Introduction to Shiny

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Quantitative advice

- There's a link to todays slides and code on the MQ QUANTITATIVE ADIVCE page: http://quantitative-advice.gg.mq.edu.au/
- Link:
- Ref Materials also listed there:
  - https://shiny.rstudio.com/articles/shinyapps.html
  - http://docs.rstudio.com/shinyapps.io/
  - http://shiny.rstudio.com/tutorial/
  - https://shiny.rstudio.com/articles/basics.html
  - https://shiny.rstudio.com/articles/action-buttons.html
  - https://shiny.rstudio.com/articles/layout-guide.html
  - http://rstudio.github.io/shinydshboard/ also www.rstudio.com/resources/webinars
  - Felxdashboards (easier to learn) and shinydashboard

Session overview – just the tip of the iceberg

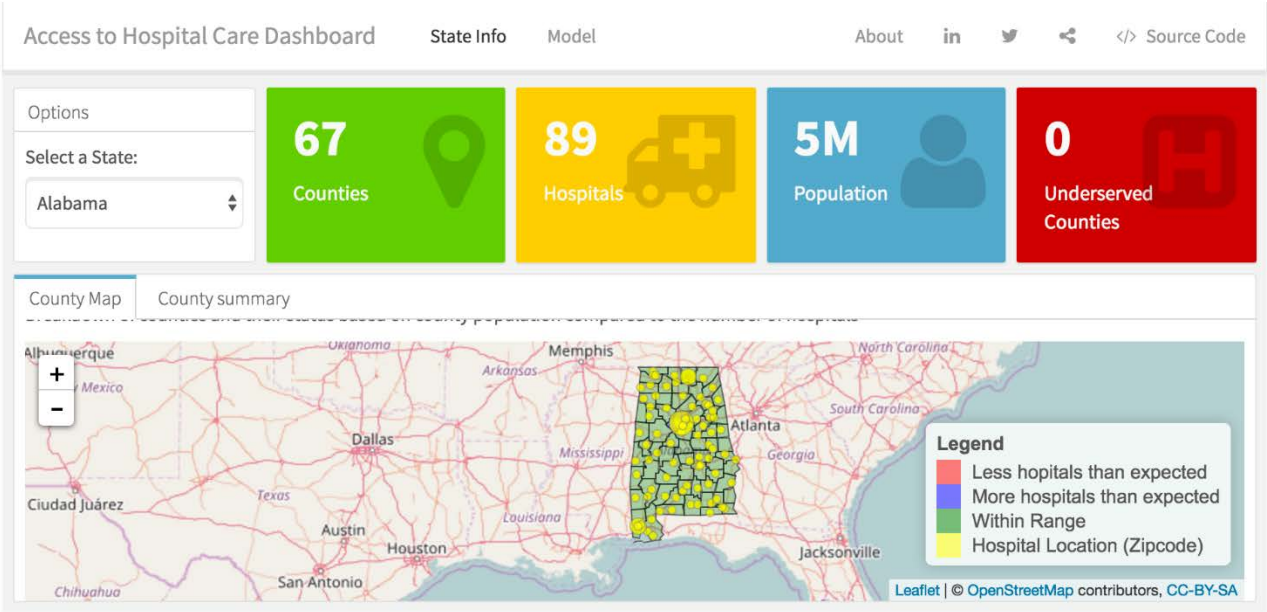
- What is `Shiny`?
- What can `Shiny` do?
- Walk through some basic `Shiny` apps
- Build a data explorer app
- Publish your app
- Find out where to find more info..
- Play with APPS

