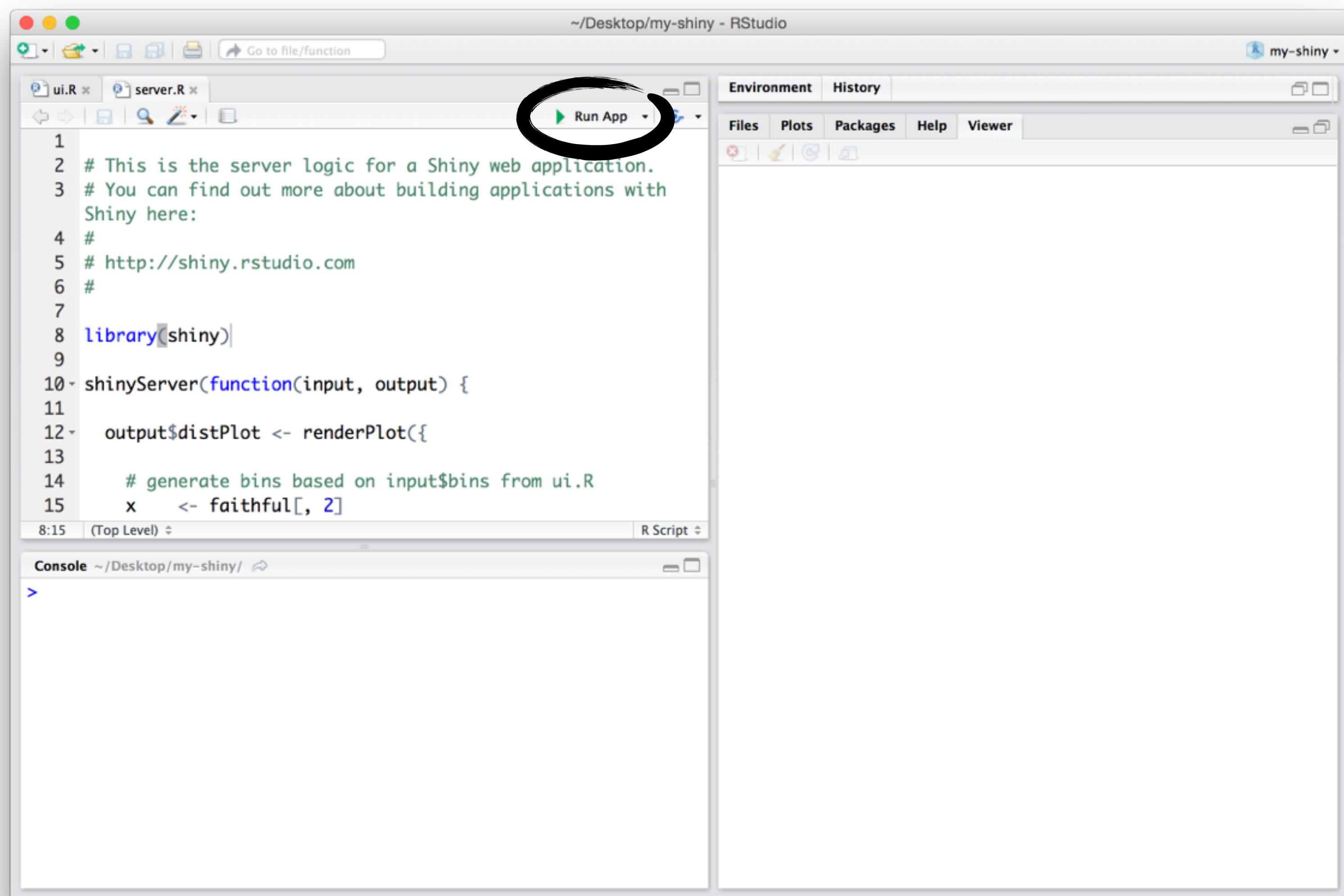
One directory with two files:

