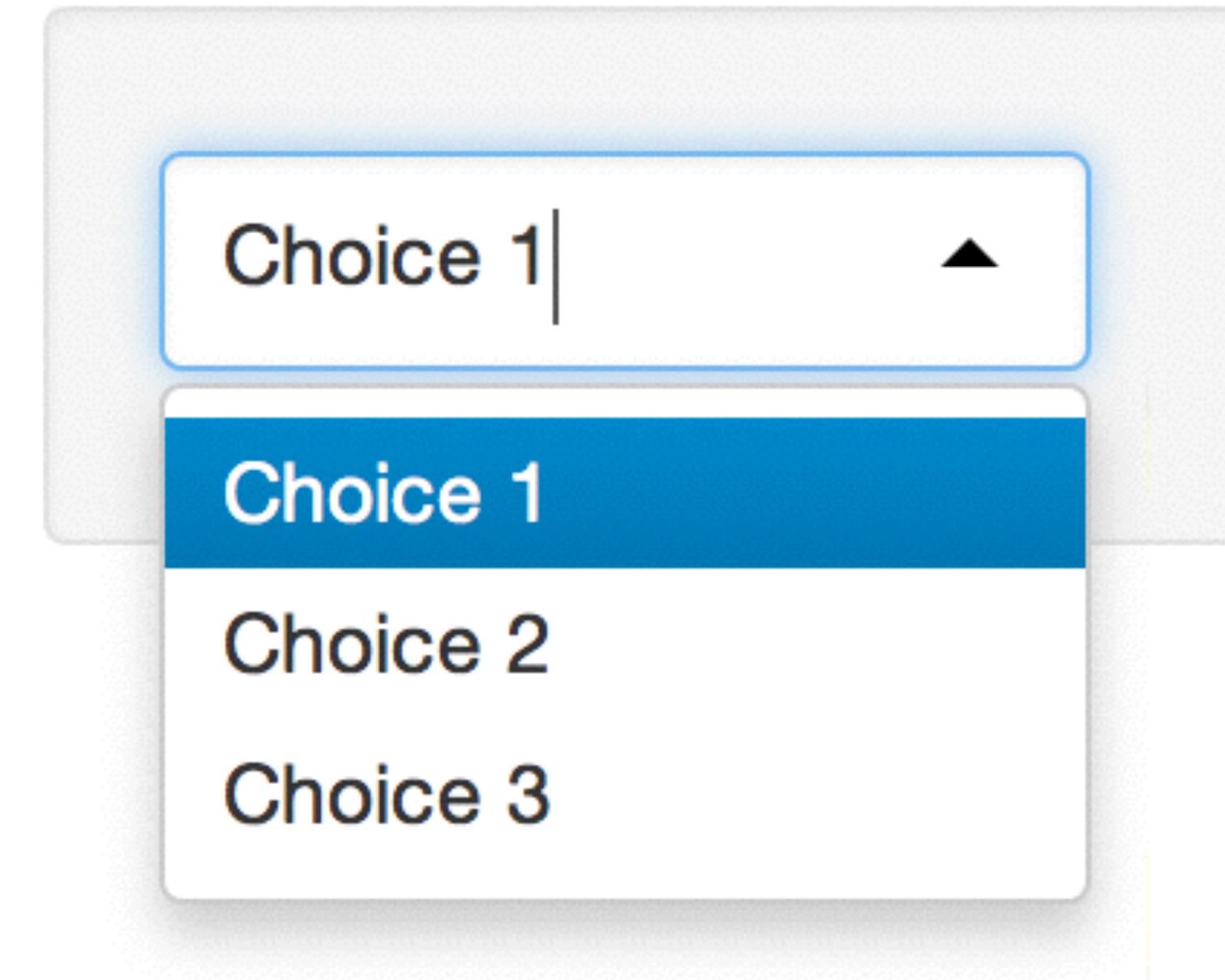


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How to start with Shiny, Part 1

How to build a Shiny App



Garrett Grolemund

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

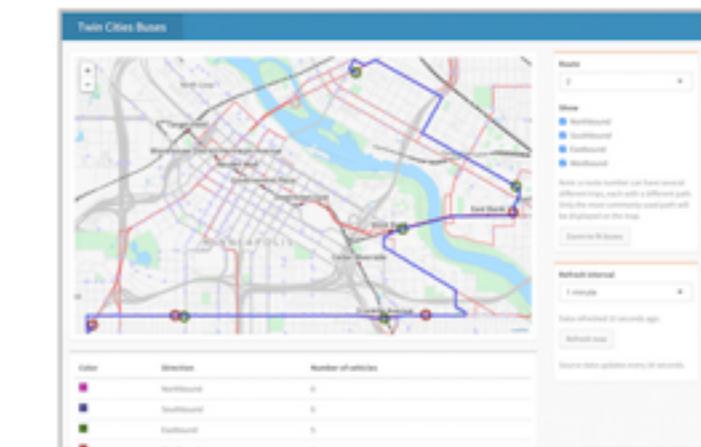


Shiny Apps for the Enterprise



[Shiny Dashboard Demo](#)

A dashboard built with Shiny.



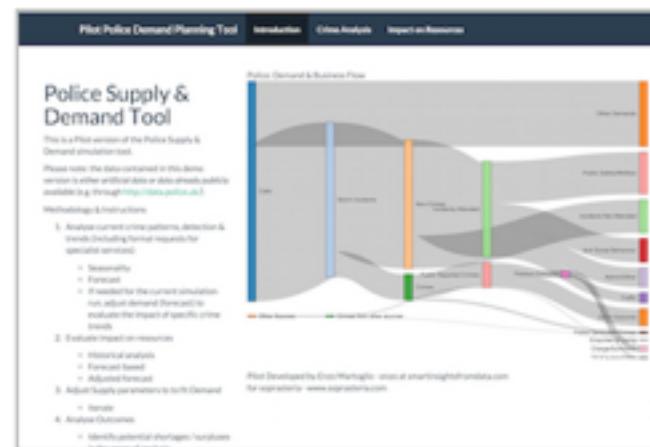
[Location tracker](#)

Track locations over time with streaming data.



[Download monitor](#)

Streaming download rates visualized as a bubble chart.



[Supply and Demand](#)

Forecast demand to plan resource allocation.

Shiny Showcase

www.rstudio.com/products/shiny/shiny-user-showcase/

Industry Specific Shiny Apps



[Economic Dashboard](#)

Economic forecasting with macroeconomic indicators.



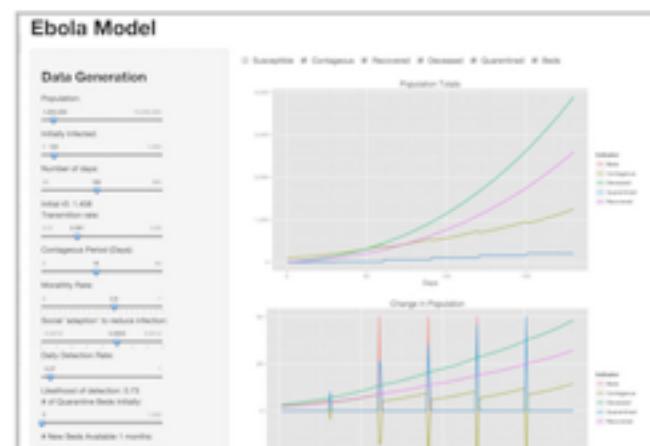
[ER Optimization](#)

An app that models patient flow.



[CDC Disease Monitor](#)

Alert thresholds and automatic weekly updates.



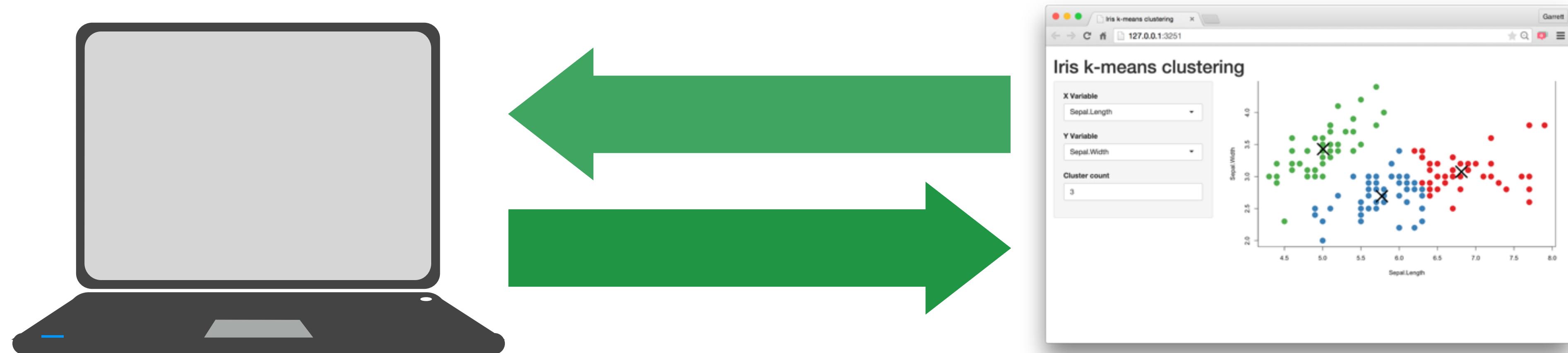
[Ebola Model](#)

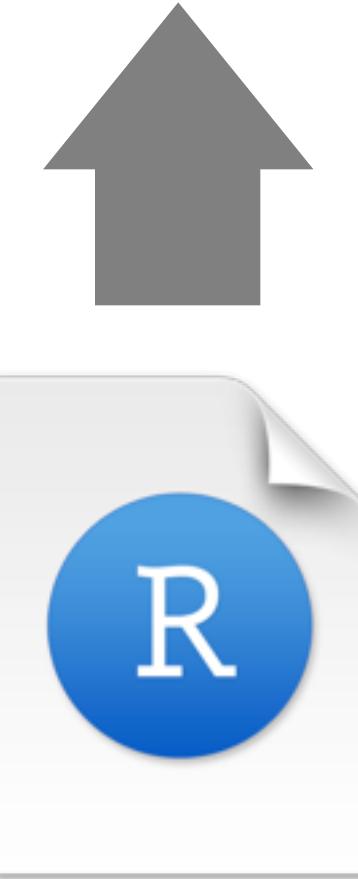
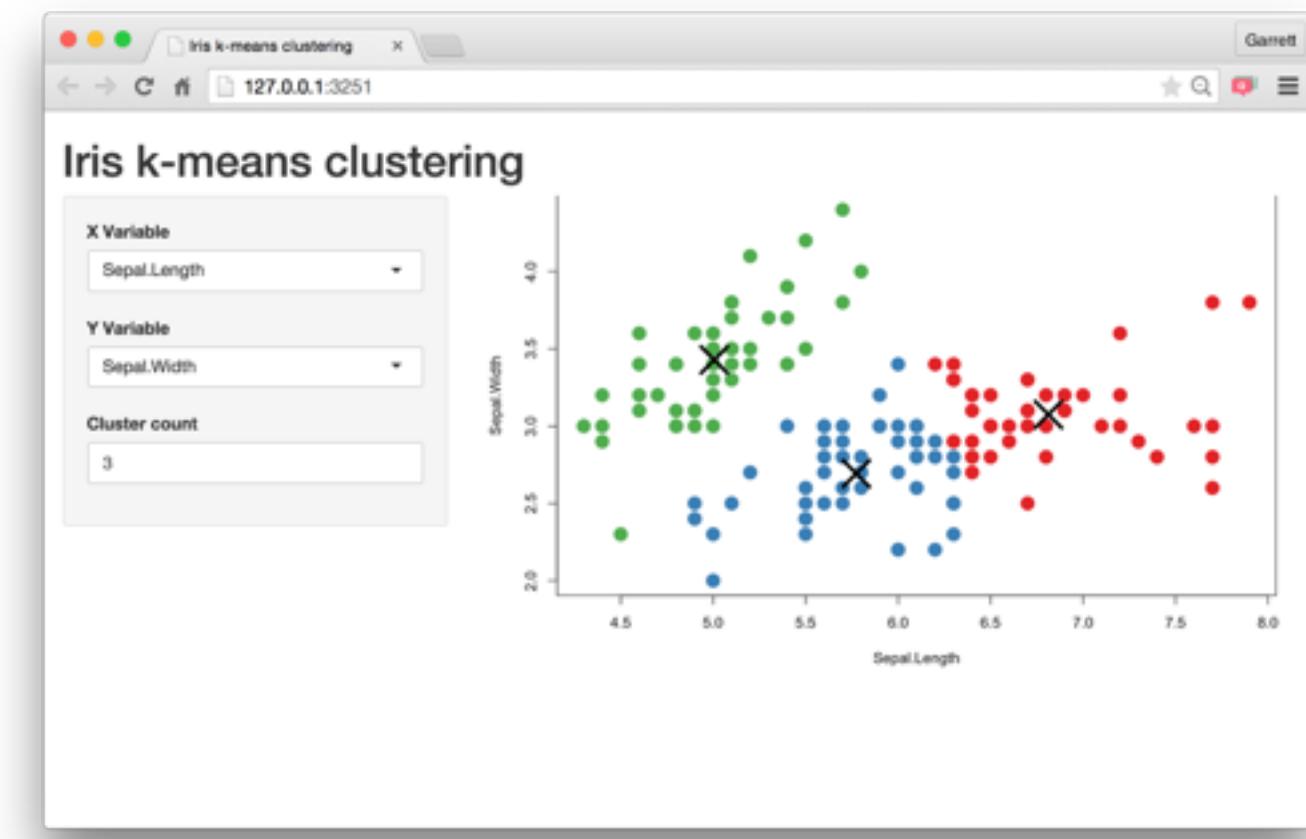
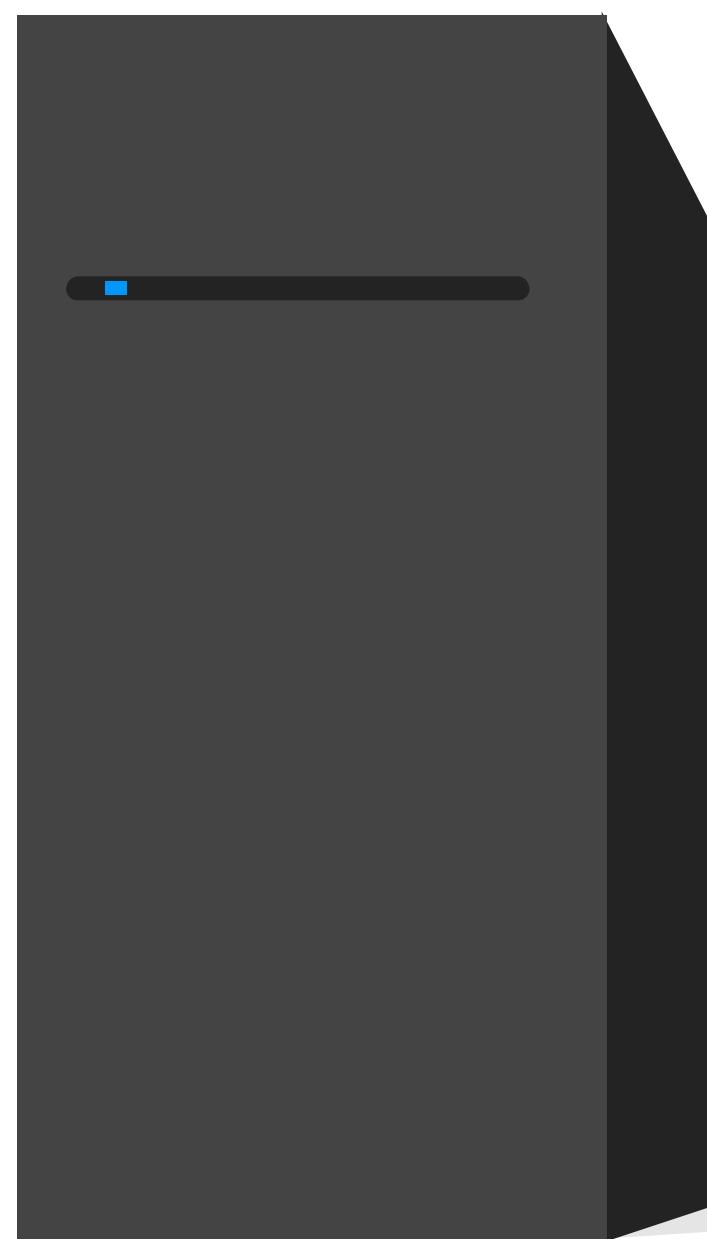
An epidemiological simulation.



