

# Shiny :: CHEAT SHEET

## Basics

A **Shiny** app is a web page (**UI**) connected to a computer running a live R session (**Server**)



Users can manipulate the UI, which will cause the server to update the UI's displays (by running R code).

### APP TEMPLATE

Begin writing a new app with this template. Preview the app by running the code at the R command line.

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

- **ui** - nested R functions that assemble an HTML user interface for your app
- **server** - a function with instructions on how to build and rebuild the R objects displayed in the UI
- **shinyApp** - combines **ui** and **server** into an app. Wrap with **runApp()** if calling from a sourced script or inside a function.

### SHARE YOUR APP

The easiest way to share your app is to host it on [shinyapps.io](http://shinyapps.io), a cloud based service from RStudio

1. Create a free or professional account at <http://shinyapps.io>
2. Click the **Publish** icon in the RStudio IDE or run:  
`rsconnect::deployApp("<path to directory>")`

Build or purchase your own Shiny Server  
at [www.rstudio.com/products/shiny-server/](http://www.rstudio.com/products/shiny-server/)



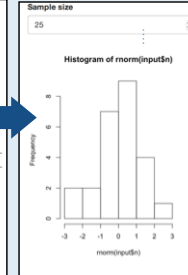
## Building an App

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**.

```
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)
```

```
# ui.R
fluidPage(
  numericInput(inputId = "n",
    "Sample size", value = 25),
  plotOutput(outputId = "hist")
)

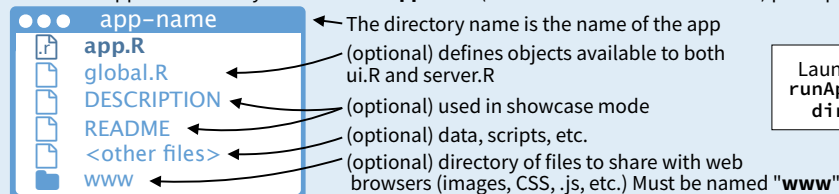
# server.R
function(input, output) {
  output$hist <- renderPlot({
    hist(rnorm(input$n))
  })
}
```

**ui.R** contains everything you would save to ui.

**server.R** ends with the function you would save to server.

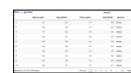
No need to call **shinyApp()**.

Save each app as a directory that holds an **app.R** file (or a **server.R** file and a **ui.R** file) plus optional extra files.



Launch apps with **runApp(<path to directory>)**

## Outputs - **render\*()** and **\*Output()** functions work together to add R output to the UI



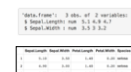
**DT::renderDataTable**(expr, options, callback, escape, env, quoted)



**renderImage**(expr, env, quoted, deleteFile)



**renderPlot**(expr, width, height, res, ..., env, quoted, func)



**renderPrint**(expr, env, quoted, func, width)

**renderTable**(expr, ..., env, quoted, func)



**renderText**(expr, env, quoted, func)

**renderUI**(expr, env, quoted, func)



**dataTableOutput**(outputId, icon, ...)

**imageOutput**(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)

**plotOutput**(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)

**verbatimTextOutput**(outputId)

**tableOutput**(outputId)

**textOutput**(outputId, container, inline)

**uiOutput**(outputId, inline, container, ...)

**htmlOutput**(outputId, inline, container, ...)

## Inputs

collect values from the user

Access the current value of an input object with **input\$<inputId>**. Input values are **reactive**.

**Action** **actionButton**(inputId, label, icon, ...)

**Link** **actionLink**(inputId, label, icon, ...)

☒ Choice 1  
☒ Choice 2  
☐ Choice 3

**checkboxGroupInput**(inputId, label, choices, selected, inline)

☒ Check me

**checkboxInput**(inputId, label, value)

**dateInput**(inputId, label, value, min, max, format, startview, weekstart, language)

**dateRangeInput**(inputId, label, start, end, min, max, format, startview, weekstart, language, separator)

**Choose File** **fileInput**(inputId, label, multiple, accept)

**1** **numericInput**(inputId, label, value, min, max, step)

**passwordInput**(inputId, label, value)

☒ Choice A  
☐ Choice B  
☐ Choice C

**radioButtons**(inputId, label, choices, selected, inline)

**Choice 1** **selectInput**(inputId, label, choices, selected, multiple, selectize, width, size) (also **selectizeInput()**)