- `server.R`
- `ui.R`

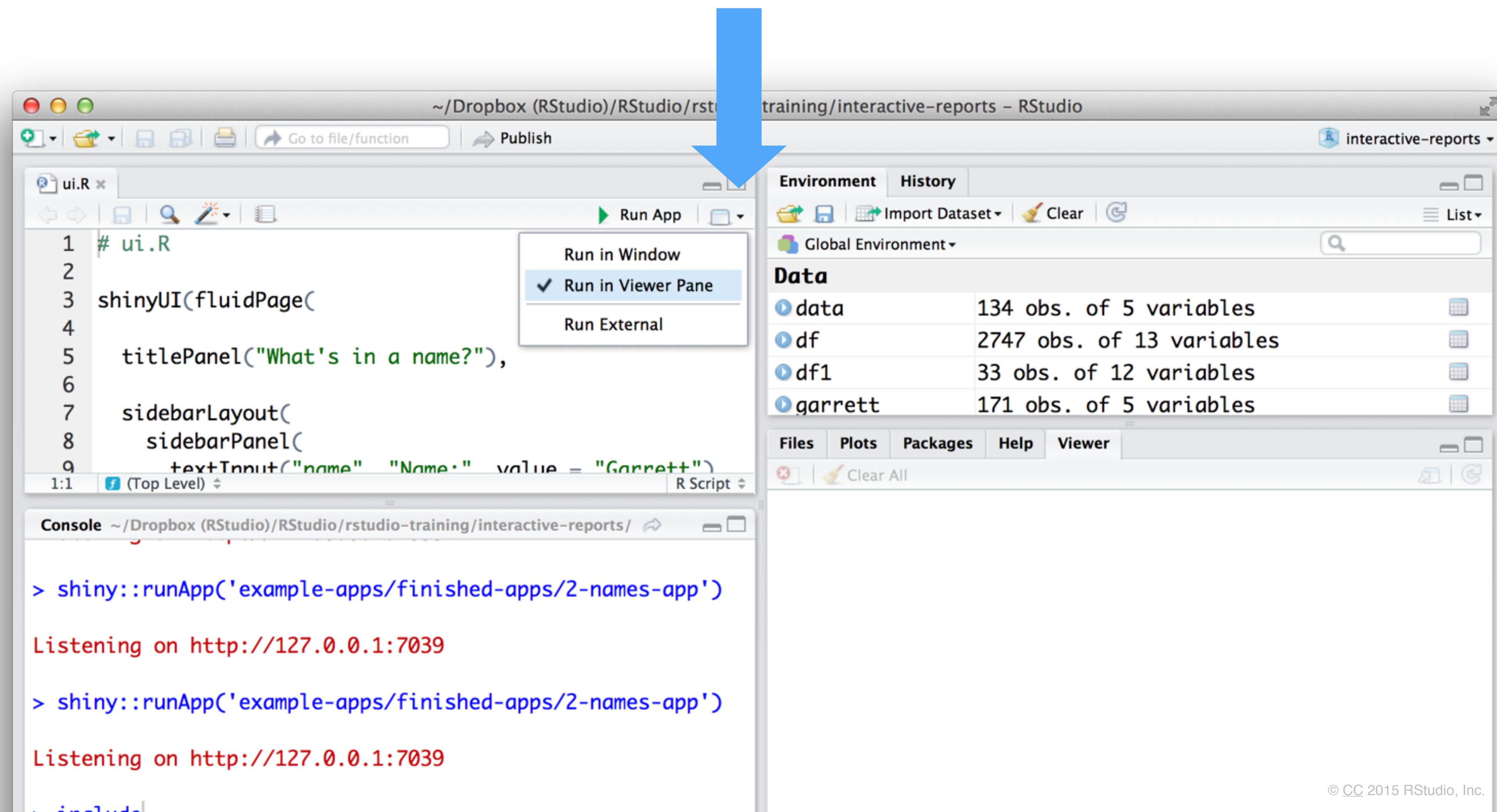


You must use these
exact names