**Understand the
architecture**

Every Shiny app is maintained by a computer running R





Server Instructions



User Interface (UI)

**Use the
template**

App template

The shortest viable shiny app

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

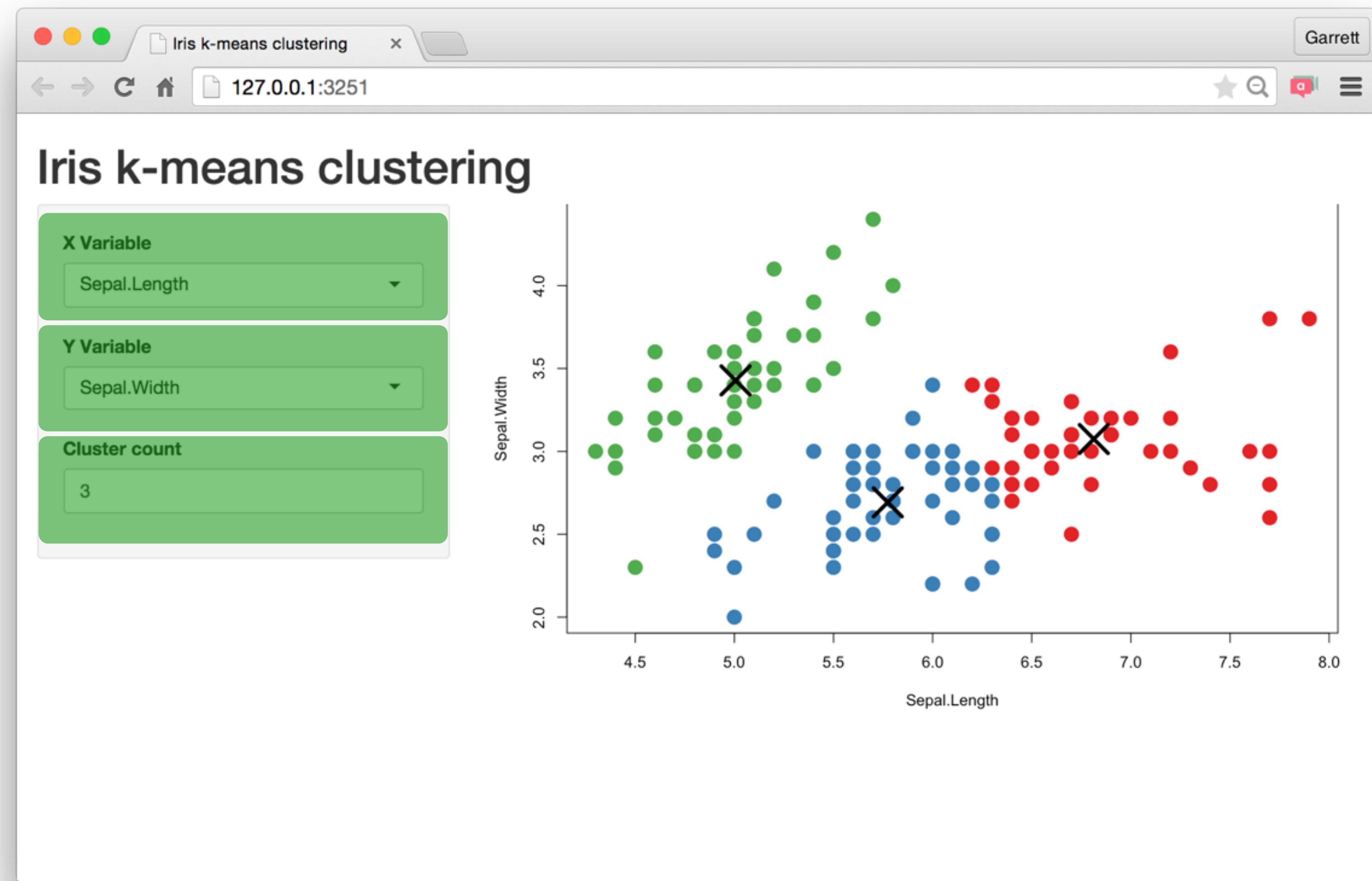
open code/01-template.R and click "Run App"

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

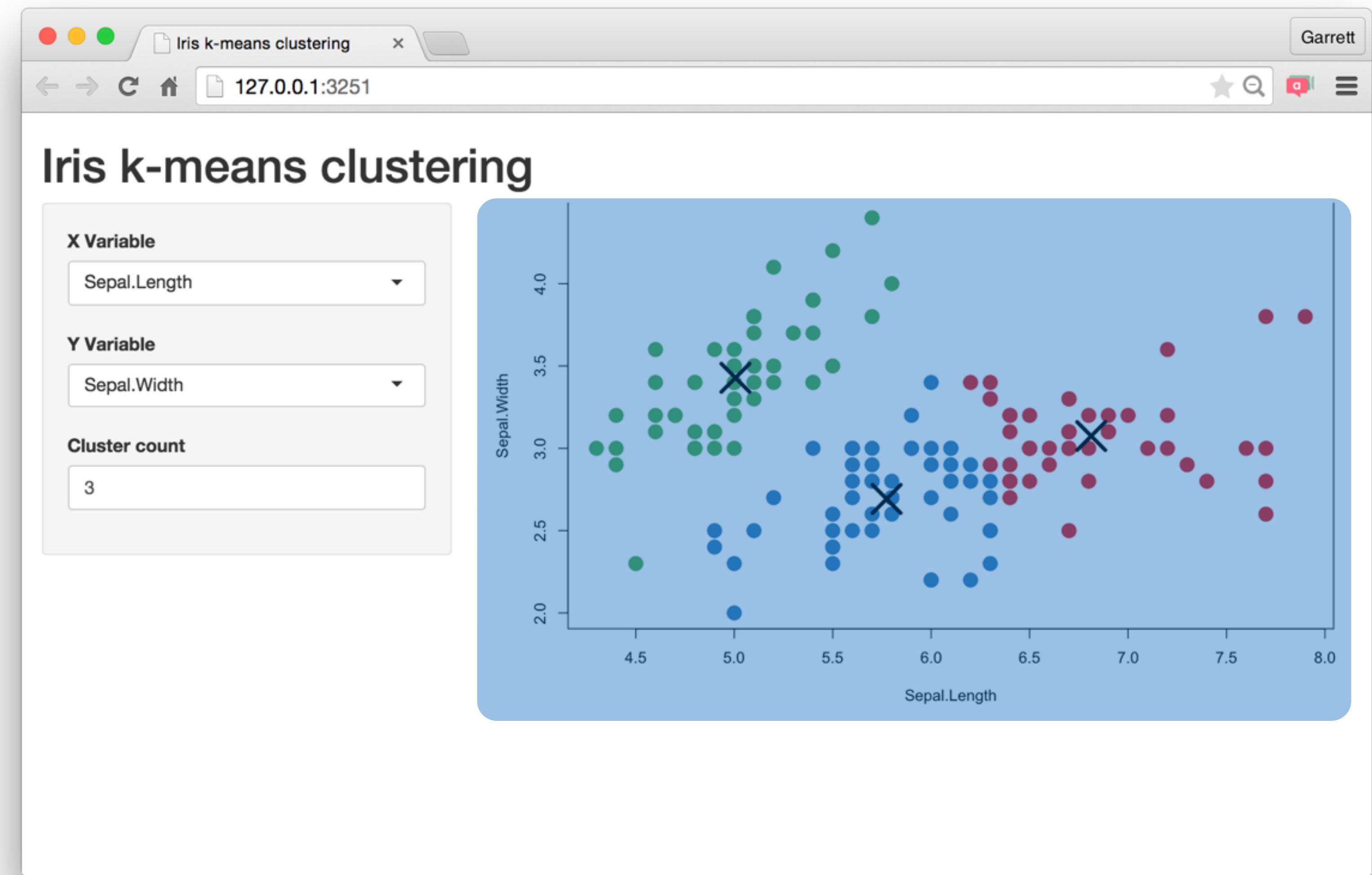
```
library(shiny)  
  
ui <- fluidPage("Hello World")  
  
server <- function(input, output) {}  
  
shinyApp(ui = ui, server = server)
```

**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

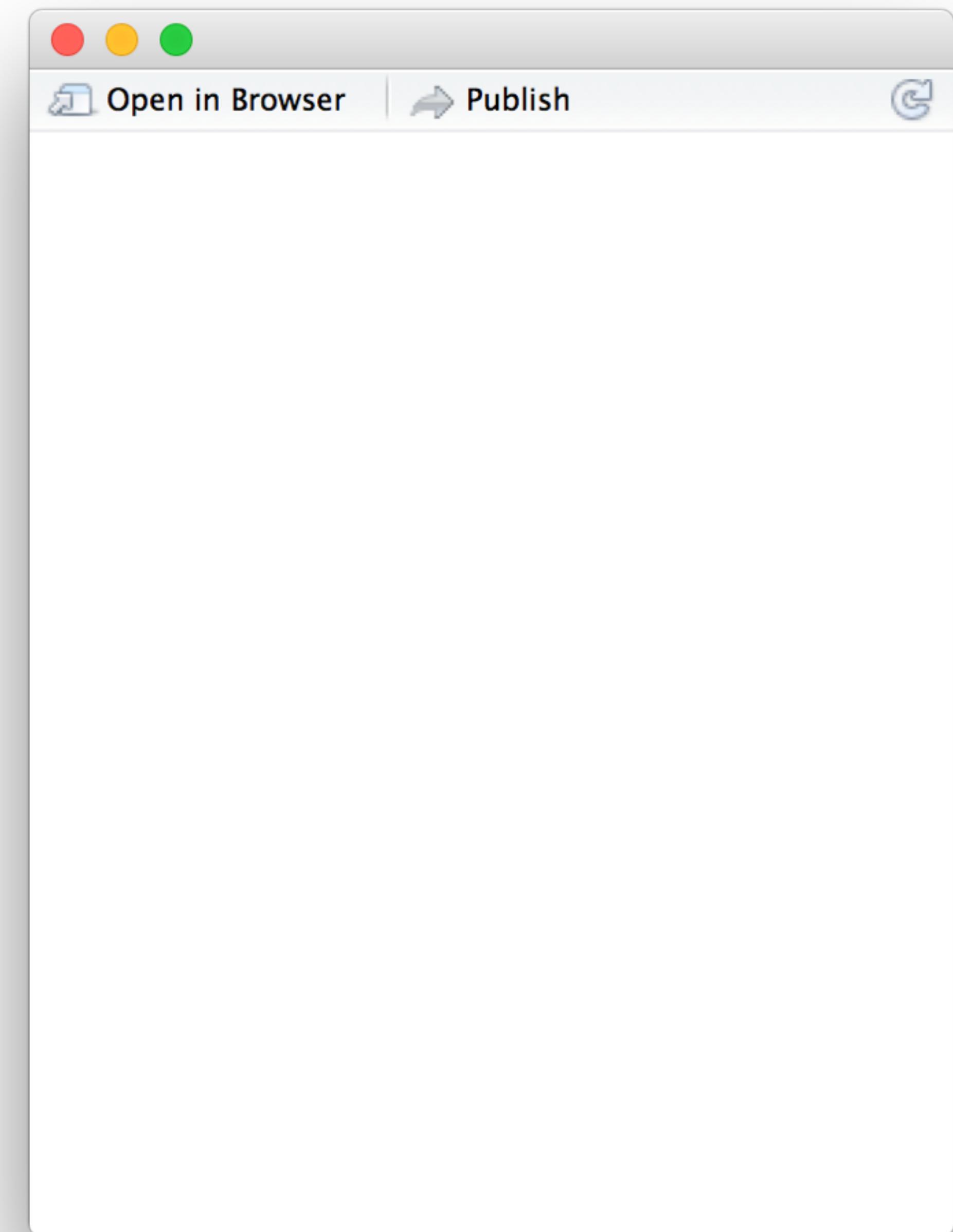
Create an input with an ***Input()** function.

```
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)
```