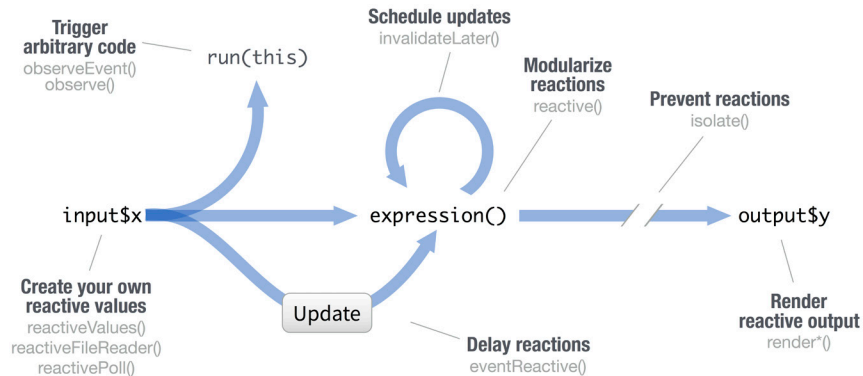
**sliderInput**(inputId, label, min, max, value, step, round, format, locale, ticks, animate, width, sep, pre, post)

**Apply Changes** **submitButton**(text, icon)  
(Prevents reactions across entire app)

**Enter text** **textInput**(inputId, label, value)

# Reactivity

Reactive values work together with reactive functions. Call a reactive value from within the arguments of one of these functions to avoid the error **Operation not allowed without an active reactive context.**



## CREATE YOUR OWN REACTIVE VALUES

```
# example snippets

ui <- fluidPage(
  textInput("a", "", "A")
)

server <-
function(input, output){
  rv <- reactiveValues()
  rv$number <- 5
}
```

**\*Input() functions**  
(see front page)

**reactiveValues(...)**

Each input function creates a reactive value stored as **input\$<inputid>**

**reactiveValues()** creates a list of reactive values whose values you can set.

## PREVENT REACTIONS

```
library(shiny)

ui <- fluidPage(
  textInput("a", "", "A"),
  textOutput("b")
)

server <-
function(input, output){
  output$b <-
    renderText({
      isolate({input$a})
    })
}

shinyApp(ui, server)
```

**isolate(expr)**

Runs a code block. Returns a **non-reactive** copy of the results.

## MODULARIZE REACTIONS

```
ui <- fluidPage(
  textInput("a", "", "A"),
  textInput("z", "", "Z"),
  textOutput("b")
)

server <-
function(input, output){
  re <- reactive({
    paste(input$a, input$z)
  })
  output$b <- renderText({
    re()
  })
}

shinyApp(ui, server)
```

**reactive(x, env, quoted, label, domain)**

Creates a **reactive expression** that

- **caches** its value to reduce computation
- can be called by other code
- notifies its dependencies when it has been invalidated

Call the expression with function syntax, e.g. **re()**

## RENDER REACTIVE OUTPUT

```
library(shiny)

ui <- fluidPage(
  textInput("a", "", "A"),
  textOutput("b")
)

server <-
function(input, output){
  output$b <-
    renderText({
      input$a
    })
}

shinyApp(ui, server)
```

**render\*() functions**  
(see front page)

Builds an object to display. Will rerun code in body to rebuild the object whenever a reactive value in the code changes.

Save the results to **output\$<outputid>**

## TRIGGER ARBITRARY CODE

```
library(shiny)

ui <- fluidPage(
  textInput("a", "", "A"),
  actionButton("go", "Go")
)

server <-
function(input, output){
  observeEvent(input$go, {
    print(input$a)
  })
}

shinyApp(ui, server)
```

**observeEvent(eventExpr, handlerExpr, event.env, event.quoted, handler.env, handler.quoted, label, suspended, priority, domain, autoDestroy, ignoreNULL)**

Runs code in 2nd argument when reactive values in 1st argument change. See **observe()** for alternative.

## DELAY REACTIONS

```
library(shiny)

ui <- fluidPage(
  textInput("a", "", "A"),
  actionButton("go", "Go"),
  textOutput("b")
)

server <-
function(input, output){
  re <- eventReactive(
    input$go, {input$a}
  )
  output$b <- renderText({
    re()
  })
}

shinyApp(ui, server)
```

**eventReactive(eventExpr, valueExpr, event.env, event.quoted, value.env, value.quoted, label, domain, ignoreNULL)**

Creates reactive expression with code in 2nd argument that only invalidates when reactive values in 1st argument change.

# UI - An app's UI is an HTML document.

Use Shiny's functions to assemble this HTML with R.

```
fluidPage(
  textInput("a", "")
)

## <div class="container-fluid">
## <div class="form-group shiny-input-container">
## <label for="a"></label>
## <input id="a" type="text"
## class="form-control" value="">
## </div>
## </div>
```

Returns HTML



Add static HTML elements with **tags**, a list of functions that parallel common HTML tags, e.g. **tags\$a()**. Unnamed arguments will be passed into the tag; named arguments will become tag attributes.