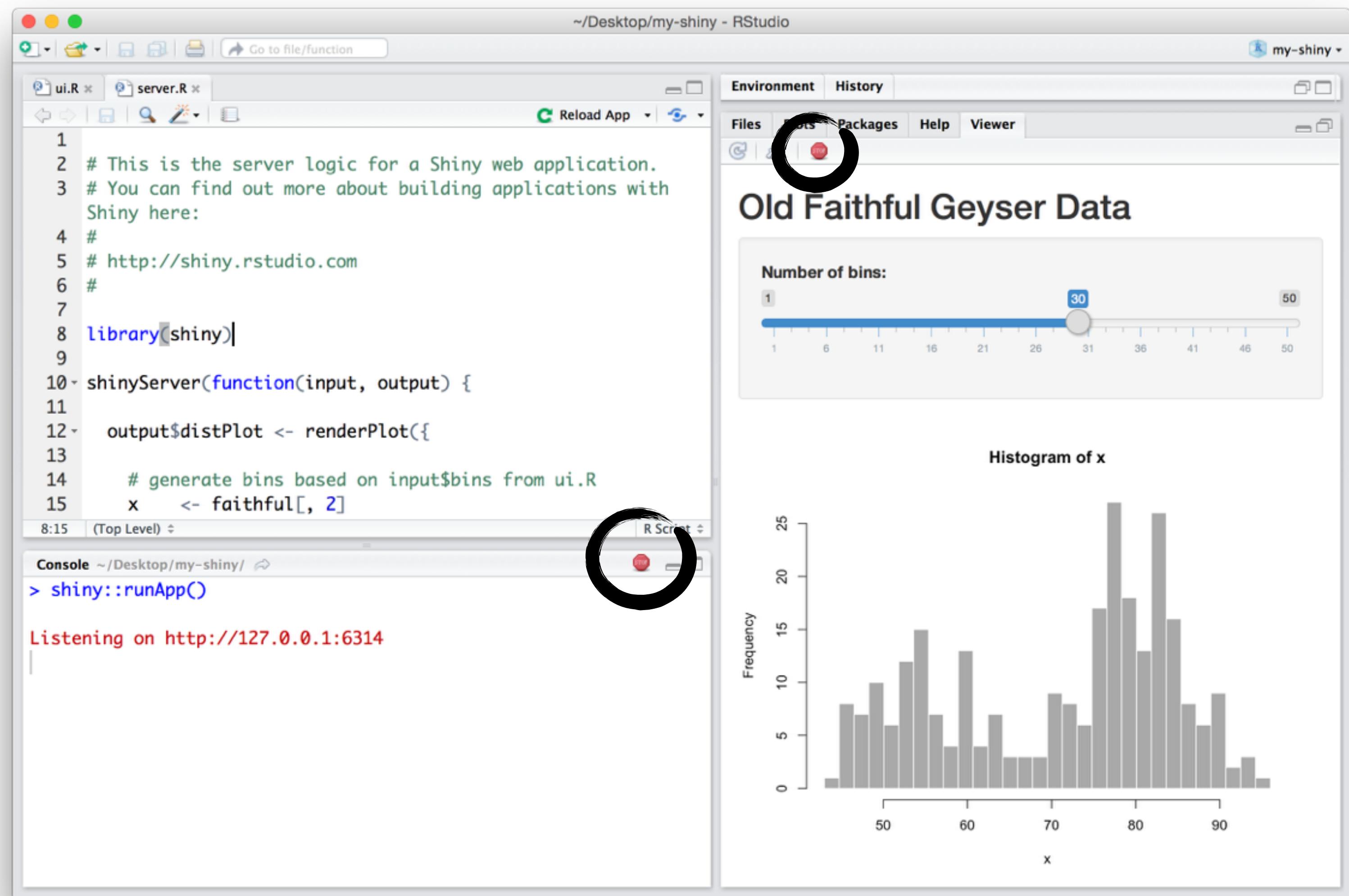
Launch an app



Display options



Close an app