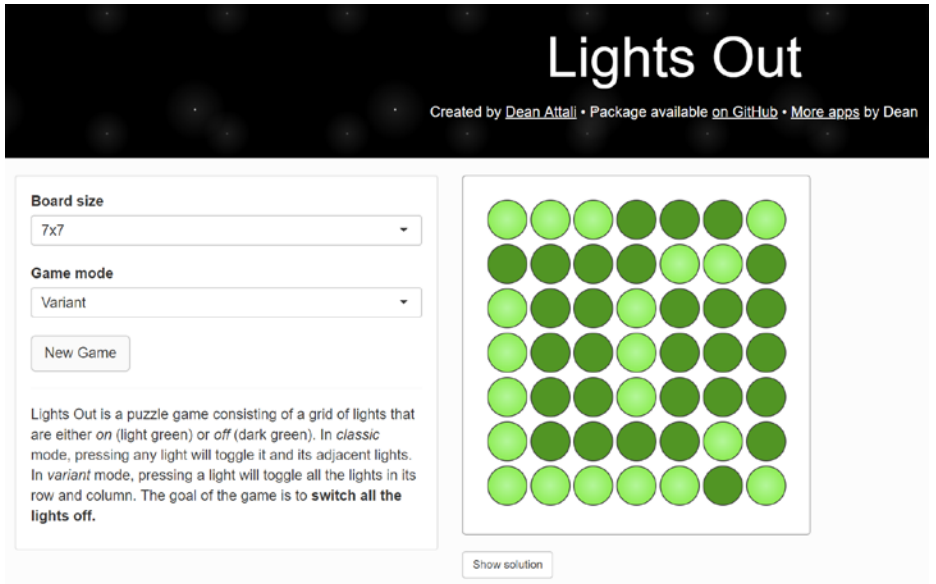
What is `Shiny`? http://shiny.rstudio.com/

- `Shiny` is an R package that makes it easy to build interactive web apps straight from R. Show/interact with your results.
- No web development skills are required. The shiny package functions are all built in HTML and can receive HTML as input.
- Host standalone apps on a webpage or embed them in R Markdown documents or build dashboards. You can also extend your Shiny apps with CSS themes, htmlwidgets, and JavaScript actions.
- *shinyapps.io* from Rstudio provides free hosting for open source projects. Paid options are also available – with some extra features.
- All R packages are supported, expect those that don't work on Ubuntu linux or those that require access to the display (eg Tcl/Tk).
- Any packages installed form github, must have been installed using devtools v1.4 or later (devtools::install_github()).

What can **Shiny** do?

- Interactive data exploration and visualisation
- Dashboards with real-time data feeds:
  - Flexdashboards
  - Shinydashboards
- Use powerful open source Javascript visualisation libraries
- Check out the Shiny example gallery
  - https://shiny.rstudio.com/gallery/
  - https://gallery.shinyapps.io/lake_erie_fisheries_stock_assessment_app/
  - https://datasociety.com/kitamba-the-opportunity-project/
- Check out the Shiny widgets gallery
  - https://shiny.rstudio.com/gallery/widget-gallery.html
- All examples have associated code!