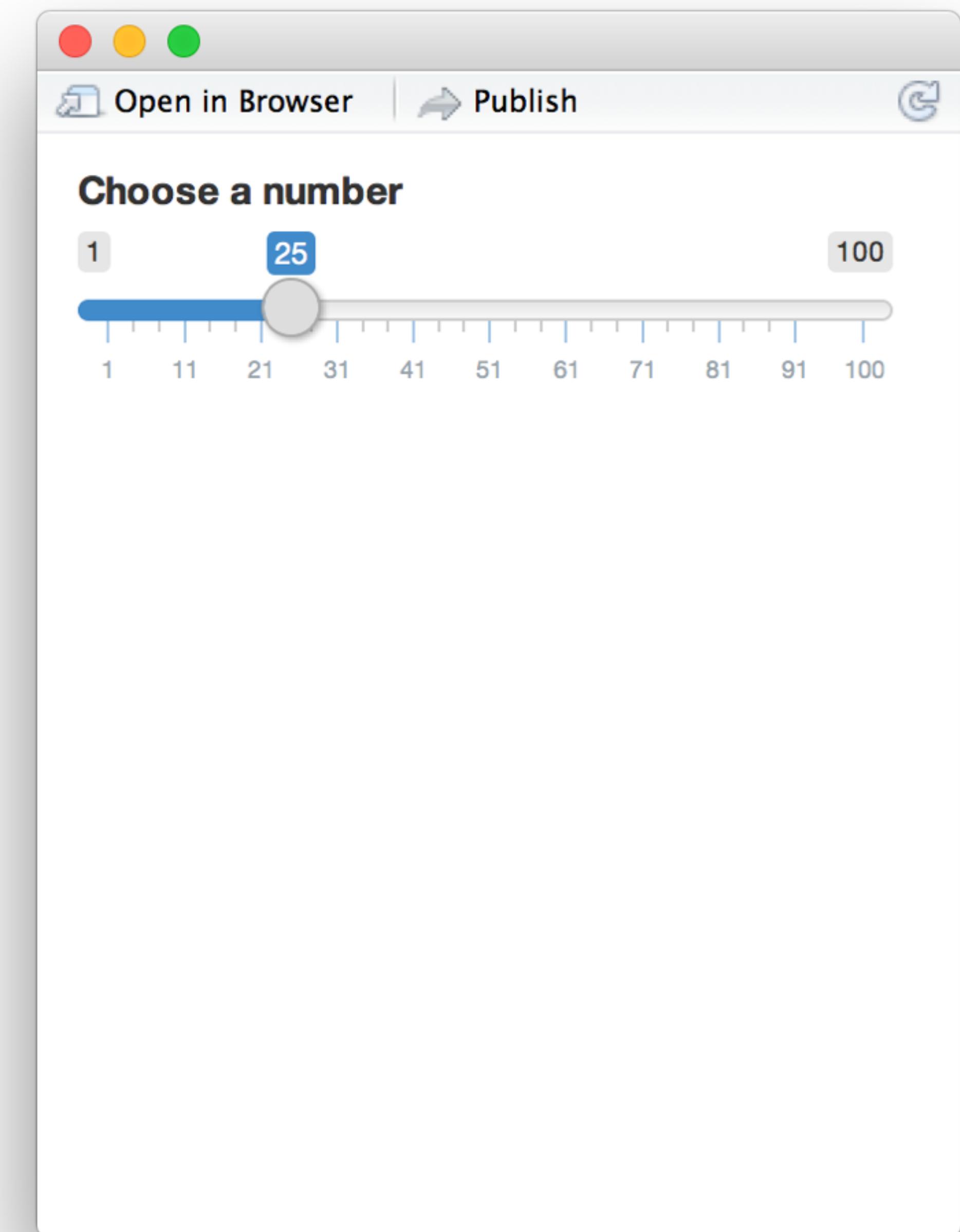


Create an input with an input function.

```
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

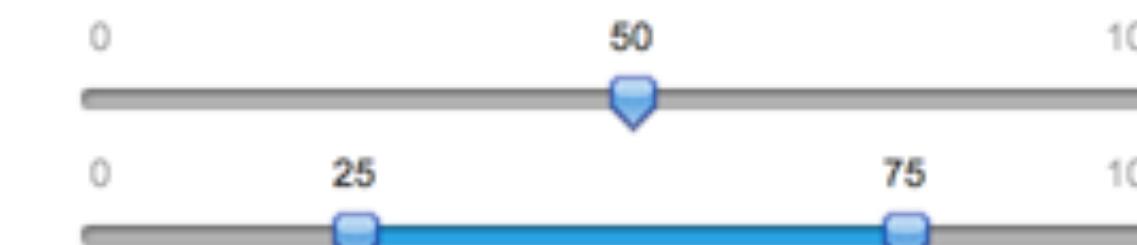
checkboxGroupInput() dateInput()

Numeric input

1

numericInput()

Sliders



sliderInput()

Date input

2014-01-01

.....

passwordInput()

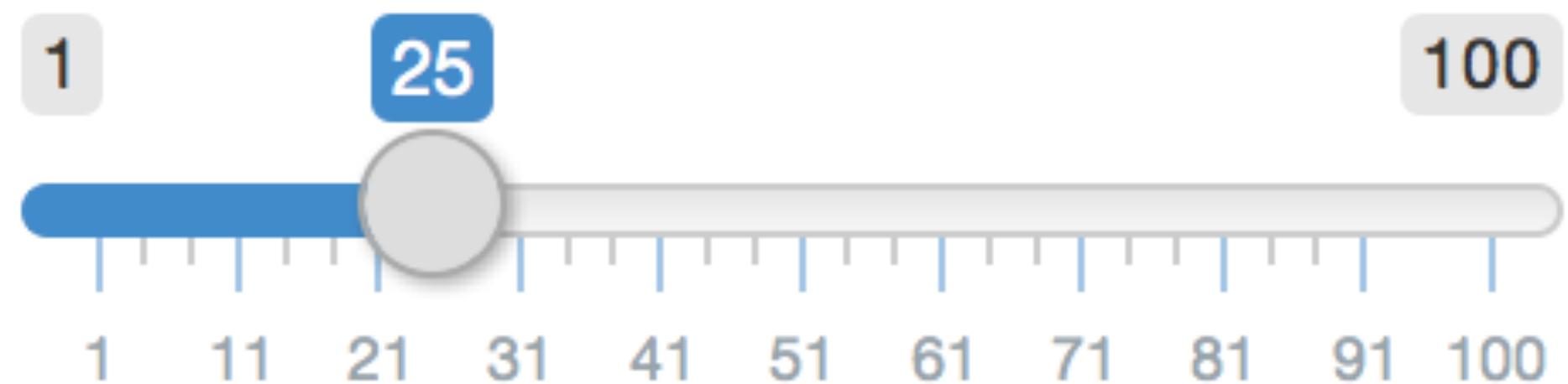
Text input

Enter text...

textInput()

Syntax

Choose a number



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

input name
(for internal use)

Notice:
Id not ID

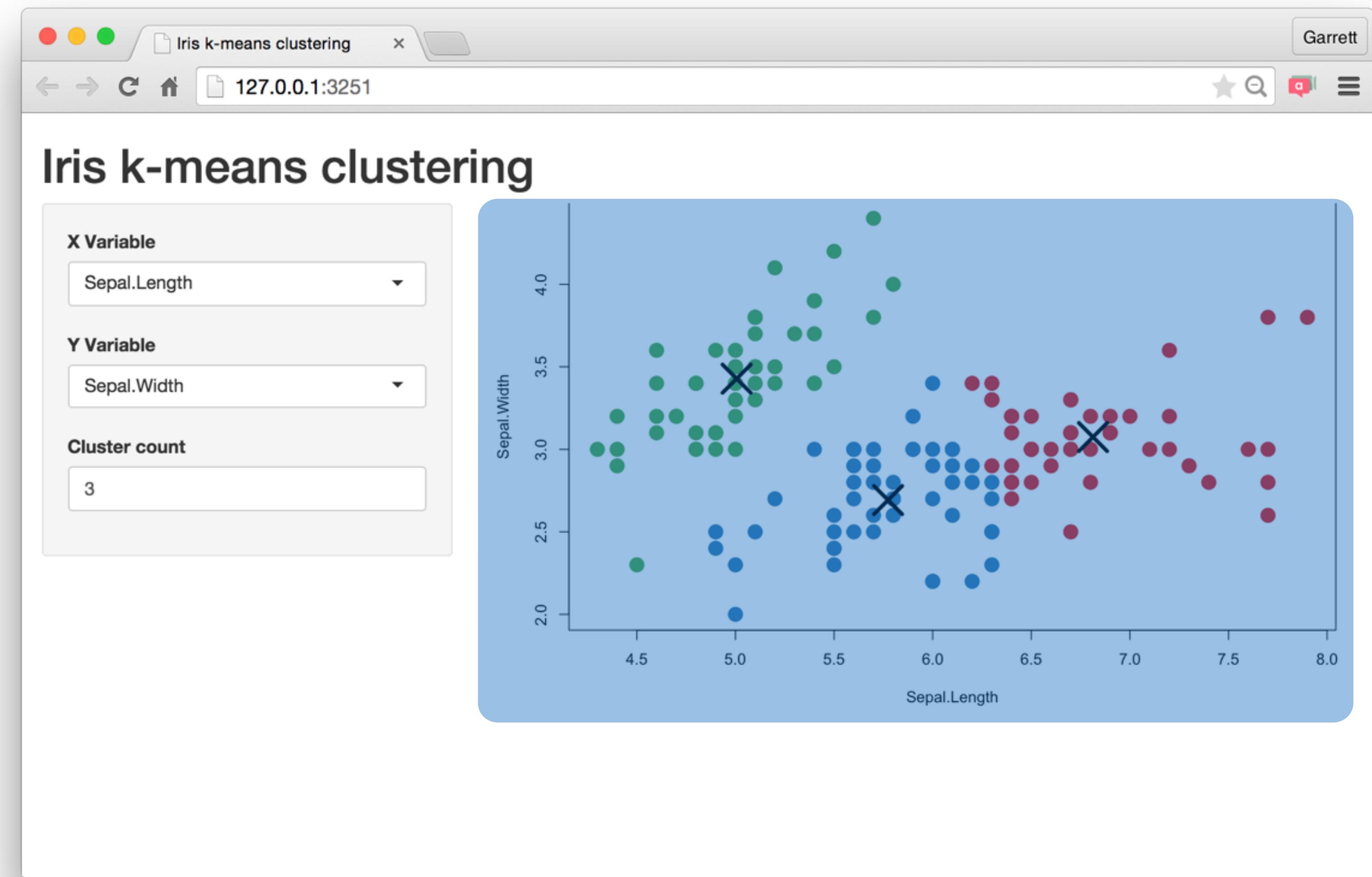
label to
display

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)
```

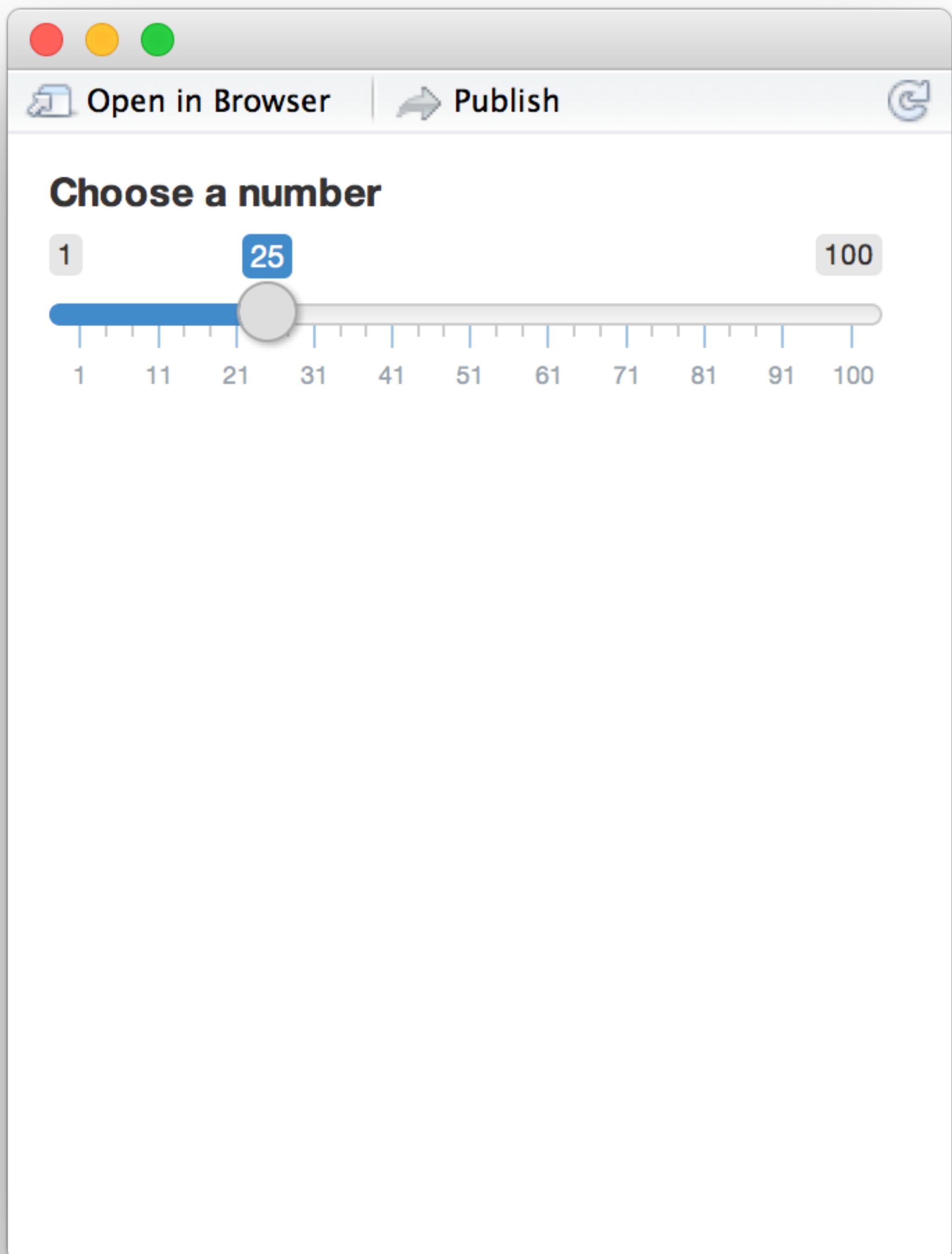
Comma between
arguments

```
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)
```

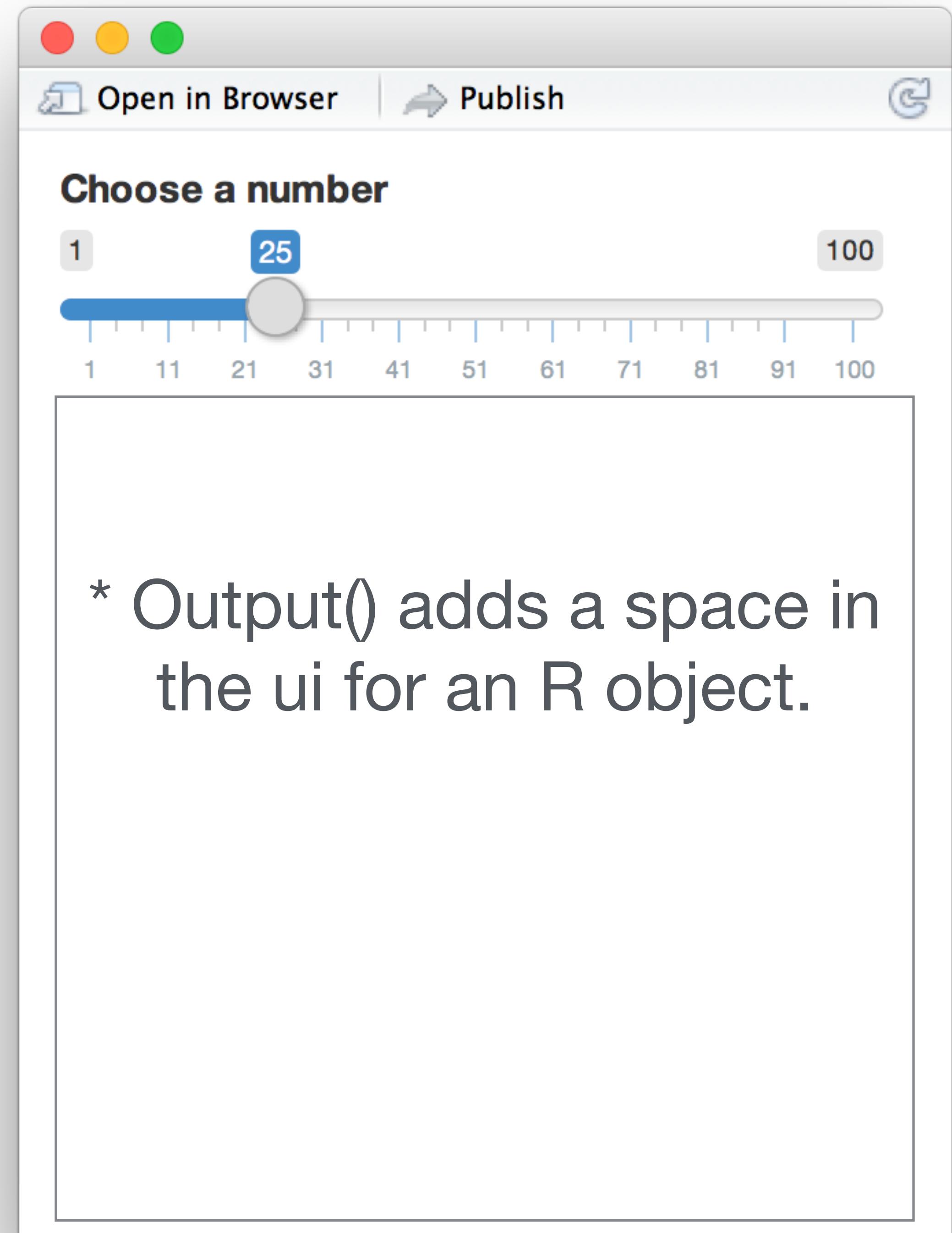


```
library(shiny)

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)
```

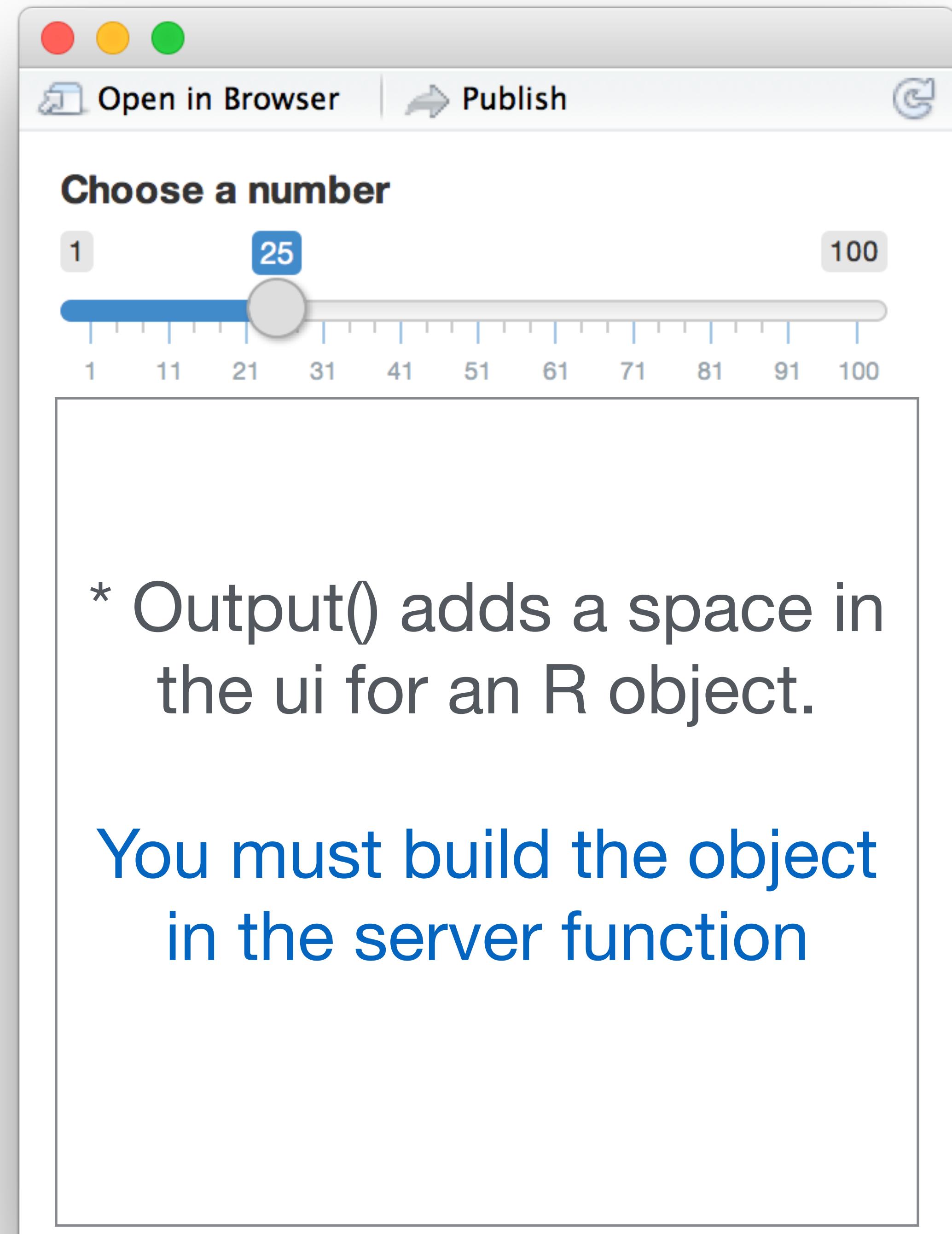


```
library(shiny)

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

server <- function(input, output) {}

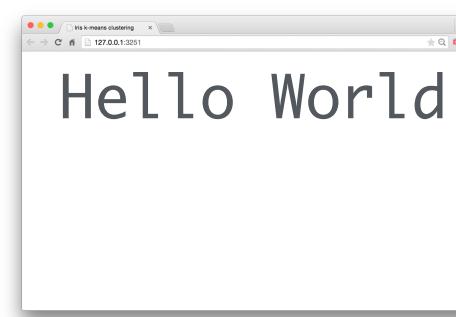
shinyApp(ui = ui, server = server)
```



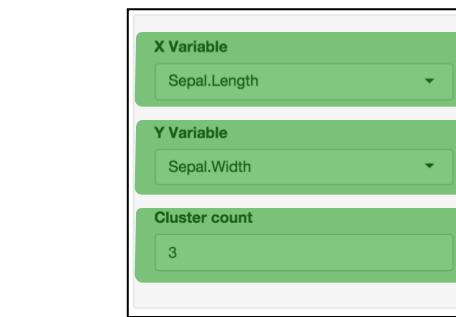
Recap

Begin each app with the template

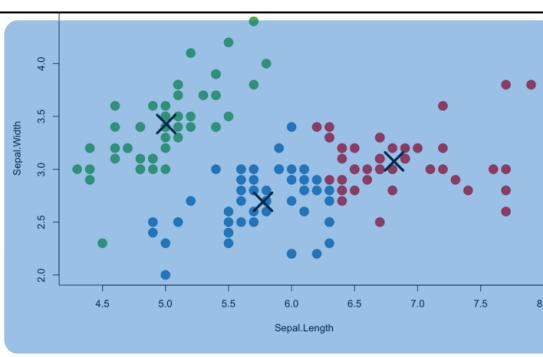
```
library(shiny)
ui <- fluidPage()
server <- function(input, output) {}
shinyApp(ui = ui, server = server)
```