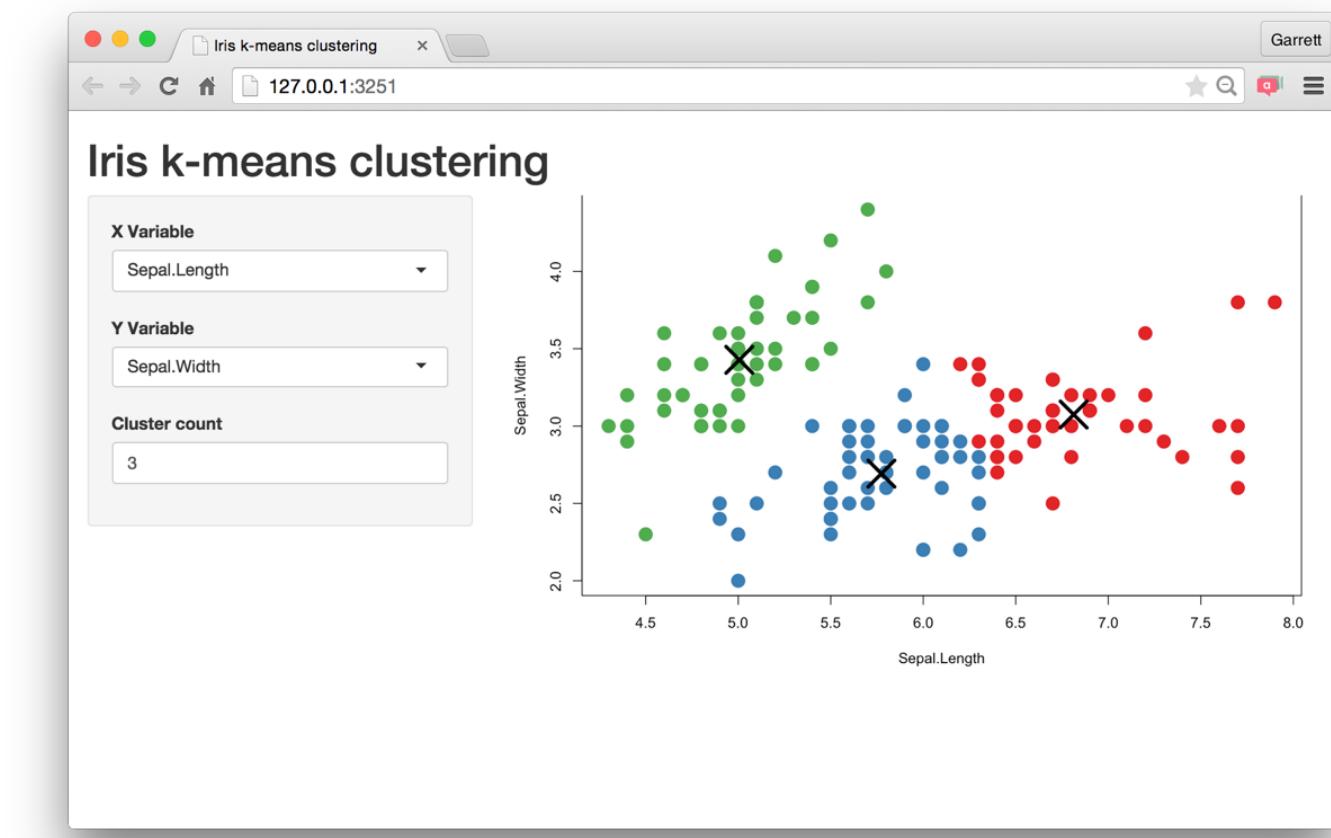
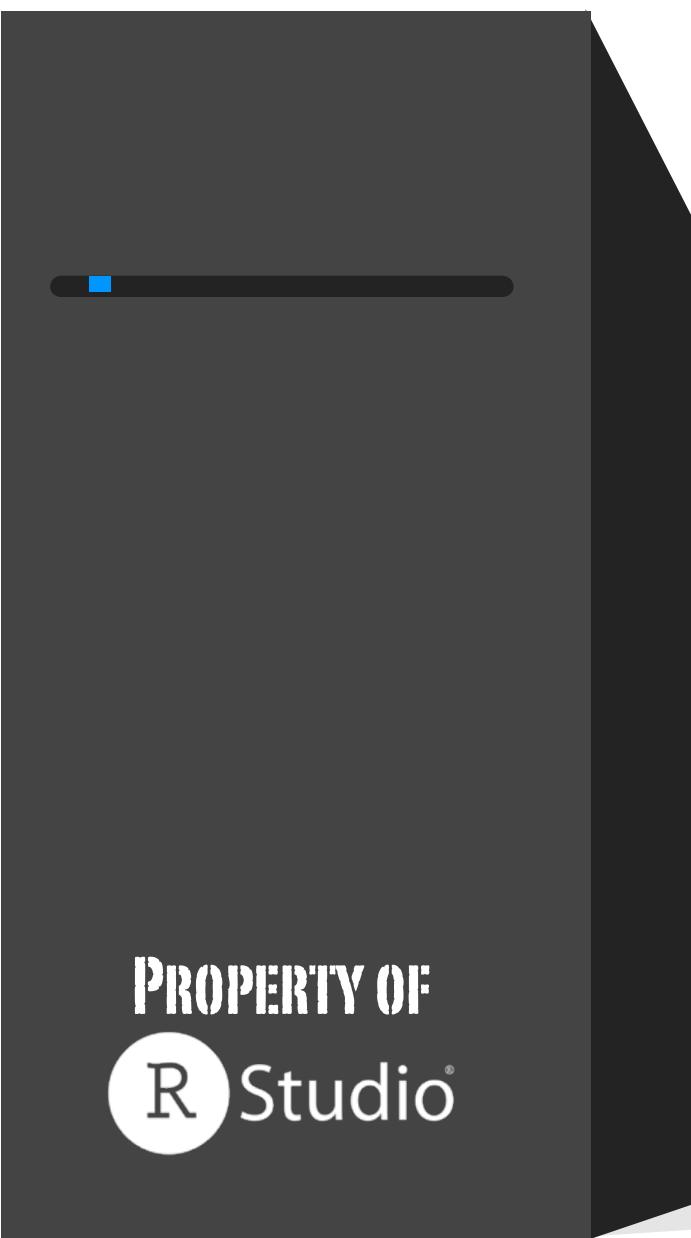
Use
shinyapps.io