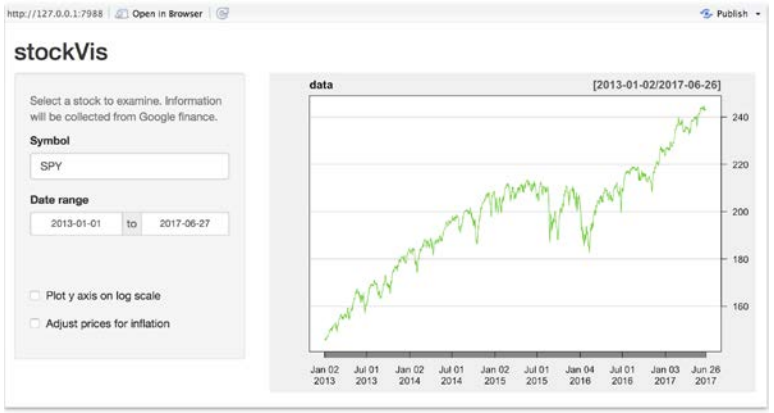


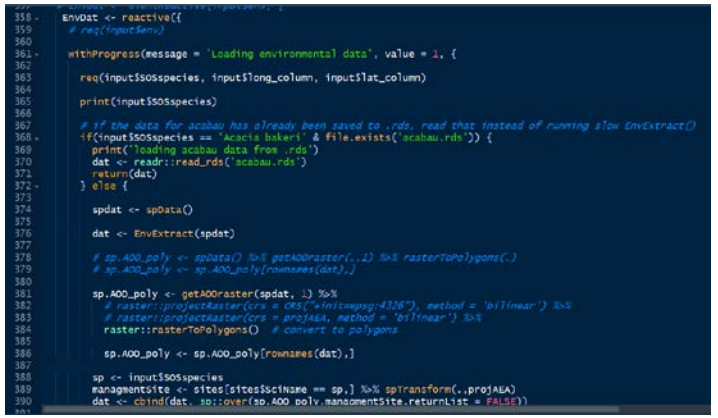


Even games! https://daattali.com/shiny/lightsout/

Core components of a `Shiny` app

- UI – user interface (front end)
  - Input widgets collect information from the user
  - Displays outputs, such as plots or tables
  - Define how visual elements are laid out
  - Written in R syntax, but most functions won't be familiar
- Server (back end)
  - Where data is processed
  - Regular R code combined with special `shiny::` functions that implement reactivity
  - Reactive expressions are re-evaluated when their dependent values have changed





Shiny Template

- This template should be used for all the apps you develop