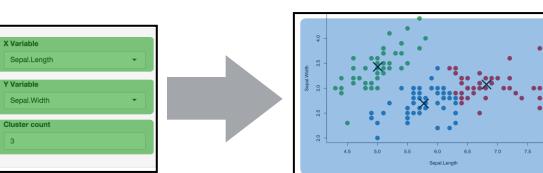
Add elements as arguments to **fluidPage()**



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 (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

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 value '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 value '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 value '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

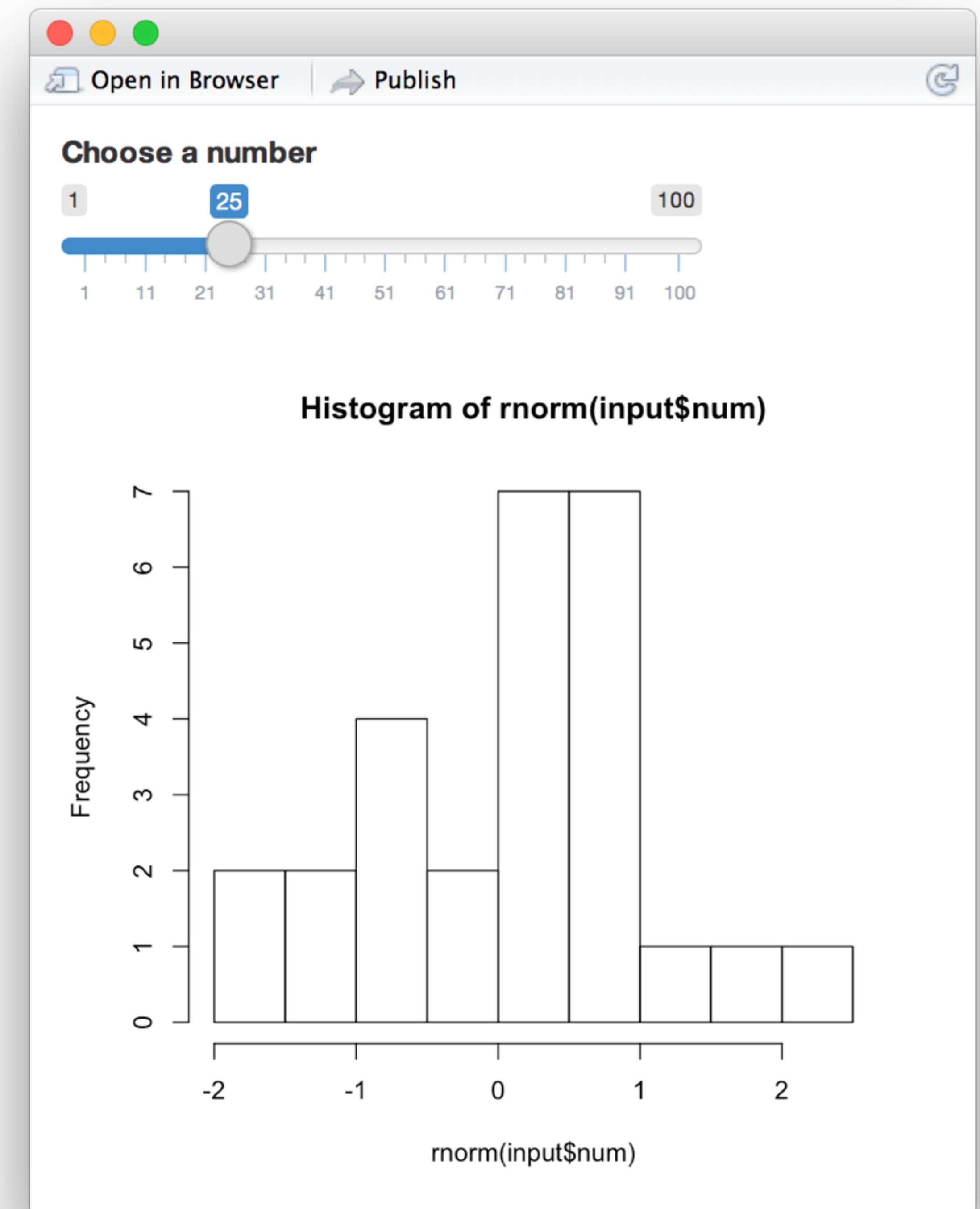
Reactivity 101

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

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

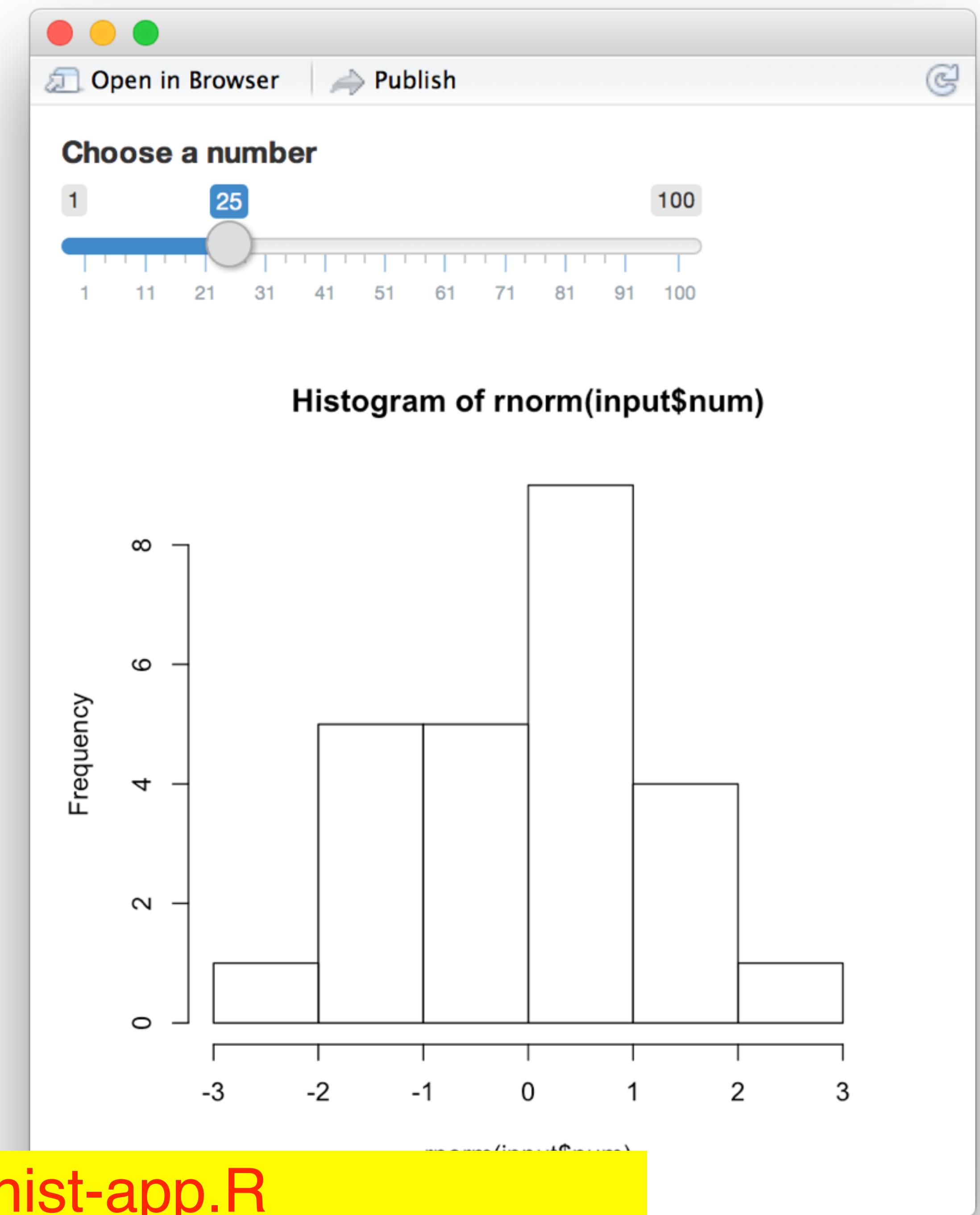
input\$num

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



input\$num

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



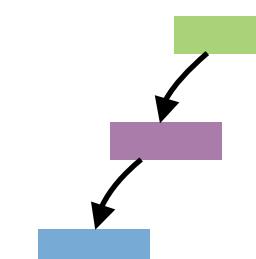
Recap: Server



`output$hist <-`

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

`input$num`



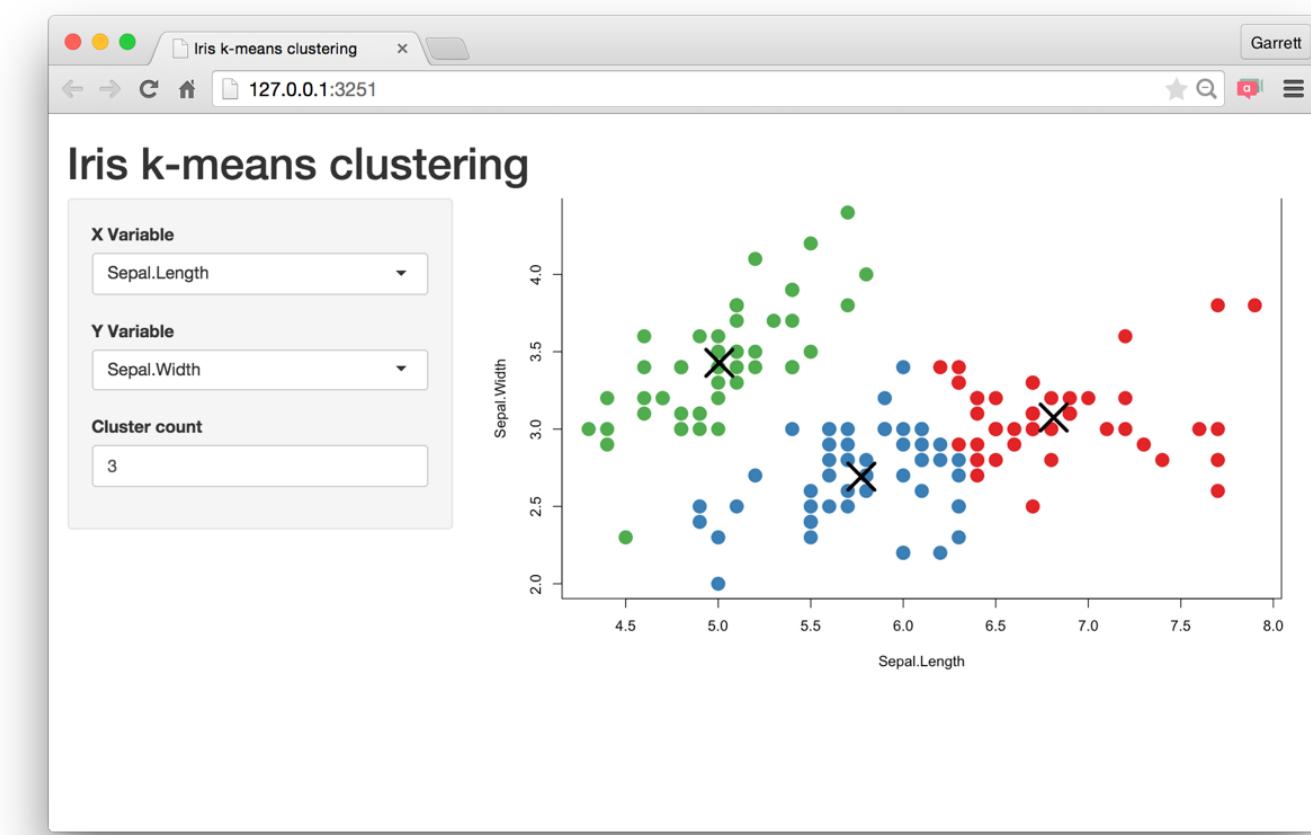
Use the `server` function to assemble inputs into outputs. Follow 3 rules:

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**

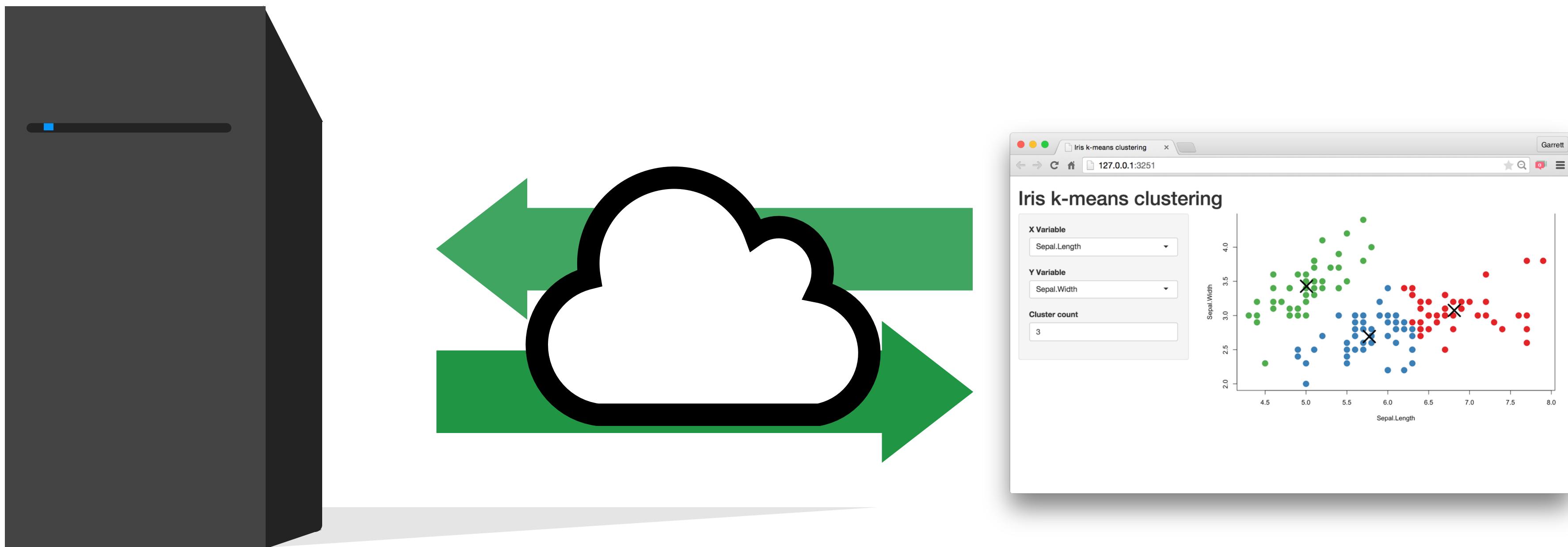
**Share
your app**



Every Shiny app is maintained by a computer running R



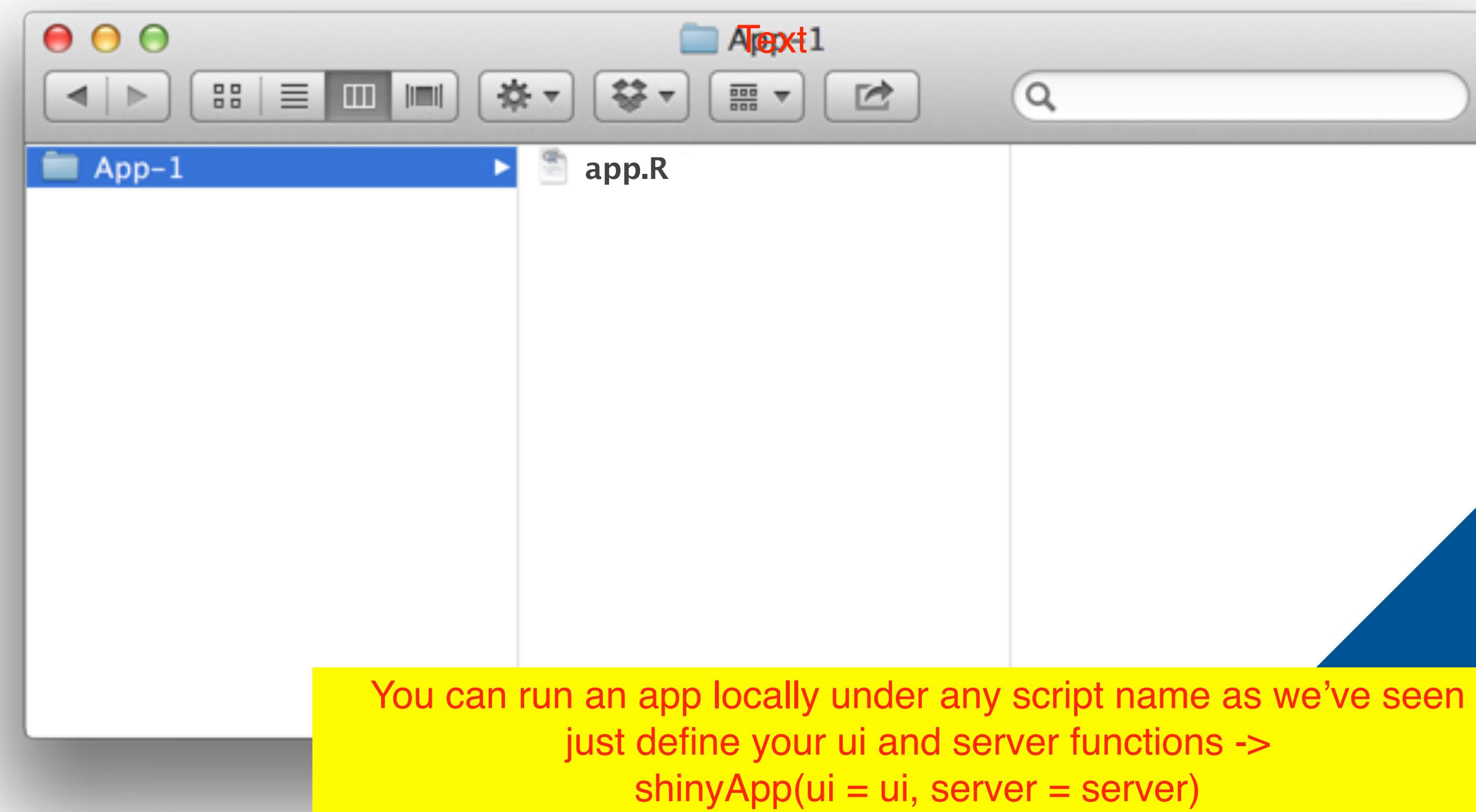
Every Shiny app is maintained by a computer running R