tags\$a	tags\$data	tags\$h6	tags\$nav	tags\$span
tags\$abbr	tags\$datalist	tags\$head	tags\$noscript	tags\$strong
tags\$address	tags\$dd	tags\$header	tags\$object	tags\$style
tags\$area	tags\$del	tags\$hgroup	tags\$ol	tags\$sub
tags\$article	tags\$details	tags\$hr	tags\$optgroup	tags\$summary
tags\$aside	tags\$dfn	tags\$html	tags\$option	tags\$sup
tags\$audio	tags\$div	tags\$i	tags\$output	tags\$table
tags\$b	tags\$dl	tags\$iframe	tags\$param	tags\$tbody
tags\$base	tags\$dt	tags\$img	tags\$pre	tags\$td
tags\$bdi	tags\$em	tags\$input	tags\$progress	tags\$textarea
tags\$bdo	tags\$embed	tags\$ins	tags\$script	tags\$tfoot
tags\$blockquote	tags\$eventsource	tags\$kbd	tags\$small	tags\$th
tags\$body	tags\$fieldset	tags\$keygen	tags\$sub	tags\$thead
tags\$br	tags\$figcaption	tags\$label	tags\$srp	tags\$time
tags\$button	tags\$figure	tags\$legend	tags\$li	tags\$title
tags\$canvas	tags\$footer	tags\$li	tags\$li	tags\$str
tags\$captcha	tags\$form	tags\$link	tags\$samp	tags\$track
tags\$cite	tags\$h1	tags\$mark	tags\$script	tags\$ul
tags\$code	tags\$h2	tags\$map	tags\$section	tags\$sul
tags\$col	tags\$h3	tags\$menu	tags\$select	tags\$var
tags\$colgroup	tags\$h4	tags\$meta	tags\$small	tags\$video
tags\$command	tags\$h5	tags\$meter	tags\$source	tags\$wbr

The most common tags have wrapper functions. You do not need to prefix their names with **tags\$**

```
ui <- fluidPage(
  h1("Header 1"),
  hr(),
  br(),
  p(strong("bold")),
  p(em("italic")),
  p(code("code")),
  a(href="", "link"),
  HTML("<p>Raw html</p>")
)
```

**Header 1**

**bold**

*italic*

**code**

[link](#)

Raw html



To include a CSS file, use **includeCSS()**, or

1. Place the file in the **www** subdirectory
2. Link to it with

```
tags$head(tags$link(rel = "stylesheet",
  type = "text/css", href = "<file name>"))
```



To include JavaScript, use **includeScript()** or

1. Place the file in the **www** subdirectory
2. Link to it with

```
tags$head(tags$script(src = "<file name>"))
```



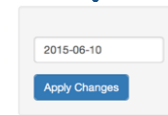
To include an image

1. Place the file in the **www** subdirectory
2. Link to it with **img(src="<file name>")**

# Layouts

Combine multiple elements into a "single element" that has its own properties with a panel function, e.g.

```
wellPanel(dateInput("a", ""),
  submitBtn())
```



**absolutePanel()**  
**conditionalPanel()**  
**fixedPanel()**  
**headerPanel()**  
**inputPanel()**  
**mainPanel()**

**navlistPanel()**  
**sidebarPanel()**  
**tabPanel()**  
**tabsetPanel()**  
**titlePanel()**  
**wellPanel()**

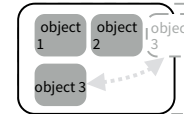
Organize panels and elements into a layout with a layout function. Add elements as arguments of the layout functions.

## fluidRow()



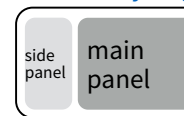
```
ui <- fluidPage(
  fluidRow(column(width = 4),
    column(width = 2, offset = 3)),
  fluidRow(column(width = 12))
)
```

## flowLayout()



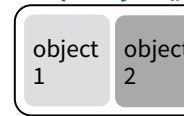
```
ui <- fluidPage(
  flowLayout( # object 1,
    # object 2,
    # object 3
  )
)
```

## sidebarLayout()



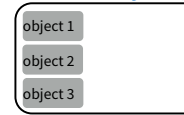
```
ui <- fluidPage(
  sidebarLayout(
    sidebarPanel(),
    mainPanel()
  )
)
```

## splitLayout()



```
ui <- fluidPage(
  splitLayout( # object 1,
    # object 2
  )
)
```

## verticalLayout()



```
ui <- fluidPage(
  verticalLayout( # object 1,
    # object 2,
    # object 3
  )
)
```

Layer **tabPanels** on top of each other, and navigate between them, with:

```
ui <- fluidPage(
  tabsetPanel(
    tabPanel("tab 1", "contents"),
    tabPanel("tab 2", "contents"),
    tabPanel("tab 3", "contents")
  )
)
```

```
ui <- fluidPage(
  navlistPanel(
    tabPanel("tab 1", "contents"),
    tabPanel("tab 2", "contents"),
    tabPanel("tab 3", "contents")
  )
)
```

```
ui <- navbarPage(title = "Page",
  tabPanel("tab 1", "contents"),
  tabPanel("tab 2", "contents"),
  tabPanel("tab 3", "contents")
)
```