- It helps you remember the basic outline to stick to.. Even when things get more complicated.
- Just running these 4 lines, gets you an app!

```
library(shiny)

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

Populating the template

Building an App

Complete the template by adding arguments to fluidPage() and a body to the server function.

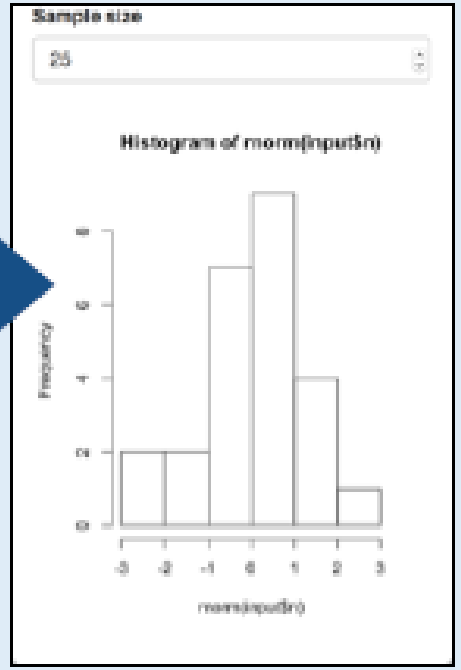
Add inputs to the UI with *Input() functions

Add outputs with *Output() functions

Tell server how to render outputs with R in the server function. To do this:

1. Refer to outputs with **output$<id>**
2. Refer to inputs with **input$<id>**
3. Wrap code in a **render*()** function before saving to output

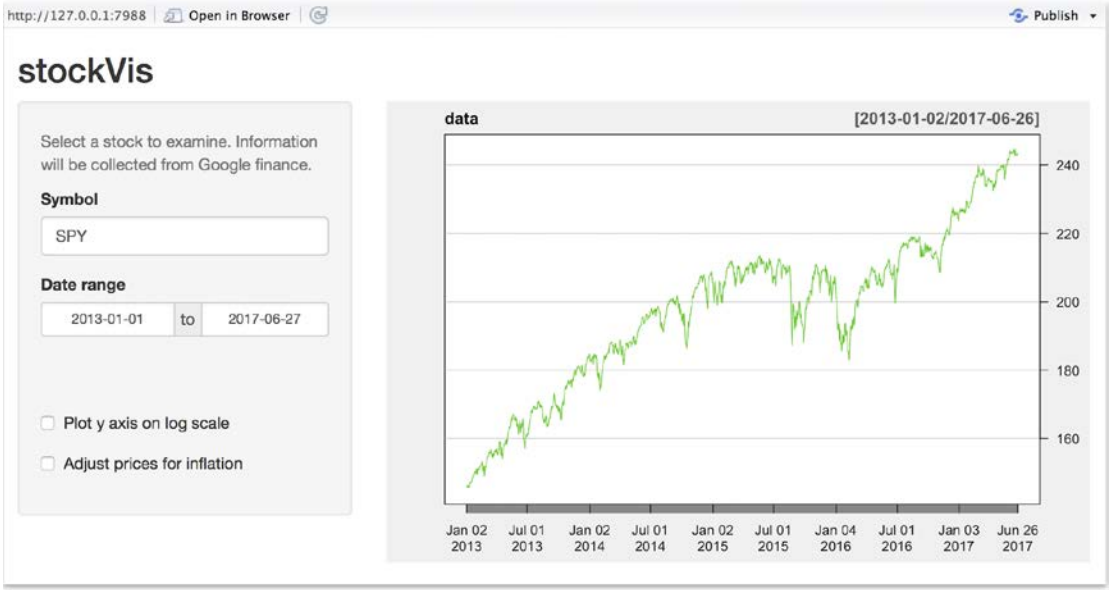
```
library(shiny)