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)

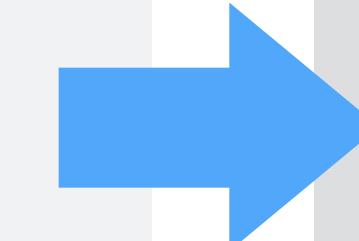
Two file apps

```
library(shiny)

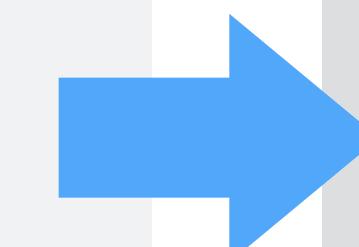
ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  plotOutput("hist")
)
```

```
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")
)
```

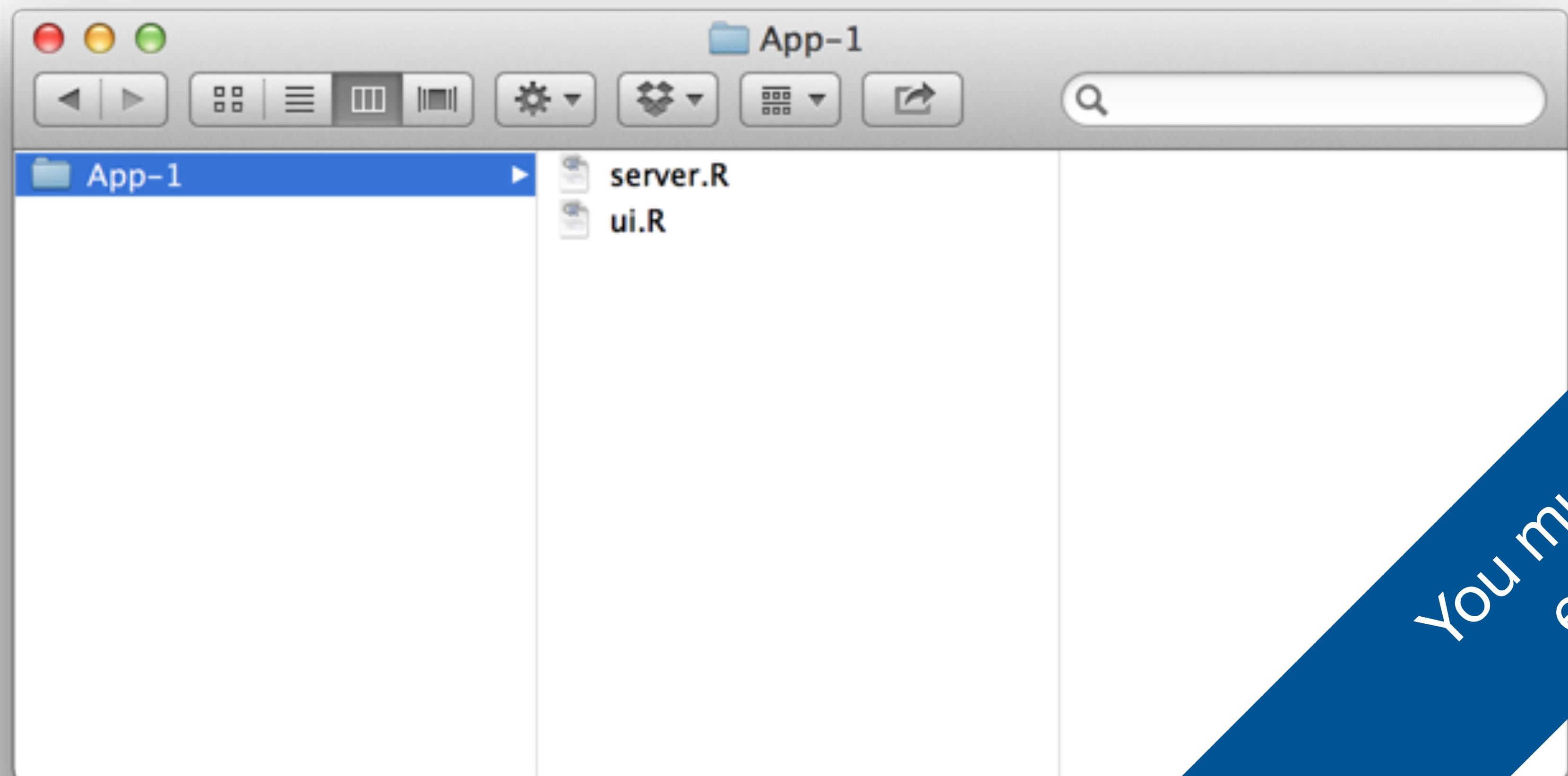


```
# server.R
library(shiny)
function(input, output) {
  output$hist <- renderPlot({
    hist(rnorm(input$num))
  })
}
```

Two file apps

One directory with two files:

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



You must use these
exact names

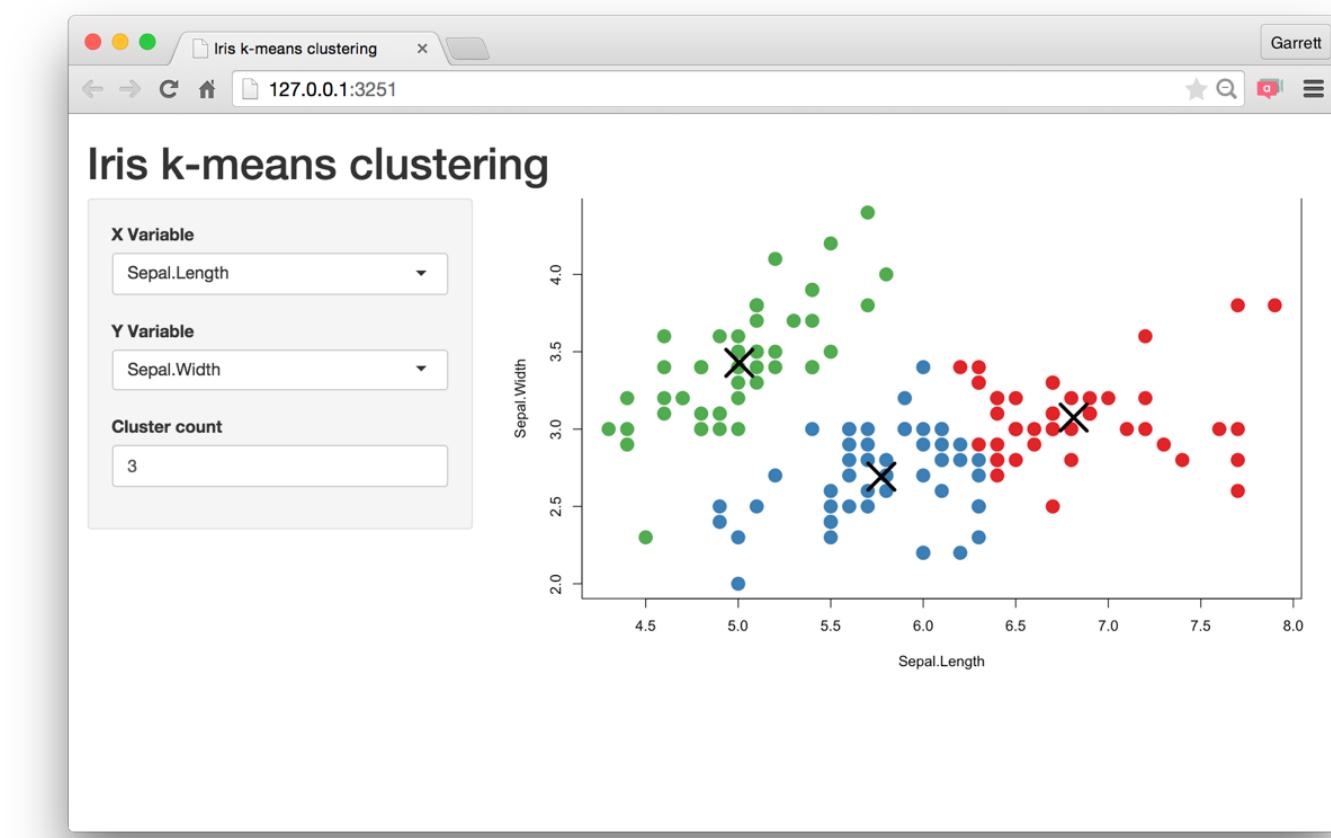
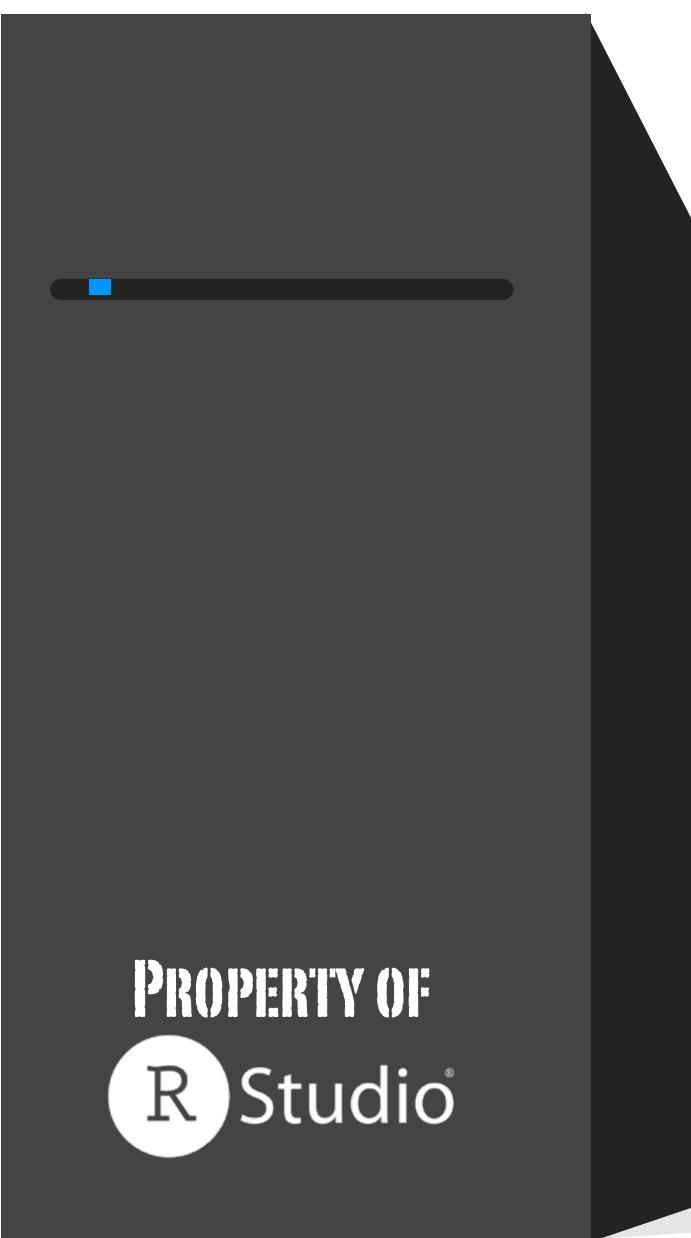
Use
shinyapps.io



Shinyapps.io

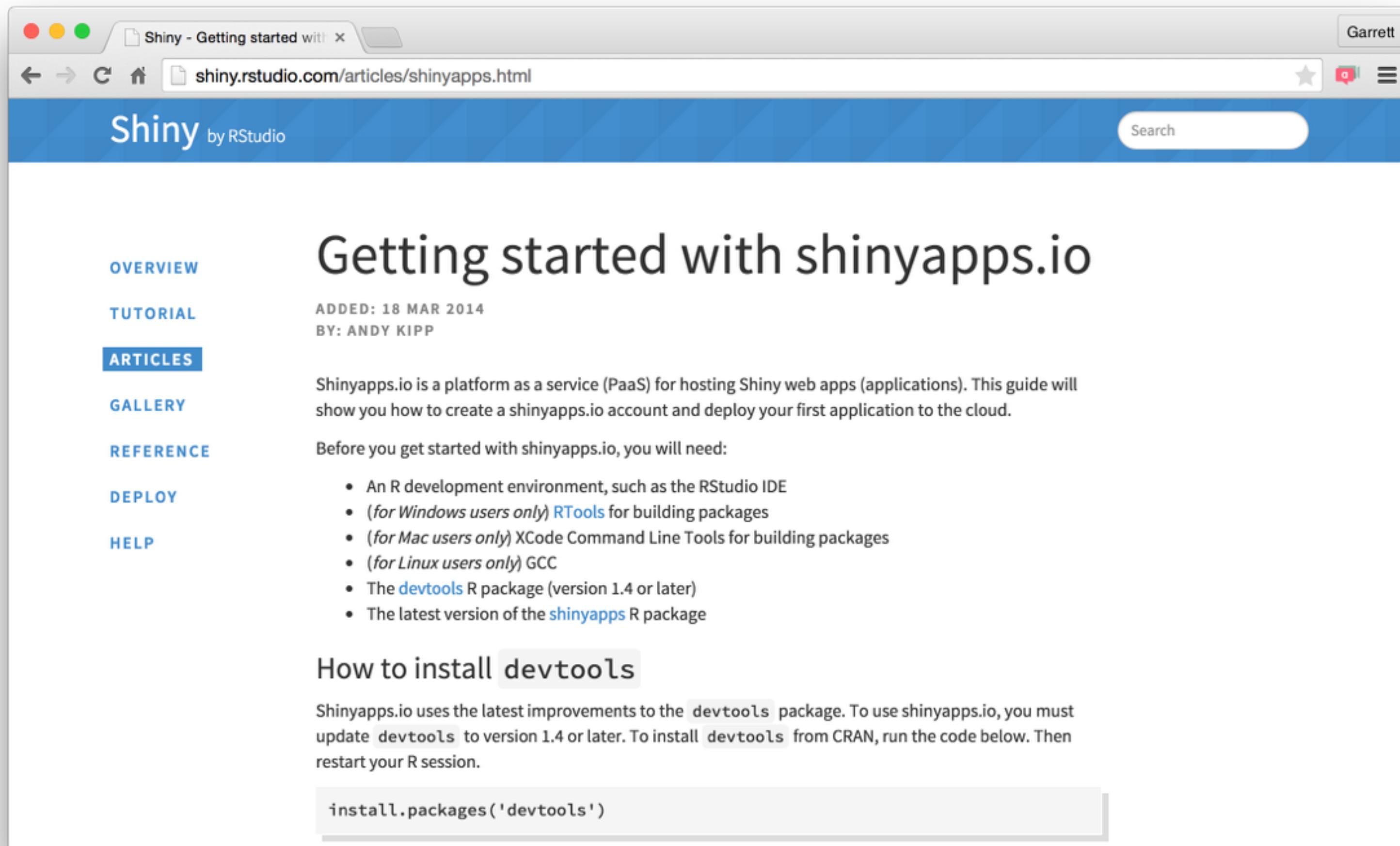
A server maintained by RStudio

- 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 content area features a large heading "Getting started with shinyapps.io" and a sub-section "Before you get started with shinyapps.io, you will need:" followed by a bulleted list of requirements. Below this, there's a section titled "How to install devtools" with instructions and a code snippet.