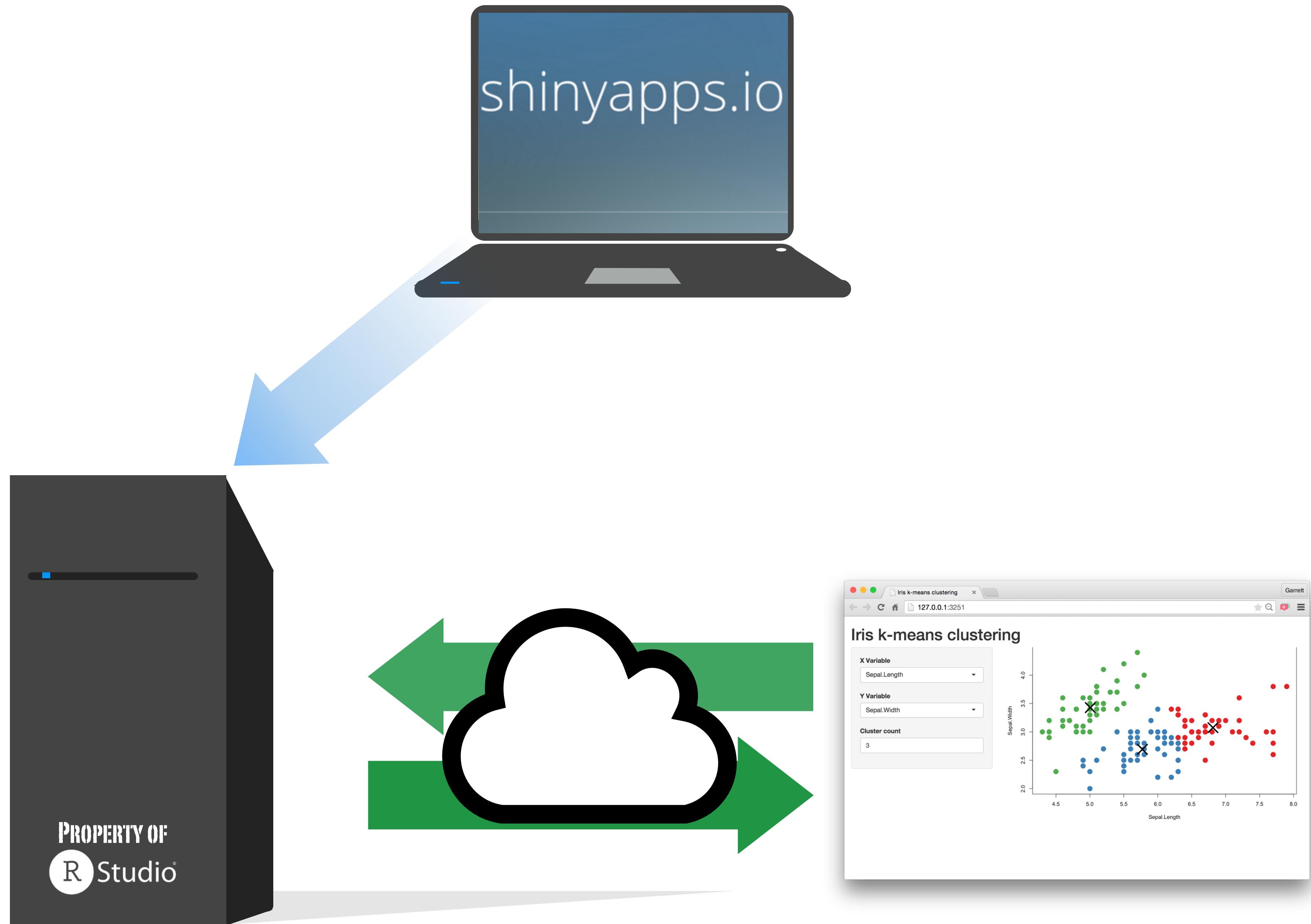


Shinyapps.io

A server maintained by RStudio

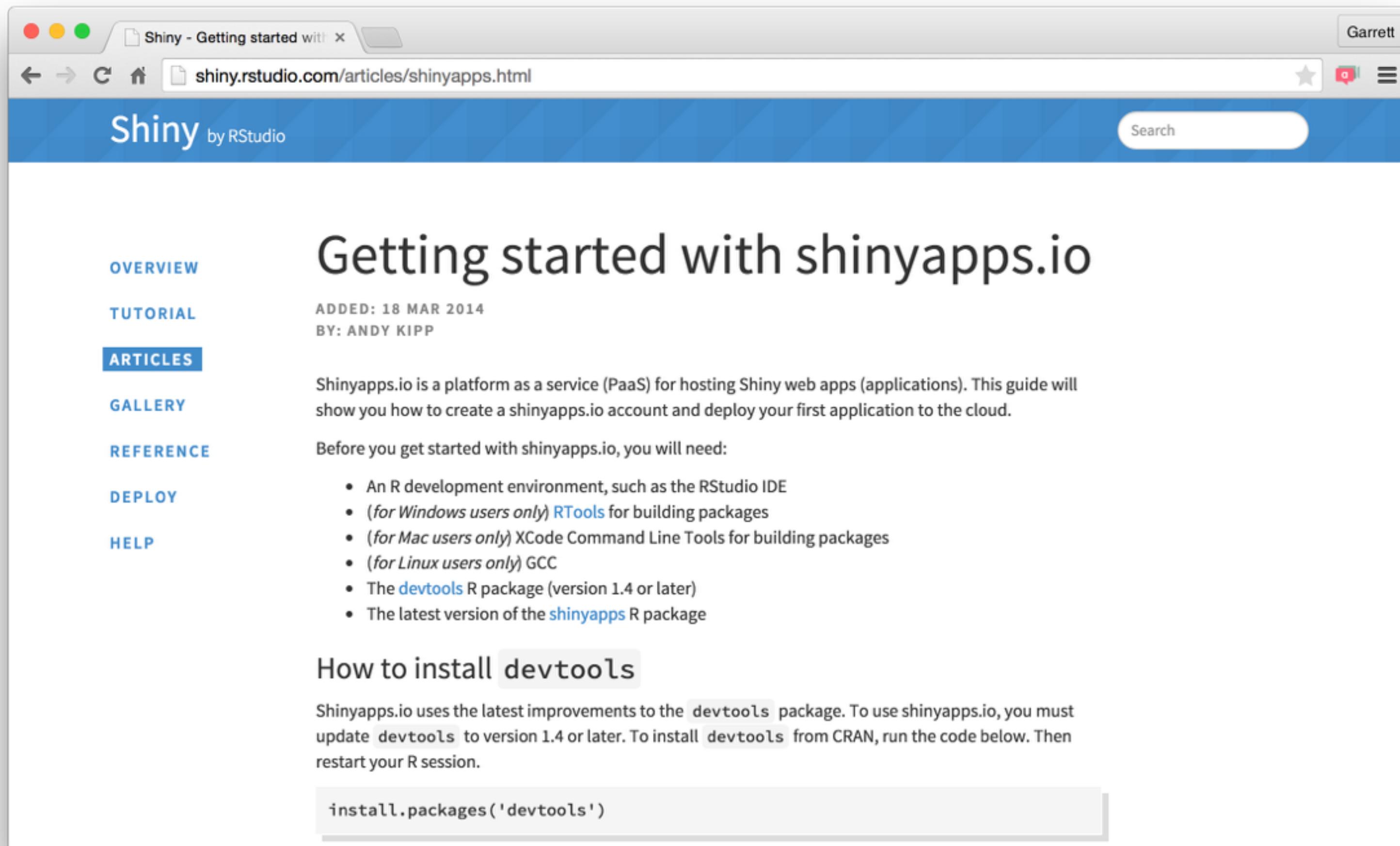
- free
- easy to use
- secure
- scalable