ui <- fluidPage(
  numericInput(inputId = "n",
    "Sample size", value = 25),
  plotOutput(outputId = "hist")
)

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

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



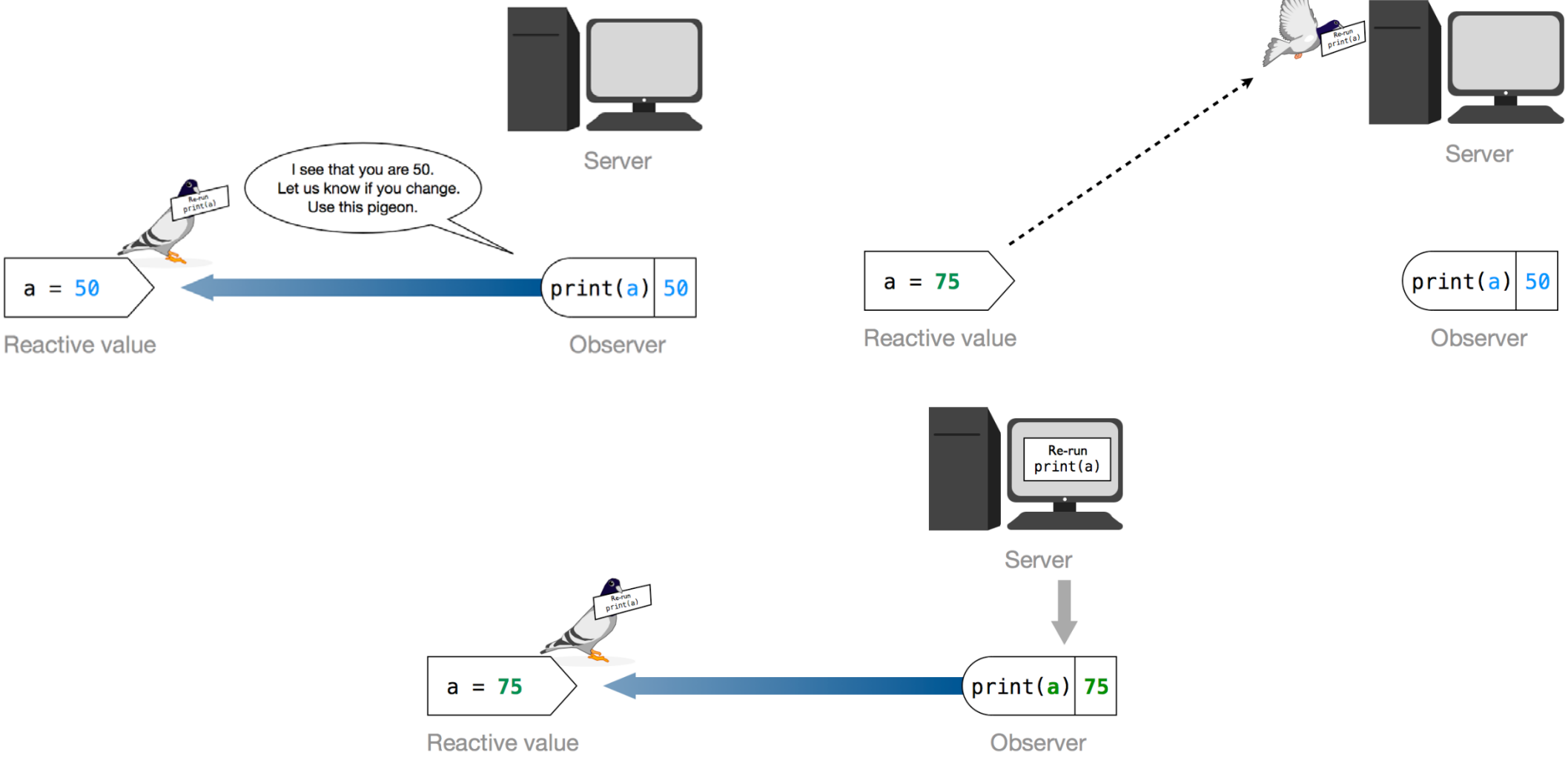
Save your template as **app.R**. Alternatively, split your template into two files named **ui.R** and **server.R**.