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:

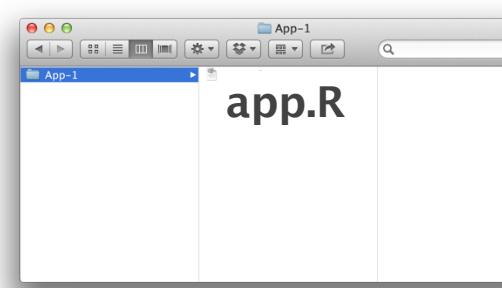
- An R development environment, such as the RStudio IDE
- (*for Windows users only*) [RTools](#) for building packages
- (*for Mac users only*) XCode Command Line Tools for building packages
- (*for Linux users only*) GCC
- The [devtools](#) R package (version 1.4 or later)
- The latest version of the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

Recap: Sharing



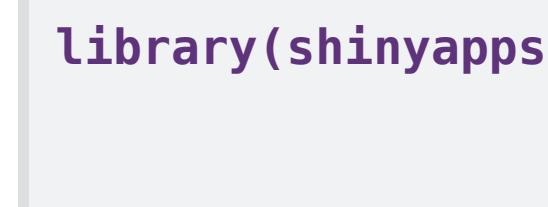
Save your app in its own directory as
app.R, or **ui.R** and **server.R**



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



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



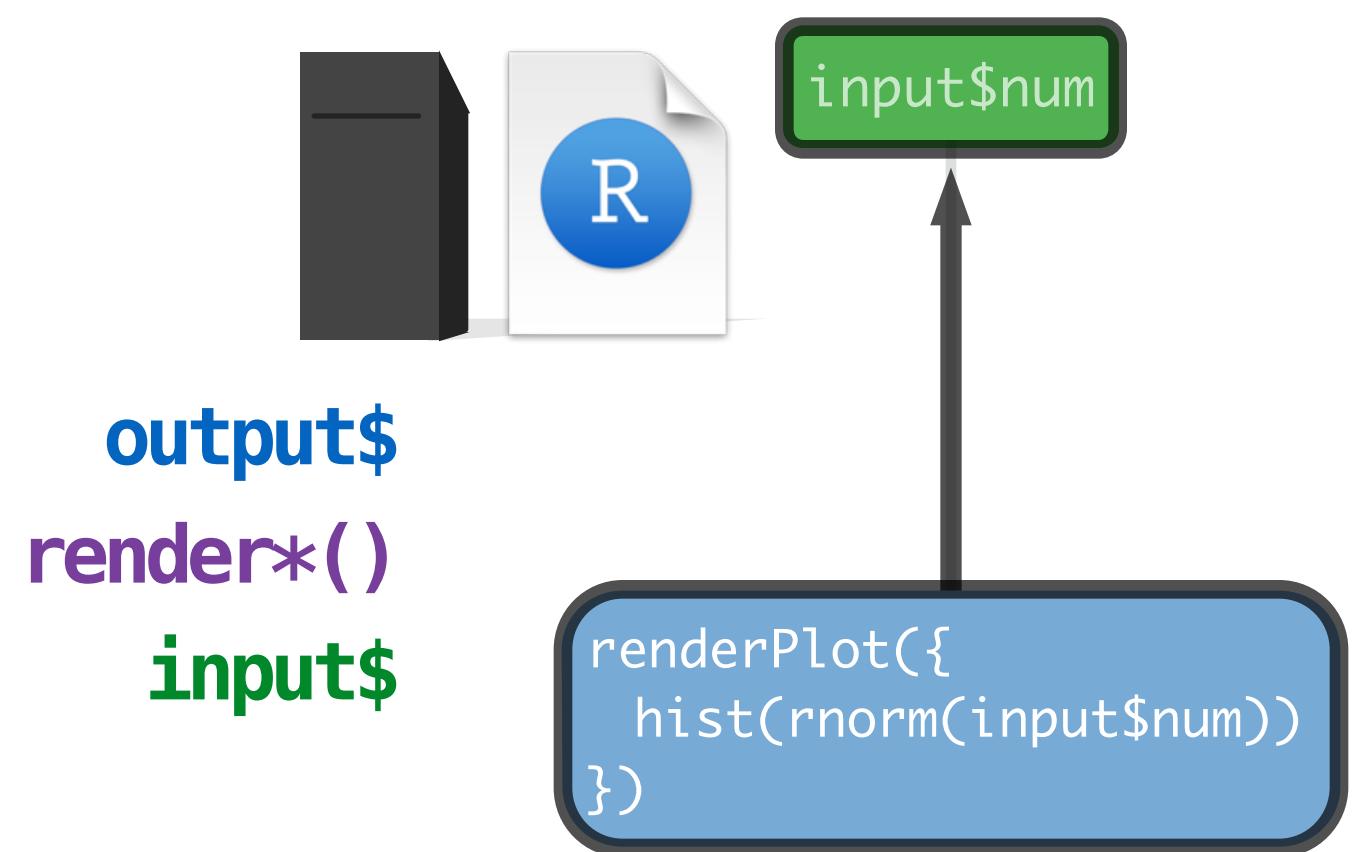
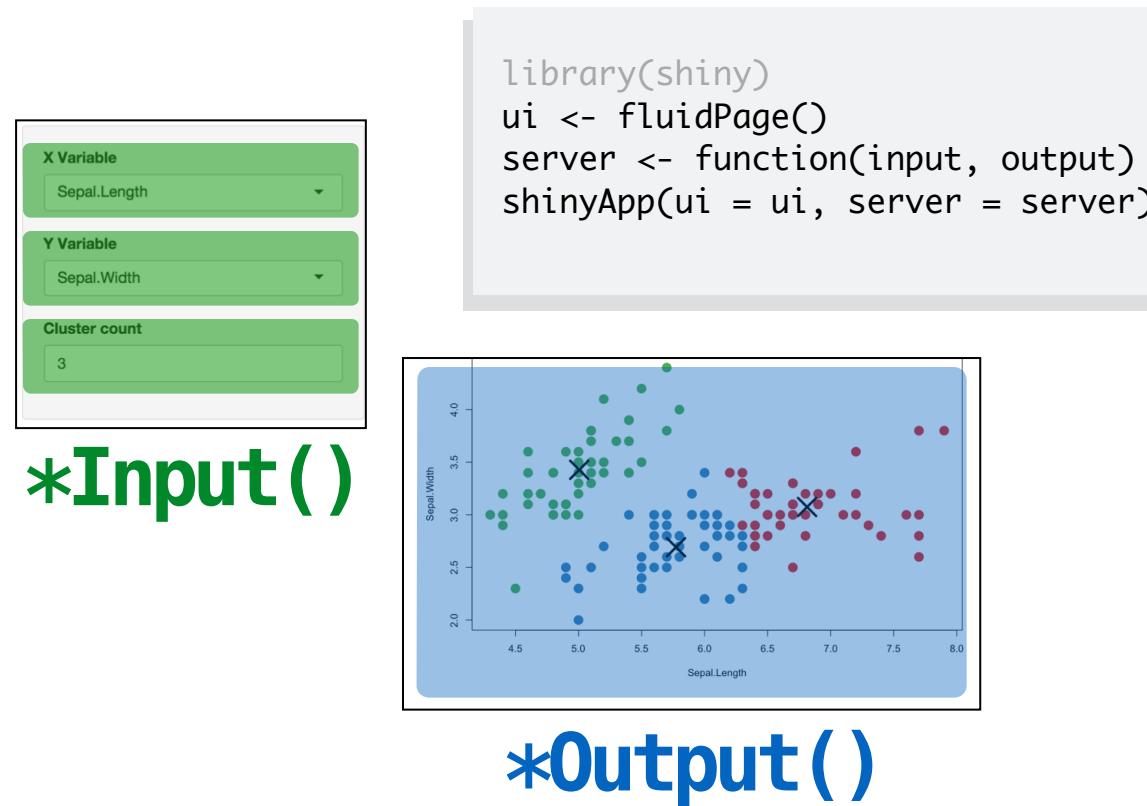
2. Install the **shinyapps** package



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

(not discussed)

You now how to



Build an app

Create interactions

Share your apps

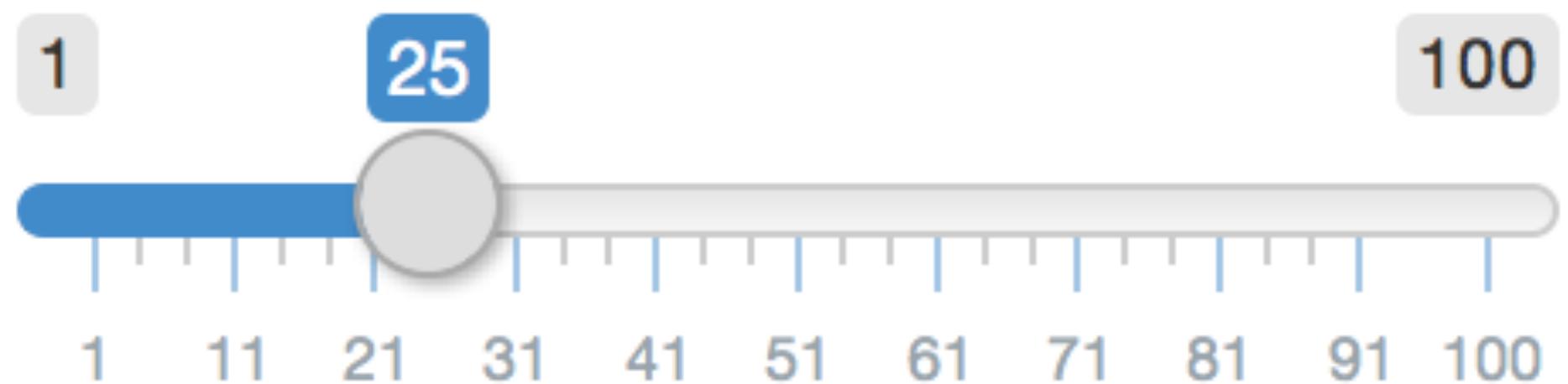
Part II

what is
Reactivity?

**Begin with
reactive values**

Syntax

Choose a number



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

this input will provide a value
saved as `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

Reactive values work together with reactive functions.
You cannot call a reactive value from outside of one.



```
renderPlot({ hist(rnorm(100, input$num)) })
```



```
hist(rnorm(100, input$num))
```

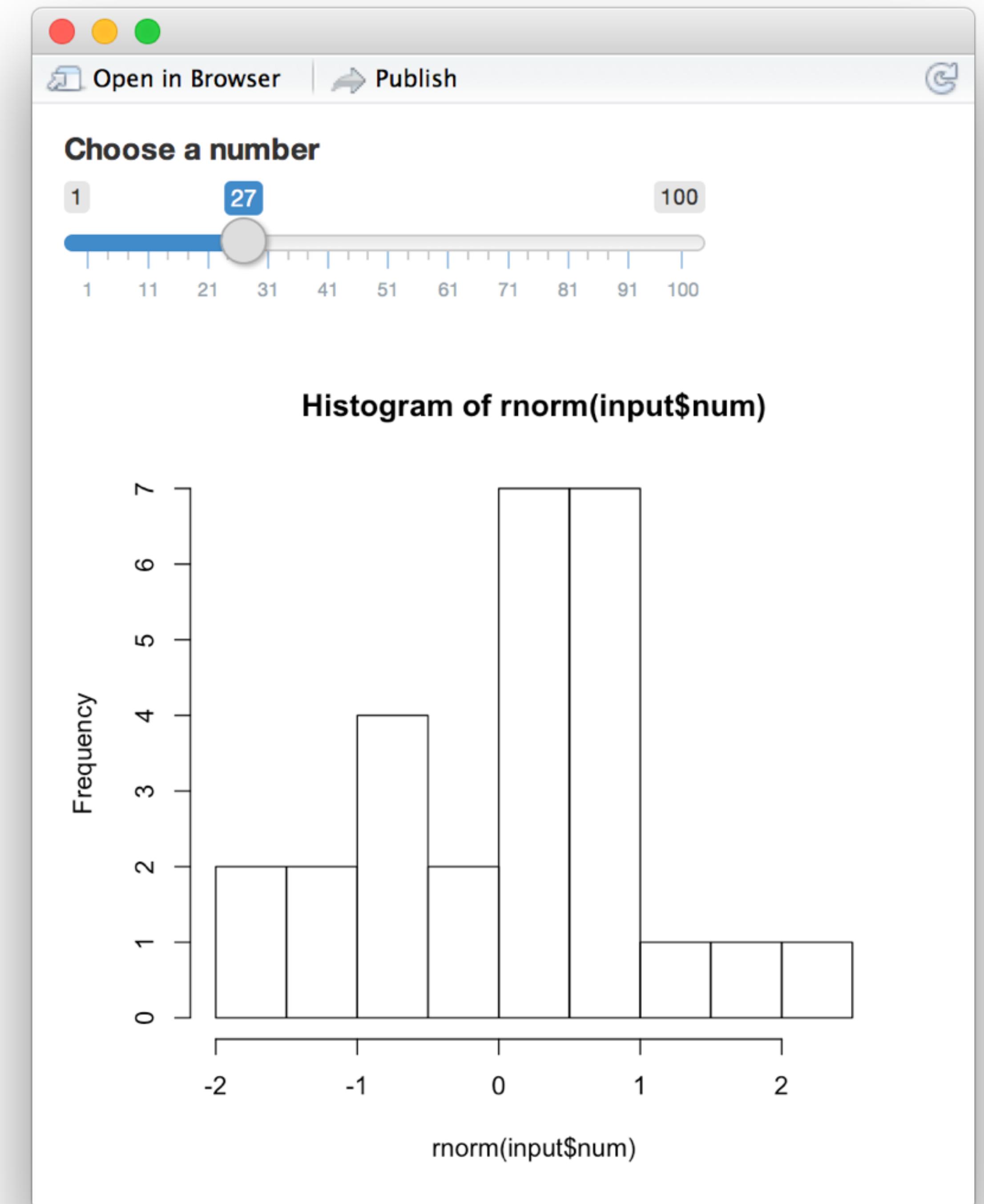
Reactive chain

```
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)
```



```
library(shiny)

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

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

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

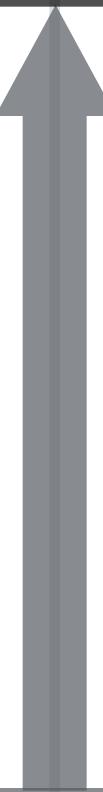
Error in .getReactiveEnvironment()
\$currentContext() :
Operation not allowed without an
active reactive context. (You tried
to do something that can only be done
from inside a reactive expression or
observer.)

Think of reactivity in R as a two step process

1 Reactive values notify

the functions that use them
when they become invalid

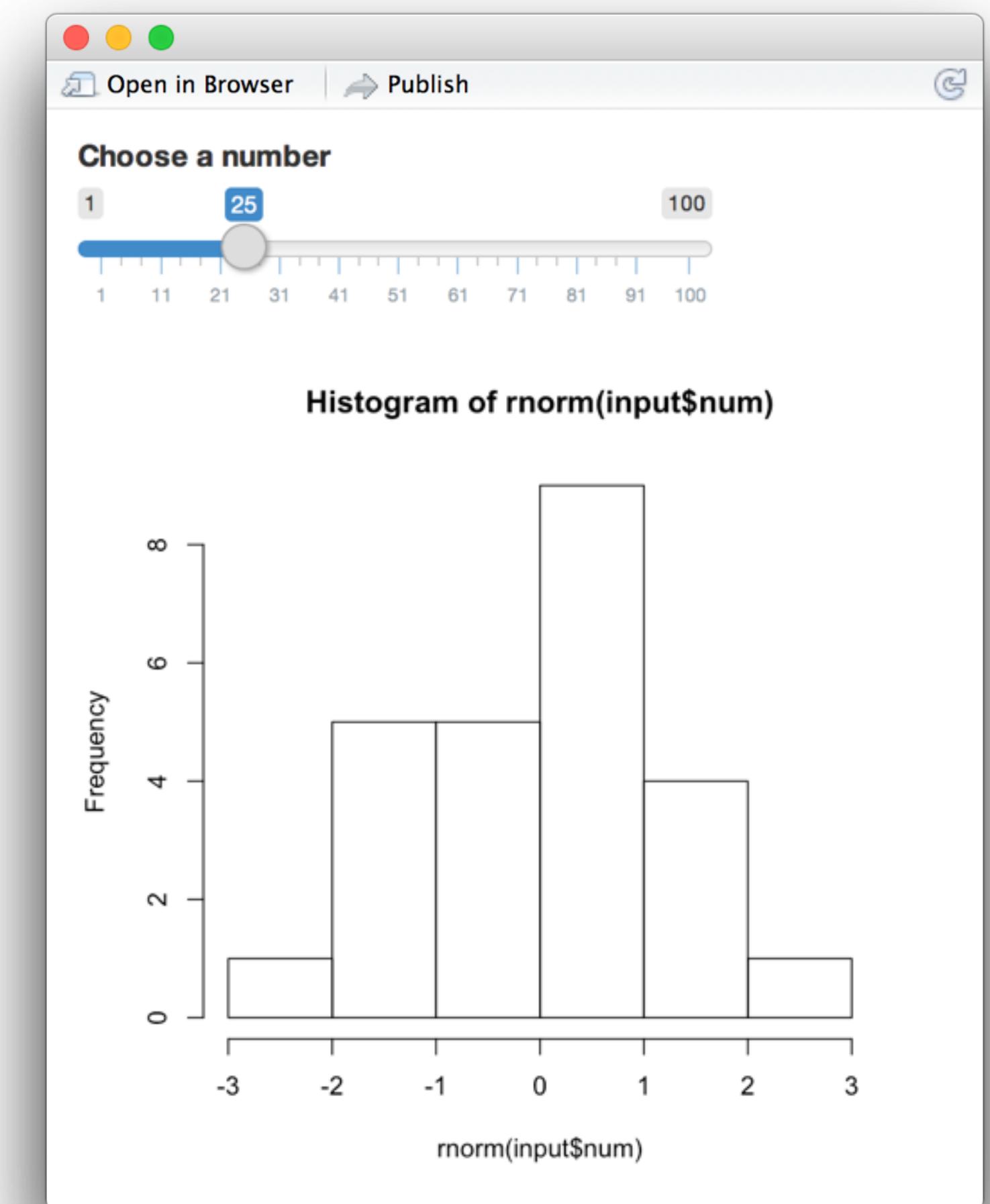
input\$num



2 The objects created by reactive functions respond

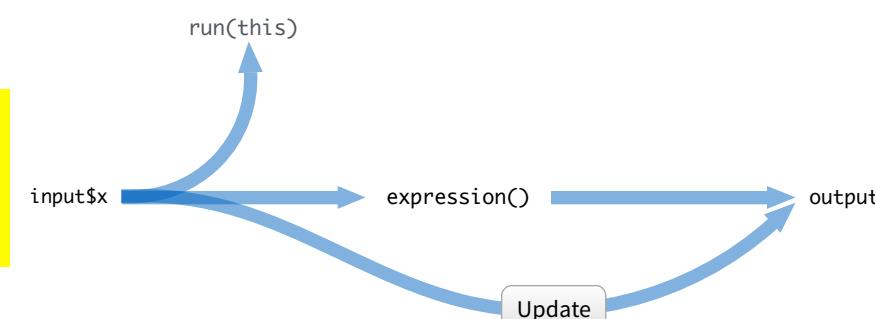
(different objects respond differently)

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

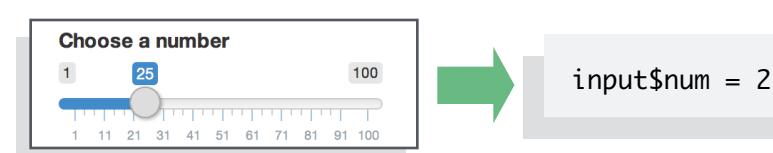


Recap: Reactive values

We'll revisit this diagram later



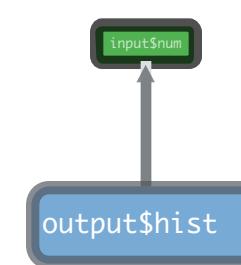
Reactive values act as the data streams that flow through your app.



The **input** list is a list of reactive values. The values show the current state of the inputs.



You can only call a reactive value from a function that is designed to work with one



Reactive values notify. The objects created by **reactive functions respond.**

Reactive toolkit

(7 indispensable functions)

Reactive functions

1 Use a code chunk to build (and rebuild) an object

- **What code** will the function use?

2 The object will respond to changes in a set of reactive values

- **Which reactive values** will the object respond to?

render*()

Builds reactive output to display in UI

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

object will respond to *every reactive value in the code*

code used to build (and rebuild) object