Getting started guide

shiny.rstudio.com/articles/shinyapps.html



The screenshot shows a web browser window with the title bar "Shiny - Getting started with" and the address bar containing the URL "shiny.rstudio.com/articles/shinyapps.html". The browser interface includes standard controls like back, forward, and search, along with a user profile "Garrett". The main content area has a blue header with the text "Shiny by RStudio" and a search bar. On the left, a sidebar menu lists "OVERVIEW", "TUTORIAL", "ARTICLES" (which is selected and highlighted in blue), "GALLERY", "REFERENCE", "DEPLOY", and "HELP". The main article content is titled "Getting started with shinyapps.io" and was "ADDED: 18 MAR 2014" by "ANDY KIPP". The text explains that Shinyapps.io is a platform as a service (PaaS) for hosting Shiny web apps. It lists requirements: An R development environment (RStudio IDE, RTools, XCode Command Line Tools, GCC), devtools (version 1.4 or later), and the shinyapps R package. A section titled "How to install devtools" provides instructions to update devtools to version 1.4 or later and run the code "install.packages('devtools')".

Getting started with shinyapps.io

ADDED: 18 MAR 2014
BY: ANDY KIPP

Shinyapps.io is a platform as a service (PaaS) for hosting Shiny web apps (applications). This guide will show you how to create a shinyapps.io account and deploy your first application to the cloud.

Before you get started with shinyapps.io, you will need:

- An R development environment, such as the RStudio IDE
- (*for Windows users only*) [RTools](#) for building packages
- (*for Mac users only*) XCode Command Line Tools for building packages
- (*for Linux users only*) GCC
- The [devtools](#) R package (version 1.4 or later)
- The latest version of the [shinyapps](#) R package

How to install devtools

Shinyapps.io uses the latest improvements to the `devtools` package. To use shinyapps.io, you must update `devtools` to version 1.4 or later. To install `devtools` from CRAN, run the code below. Then restart your R session.

```
install.packages('devtools')
```

FREE**\$ 0** /month

New to Shiny? Deploy your applications to the cloud for FREE. Perfect for teachers and students or those who want a place to learn and play. No credit card required.

5 Applications**25 Active Hours** Community Support RStudio Branding**BASIC****\$ 39** /month
(or \$440/year)

Take your users' experience to the next level. shinyapps.io Basic lets you scale your application performance by adding R processes dynamically as usage increases.

Unlimited Applications**250 Active Hours** Multiple Instances Email Support**STANDARD****\$ 99** /month
(or \$1,100/year)

Need password protection? shinyapps.io Standard lets you authenticate your application users.

Unlimited Applications**1000 Active Hours** Authentication Multiple Instances Email Support**PROFESSIONAL****\$ 299** /month
(or \$3,300/year)

shinyapps.io Professional has it all. Share an account with others in your business or change your shinyapps.io domain into a URL of your own.

Unlimited Applications**5000 Active Hours** Authentication Multiple Users Multiple Instances Custom Domains* Email Support

**Build
your own
server**



Shiny Server

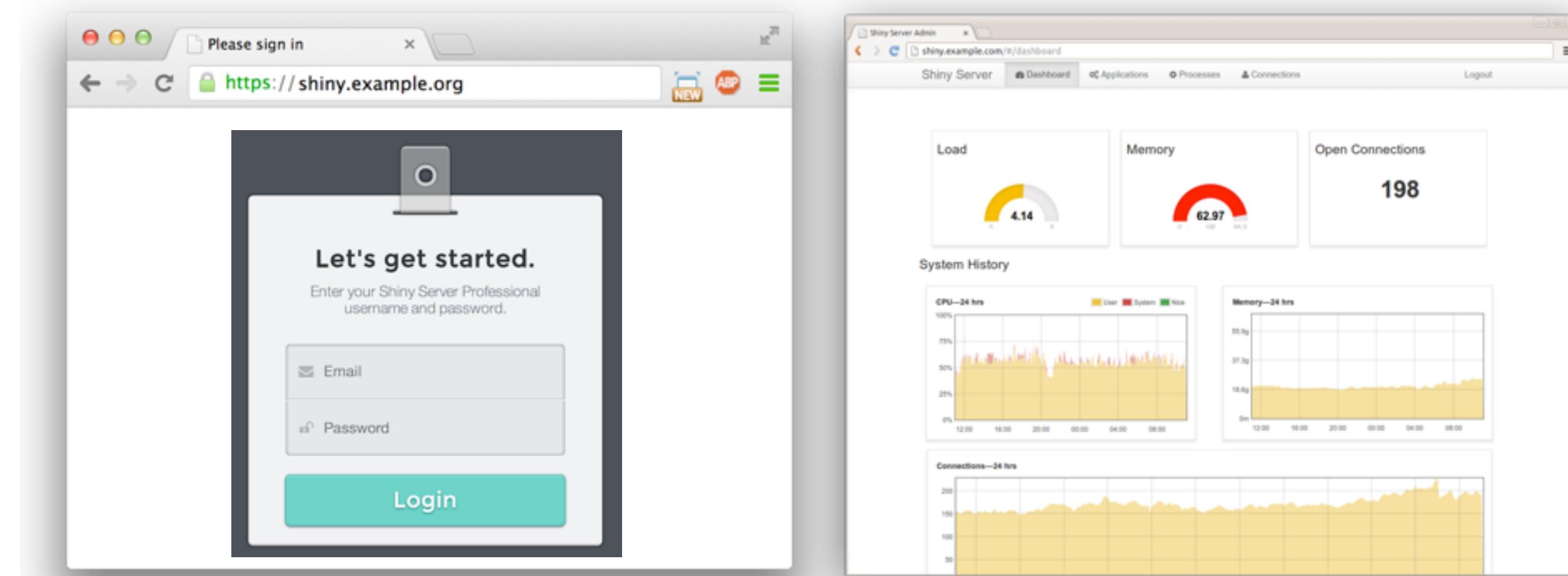
www.rstudio.com/products/shiny/shiny-server/