Reactive programming

- Reactive programming forms the basis of `Shiny` apps.
- Reactive objects change in response to changes in other objects.
- These objects can be connected in a chain of reactivity.
- A well known example is found in Microsoft Excel, where changing one cell can have consequences throughout the Workbook.

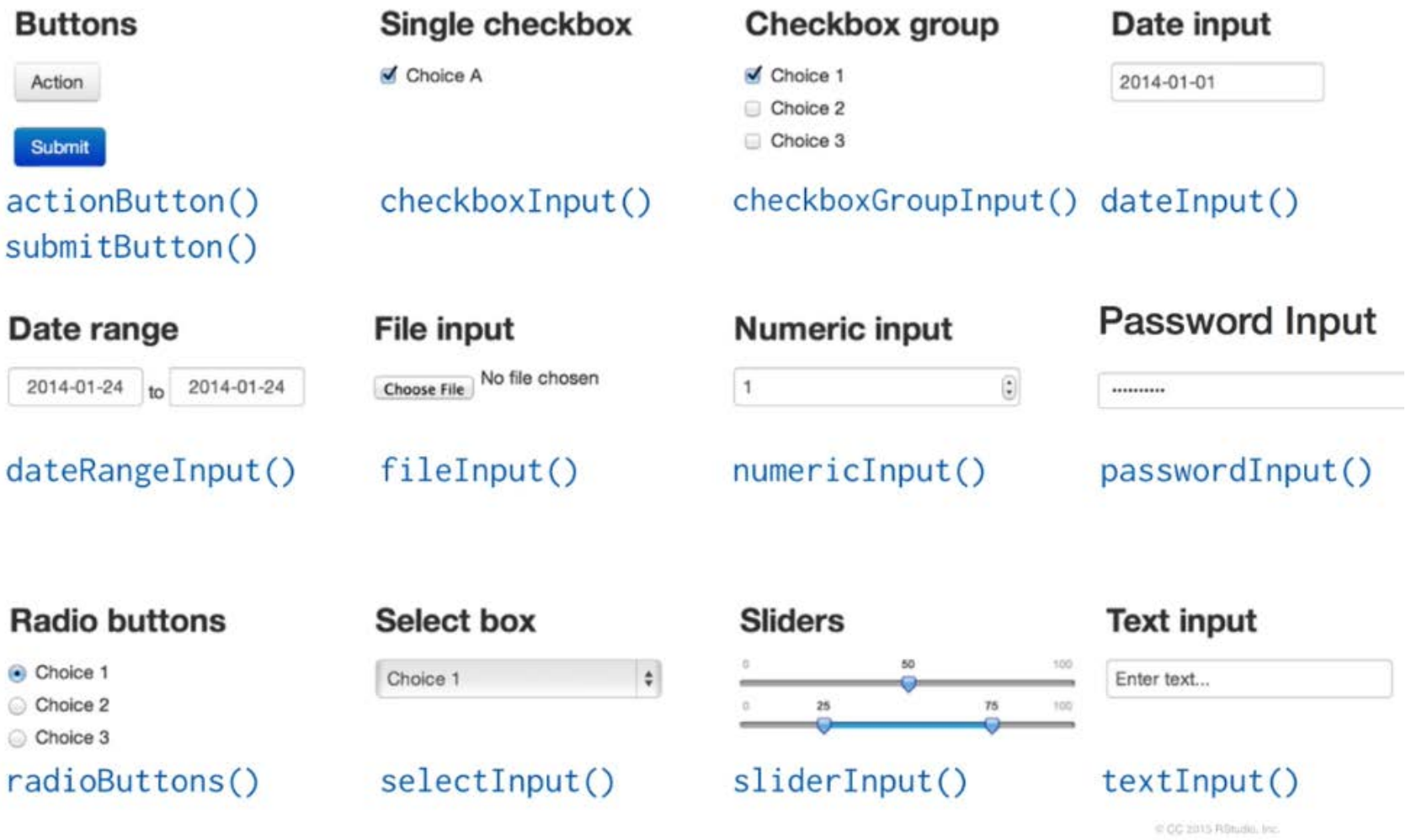


Understanding reactivity



https://shiny.rstudio.com/articles/understanding-reactivity.html

Reactive functions: UI: inputs



Reactive functions: UI: 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

Reactive functions: SERVER: render

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

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

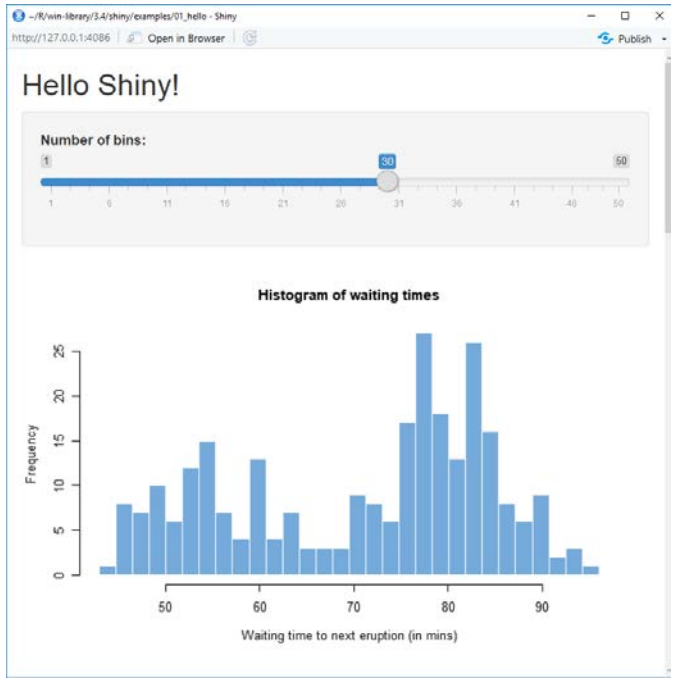
Complicating things..