```
# 01-two-inputs
```

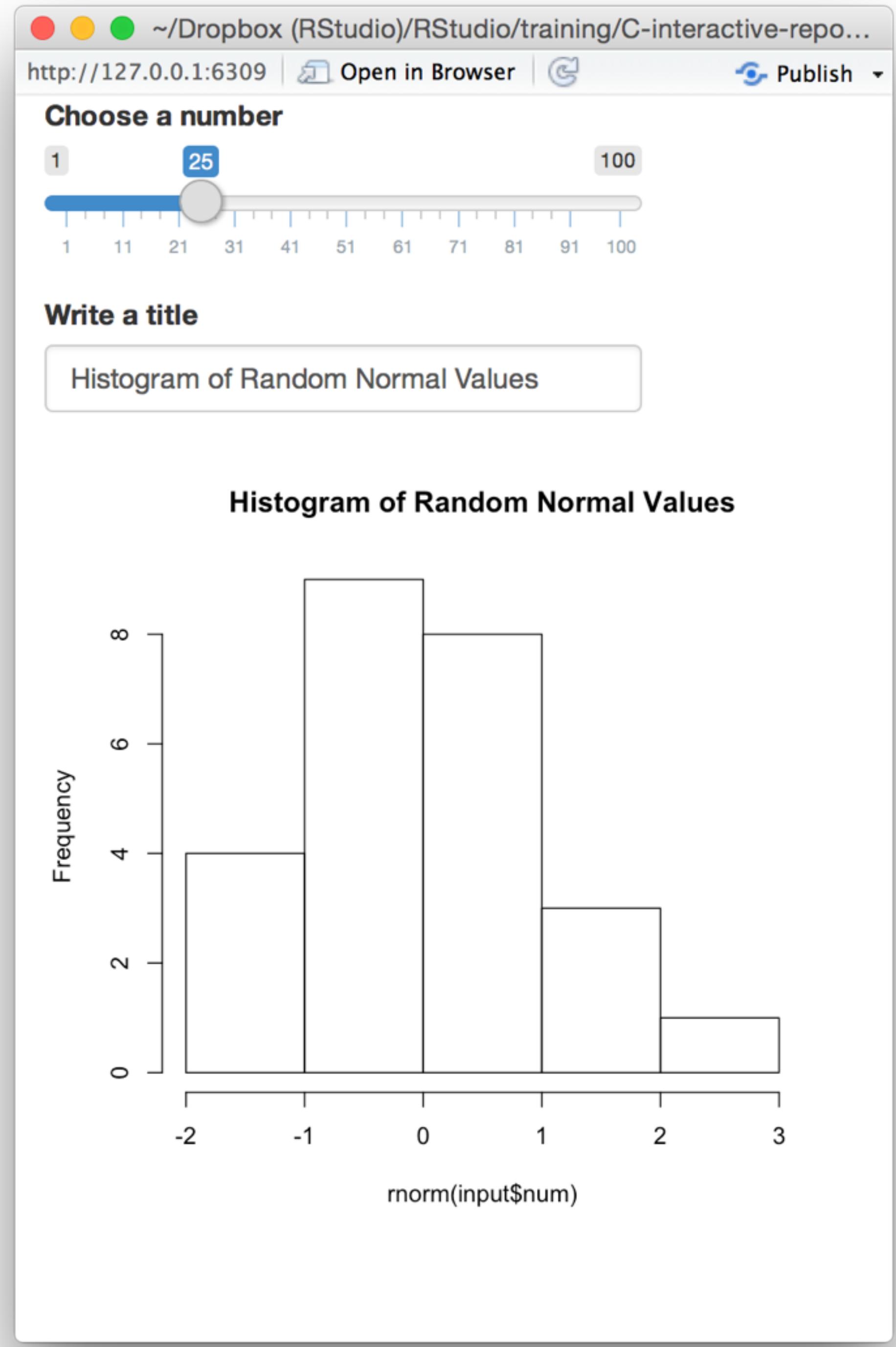
```
library(shiny)
```

```
ui <- fluidPage(  
  sliderInput(inputId = "num",  
    label = "Choose a number",  
    value = 25, min = 1, max = 100),  
  textInput(inputId = "title",  
    label = "Write a title",  
    value = "Histogram of Random Normal Values"),  
  plotOutput("hist"))
```

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

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

Open code/01-two-inputs.R
and run app



```

# 01-two-inputs

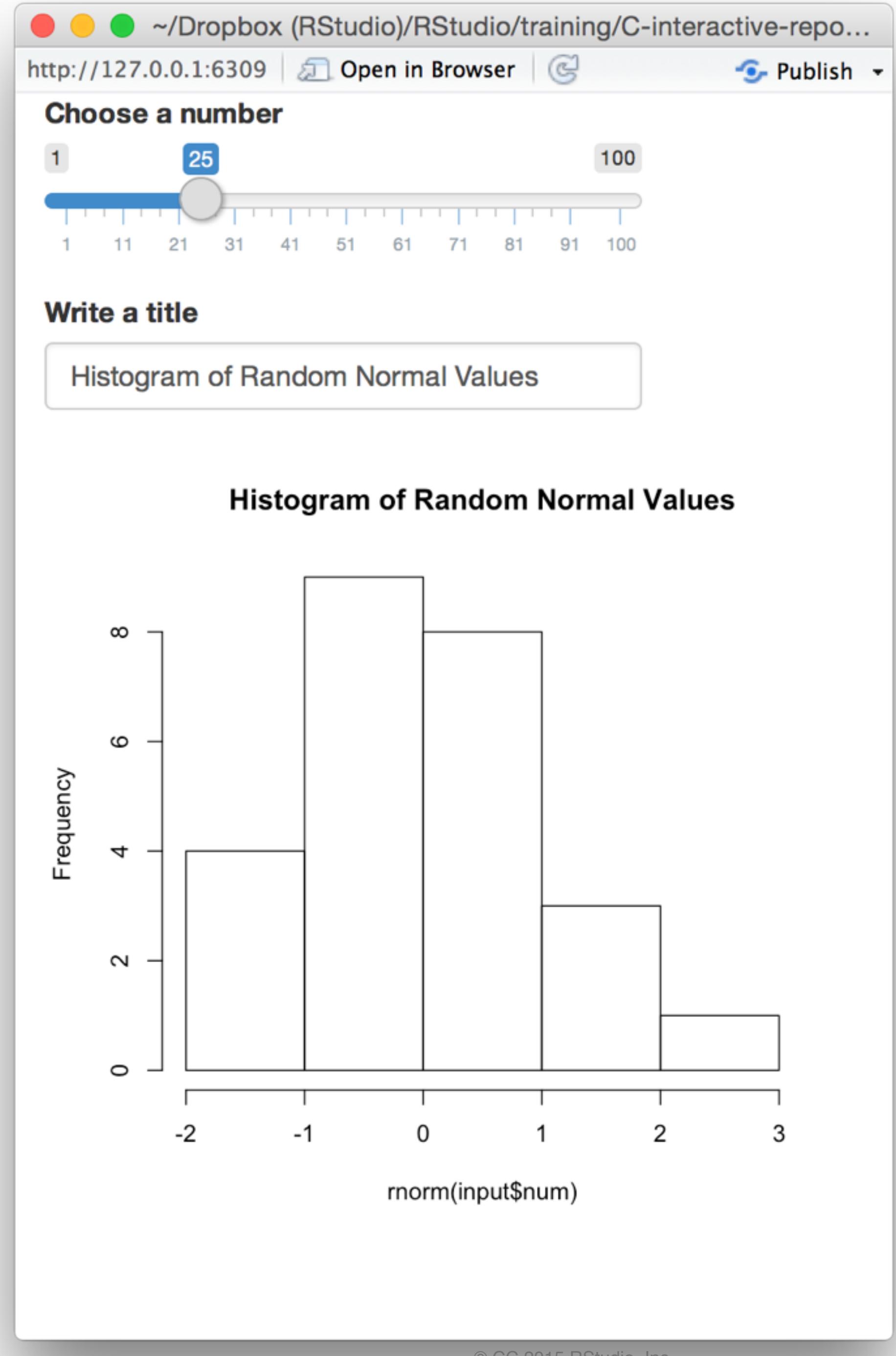
library(shiny)

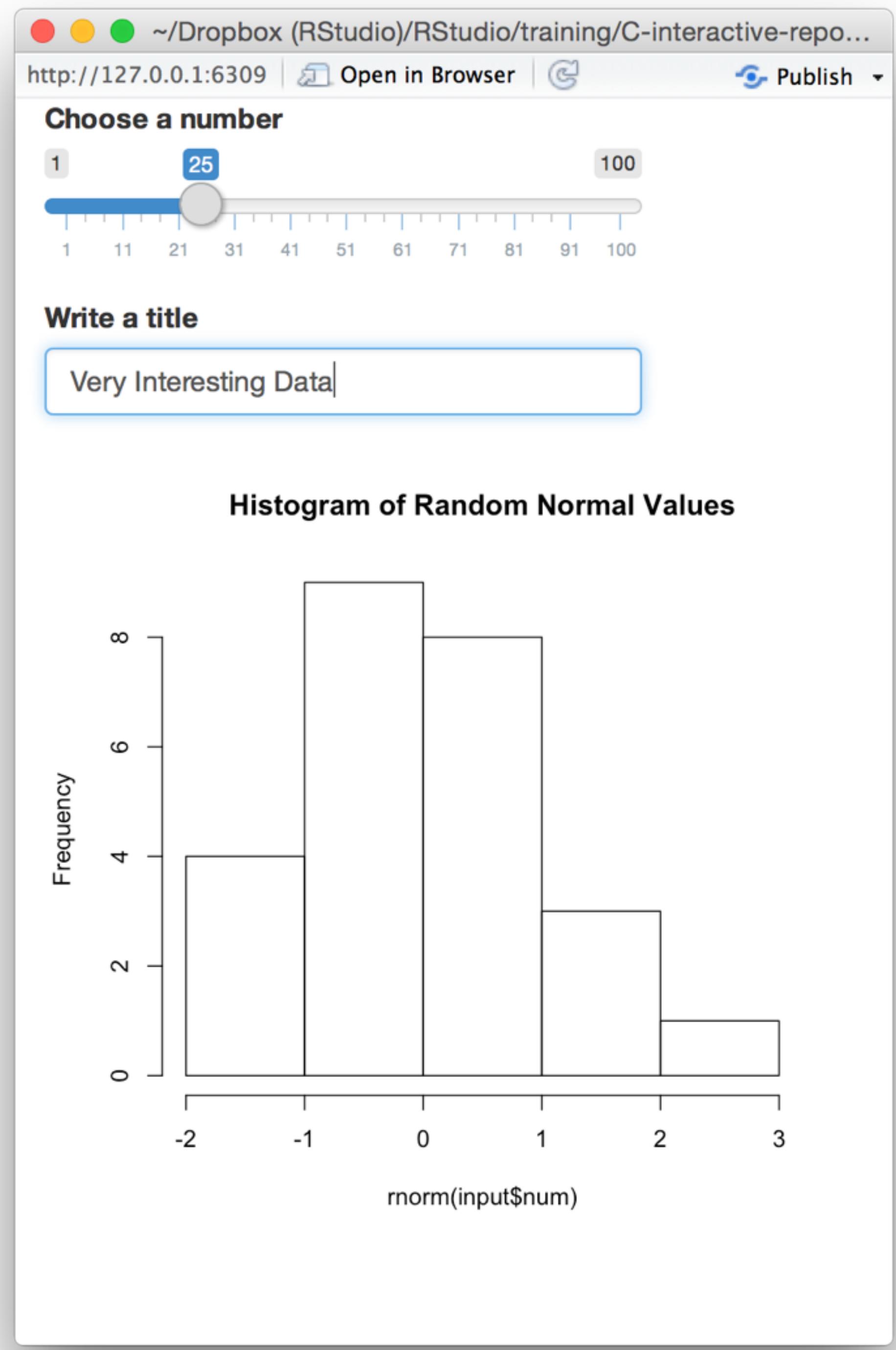
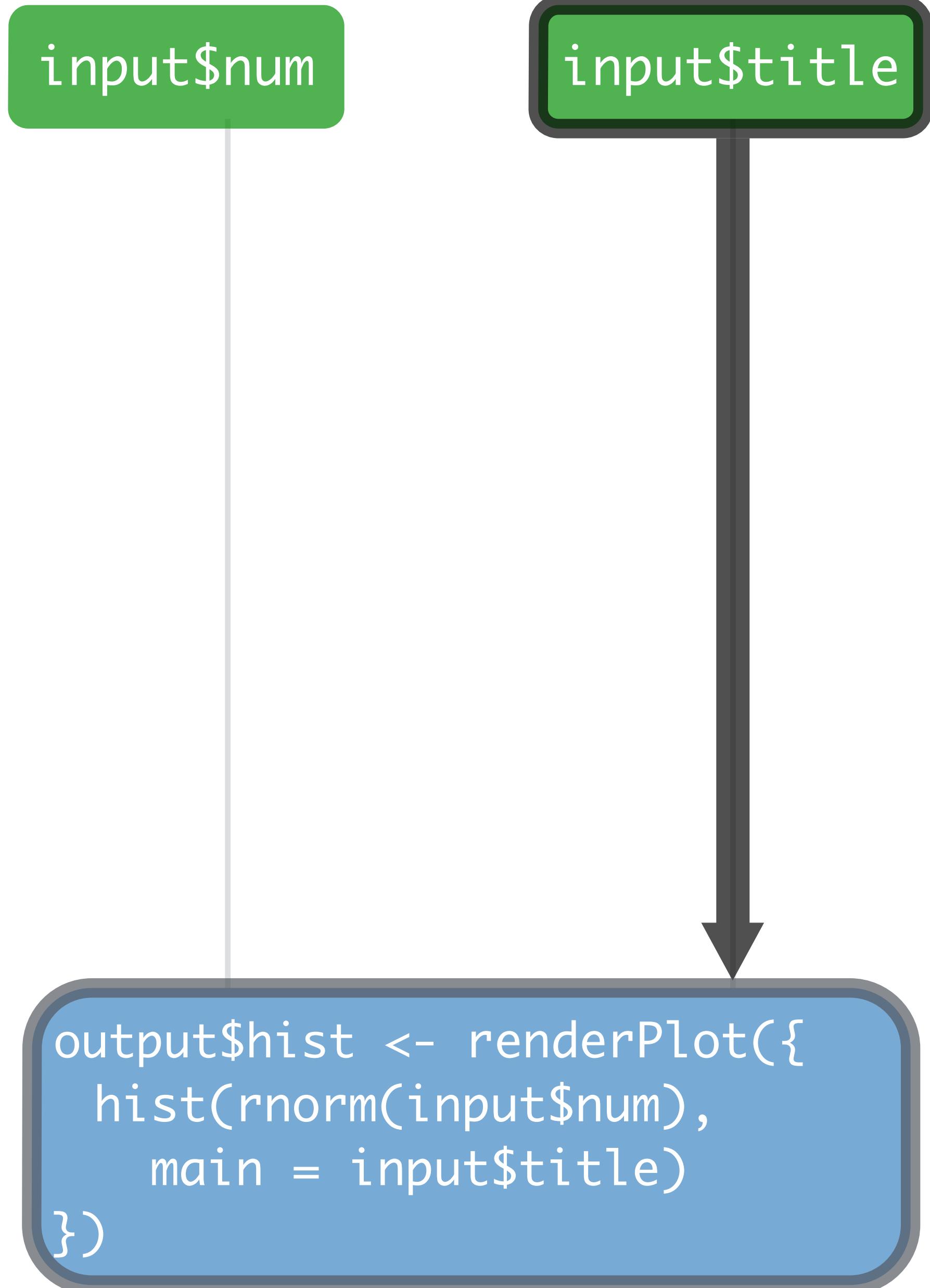
ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
 textInput(inputId = "title",
    label = "Write a title",
    value = "Histogram of Random Normal Values"),
  plotOutput("hist")
)