A back end program that builds a linux web server specifically designed to host Shiny apps.

Shiny Server Pro

www.rstudio.com/products/shiny/shiny-server/

- ✓ **Secure access** - LDAP, GoogleAuth, SSL, and more
- ✓ **Performance** - fine tune at app and server level
- ✓ **Management** - monitor and control resource use
- ✓ **Support** - direct priority support



45 day
evaluation
free trial

Recap: Sharing



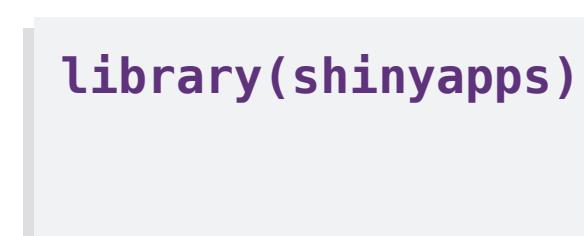
Save your app in its own directory as
app.R, or **ui.R** and **server.R**



Host apps at **shinyapps.io** by:



1. Sign up for a free **shinyapps.io** account



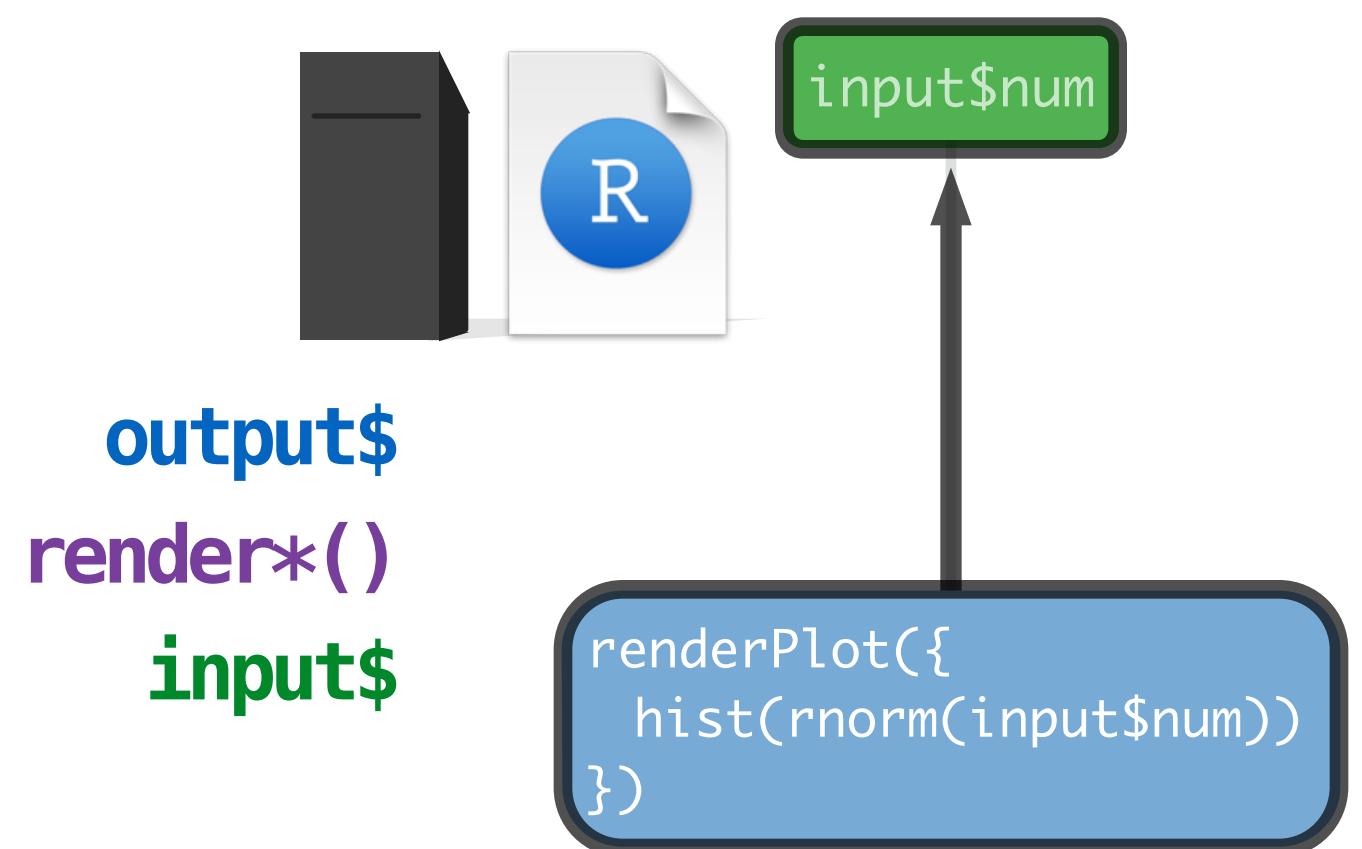
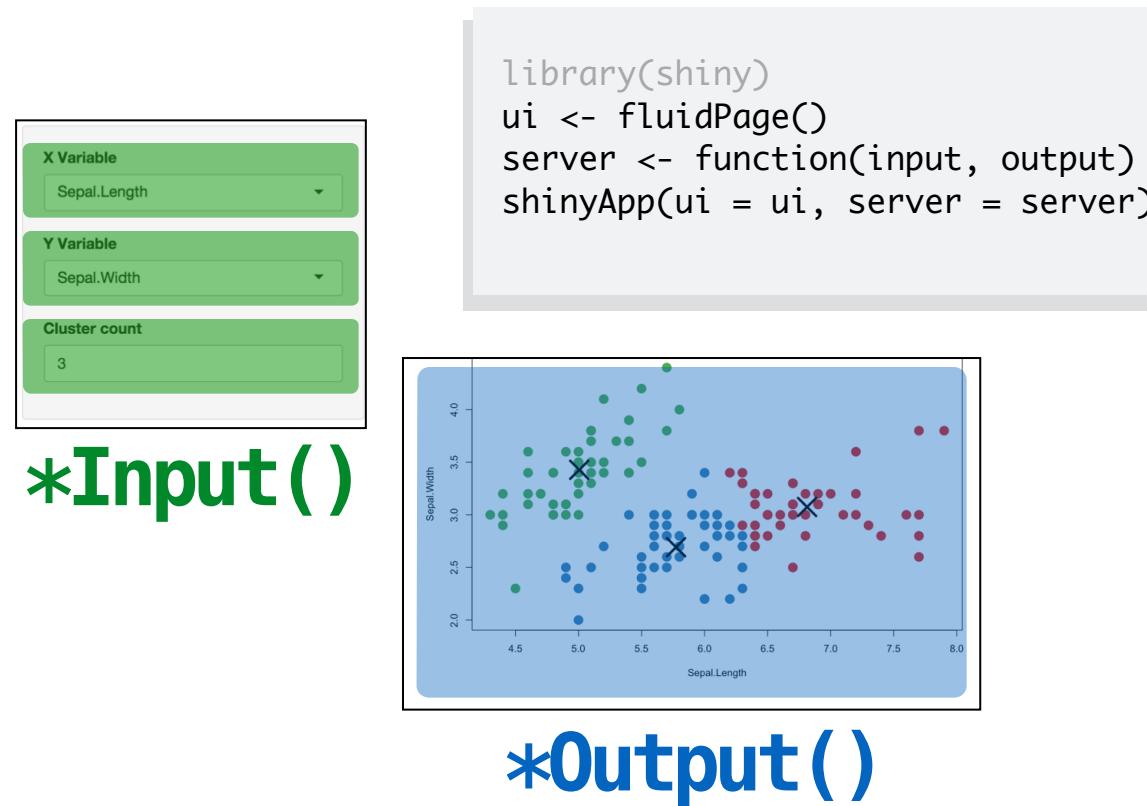
2. Install the **shinyapps** package



Build your own server with **Shiny Server**
or **Shiny Server Pro**

Learn
more

You now how to



Build an app

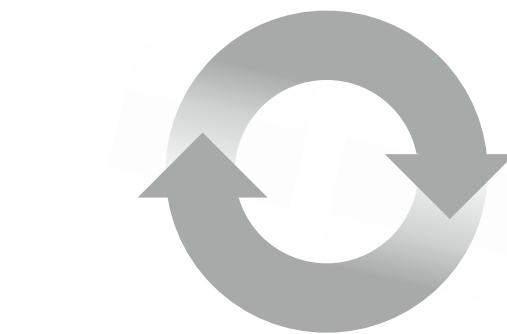
Create interactions

Share your apps

How to start with Shiny



1. How to build a Shiny app (Today)
2. How to customize reactions (May 27)
3. How to customize appearance (June 3)



The Shiny Development Center

shiny.rstudio.com