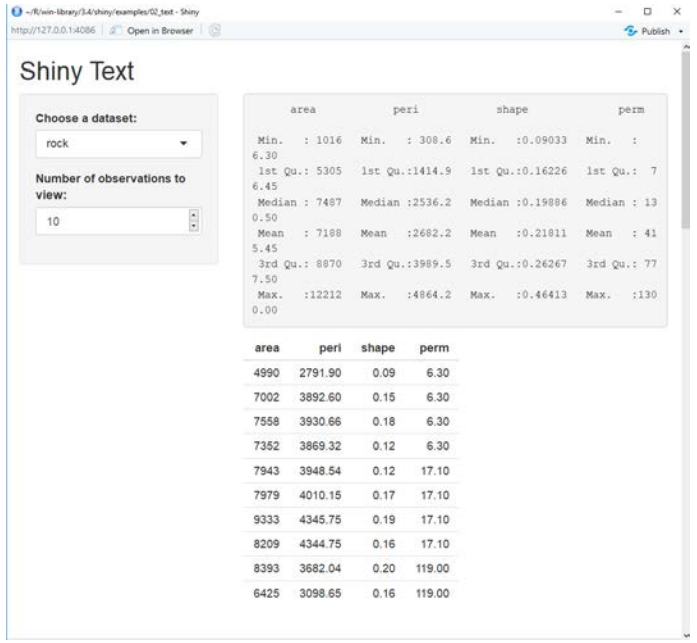
- When trying to make more complicated apps it my be useful to separate the UI and SERVER components into different files
- Save these in your app's directory as ui.R and server.r – this folder name is the name of your app.
- Even better is to save a THIRD file defining variables common to both components.. This must be called global.r
- Also save any images/logos or data associated with your app in this folder. The contents of this folder will be uploaded to the hosting server when you publish your app.
- Efficient programming!

- https://shiny.rstudio.com/gallery/word-cloud.html - for an example

TEST 1 – some simple `Shiny` apps

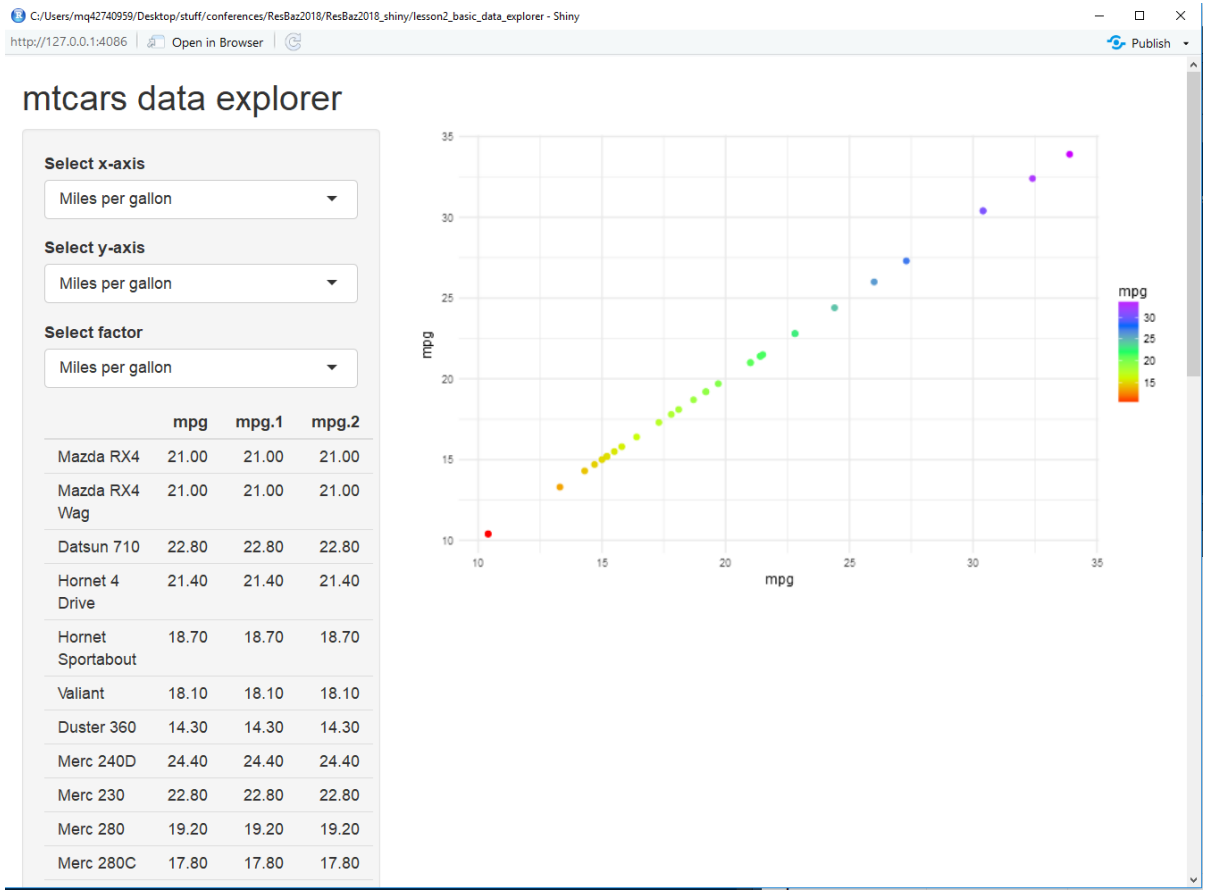
- Load up `lesson1_under_the_hood/lesson1.R` in Rstudio
- These instructive examples come with the `Shiny` package
- Check out https://shiny.rstudio.com/articles/basics.html for their guide to the code





Test 2 – build a data explorer app

- Load up `lesson2_basic_data_explorer/lesson2_basic_data_explorer_TEMPLATE.R` in Rstudio
- We'll build our first app!
- Exercise: add functionality to select a variable to colour points or change point shapes



Publishing your app

- What to do with this fancy new app??
- Currently its only available on your local computer.
  - There are ways to share this info across intranets too
- Broader audience:
  - Publish on the shinyapps.io site
- Steps:
  - Set up an account.. www.shinyapps.io
  - Link your IDE with the shiny account:
    - install.packages('rsconnect')
    - Library(rsconnect)
    - Go to your shiny.io account, find your token, click show.. Then show secret, copy the text and run in Rstudio: rsconnect::setAccountInfo(name="<ACCOUNT>", token="<TOKEN>", secret="<SECRET>")
  - Check to see if the publishing works.
  - Set publishing options in Rstudio – tools- global options-publishing
- Ready to publish?
  - Set working directory to the directory of your app
  - Run deployApp() / select publish icon

Tips_1

- Keep install commands outside of the app
- Start very small and simple.. Then use examples to get more complicated.
- Reactivity terms and reactivity functions work in paris to give you the desired output
- Whatever is in the curly brackets of the reactive term, will be used to update that feature.
- When you have separate reactive functions looking at the same reactive dataset (ie a plot and a summary table) you should make the dataset a standalone variable, that the reactive functions can both call on: data<-reactive({}). Then simply call data() – don't forget the brackets – in your reactive function.
- Use isolate({}) to isolate the updating of certain items.
- Use a reactive action button to delay updating until all inputs are ready: EventReactive() – creates reactive expression to be paired with action button.
- Try and keep code within the server section to a bare minimum, these sections are repeated multiple times and will slow your processing speeds.
- Use HTML tags to make your apps prettier – tags$h1() = header, tags$p() = paragraph etc.
    - Can use the HTML functions to insert images etc. these must then be saved in your app's directory.

Tips_2

- You can determine how you want your app to look in the x y and even z dimensions. Layering is allowed.
  - FluidRow() – divides app into rows, always a max of 12 units wide
  - Column() – can be used with fluid row to create columns
  - wellPanel() – puts things into nice looking grey “wells”
  - Tabpanels() – make new tabs and can be layered.
  - Sidebarlayout() probably the most common.
- You can use a fixed page if you don’t want the page to auto-resize, which is what fluidpage does. You must also use fixedrow if you choose this route.
- There’s a lot of great info about dashboards!
- There are ways to check the errors of your app and to get info about how your app is responding to users - rsconnect::showLogs()