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

shinyApp(ui = ui, server = server)

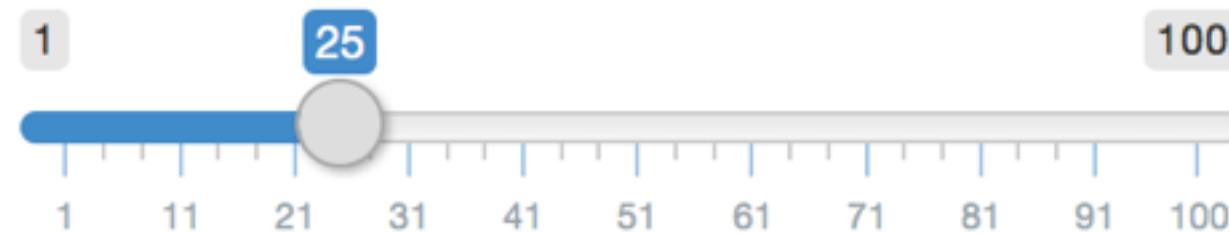
```





Choose a number

1 25 100

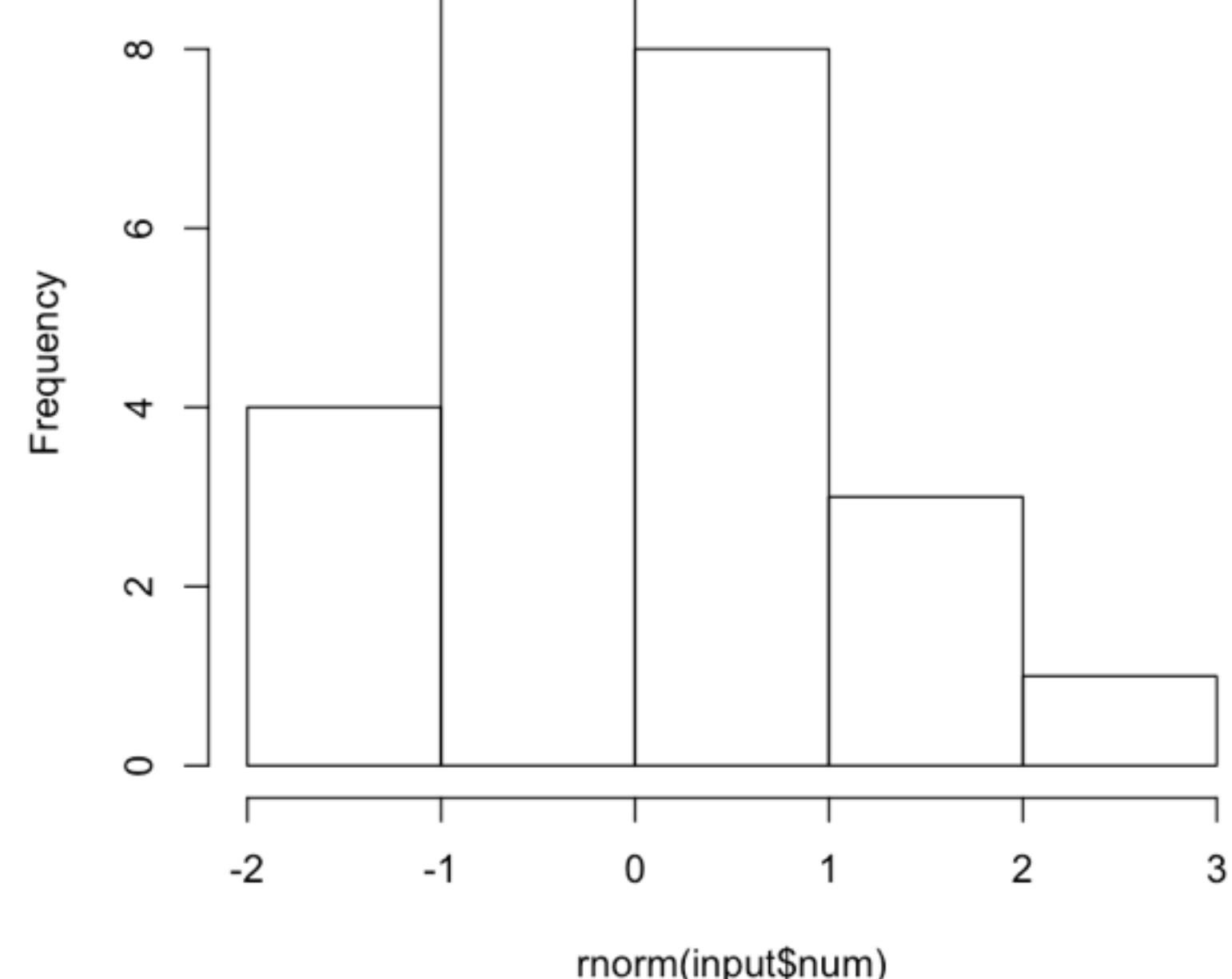


1 11 21 31 41 51 61 71 81 91 100

Write a title

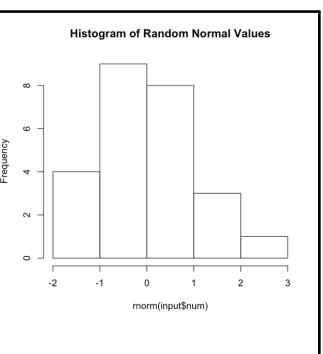
Very Interesting Data

Histogram of Random Normal Values



```
output$hist <- renderPlot({  
  hist(rnorm(input$num),  
        main = input$title)  
})
```

Recap: render*



render*() functions make **objects to display**

output\$

Always save the result to **output\$**

```
output$hist <- renderPlot({  
  hist(rnorm(input$num),  
    main = input$title)  
})
```

render*() makes an observer object that has a
block of code associated with it

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

The object will **rerun the entire code block**
to update itself whenever it is invalidated

Modularize code with reactive()

```
# 02-two-outputs
```

```
library(shiny)
```

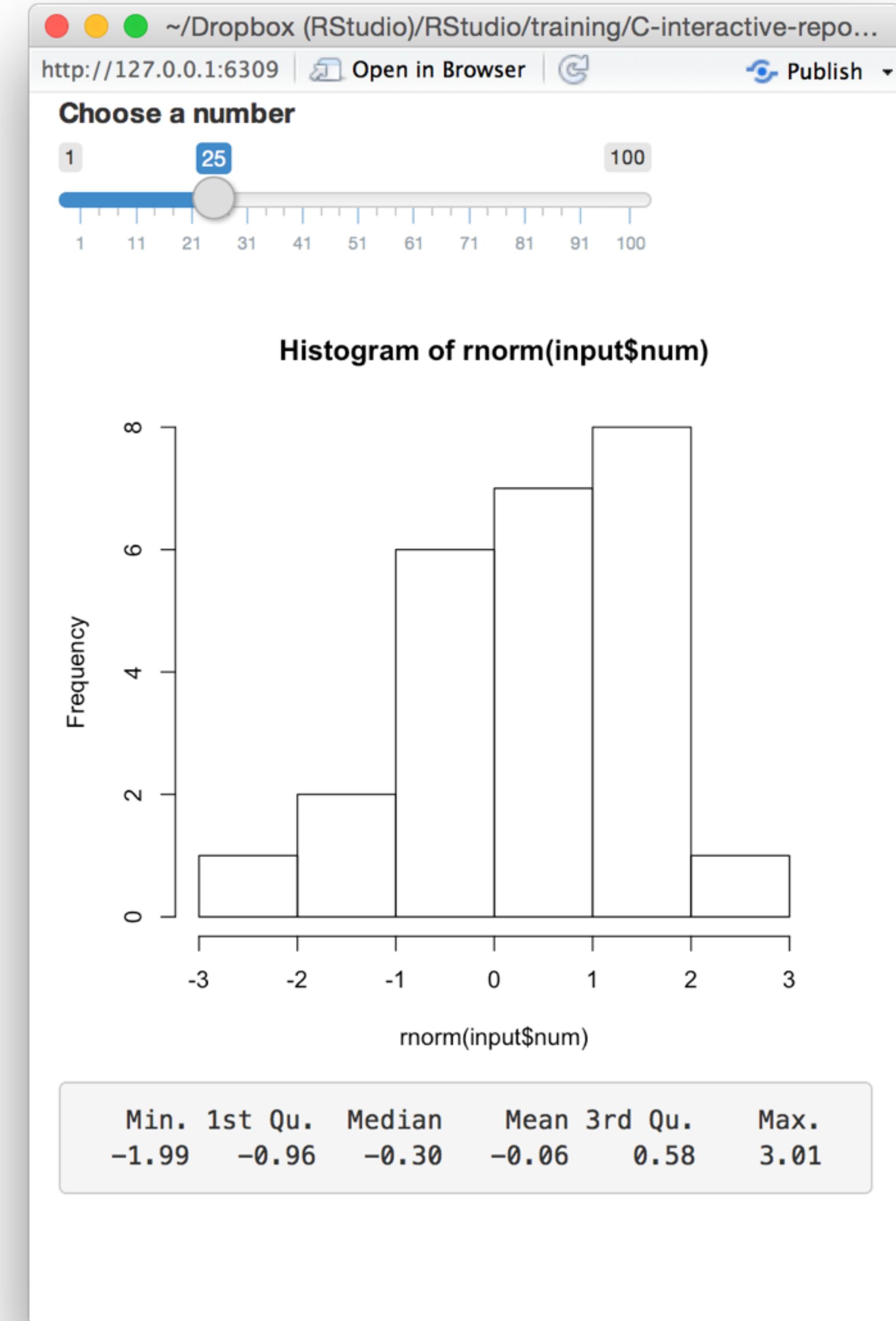
```
ui <- fluidPage(  
  sliderInput(inputId = "num",  
    label = "Choose a number",  
    value = 25, min = 1, max = 100),  
  plotOutput("hist"),  
  verbatimTextOutput("stats"))
```

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

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

Open code/02-two-outputs.R
and run app

What's the problem
with this app?



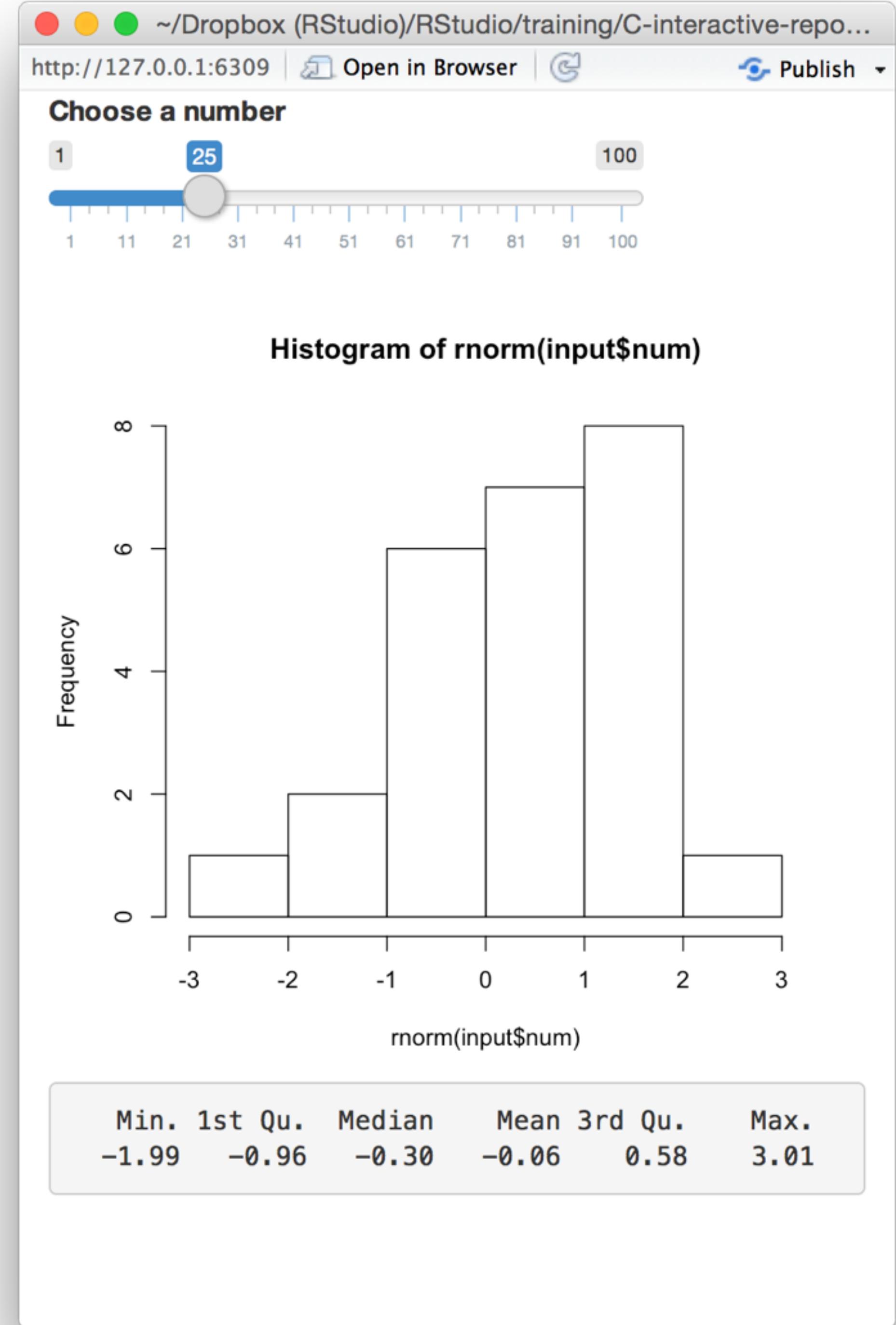
```
# 02-two-outputs

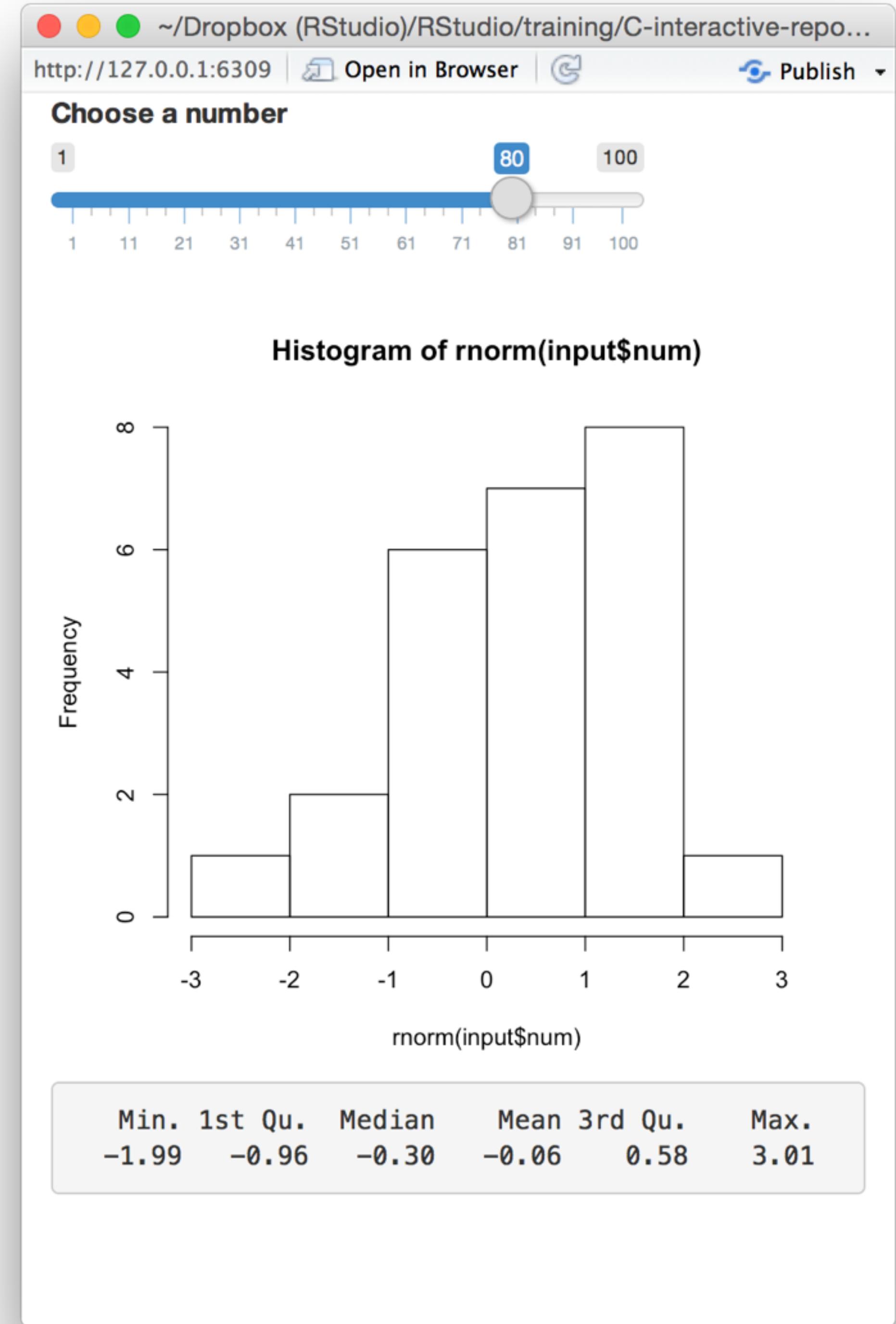
library(shiny)

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

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

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





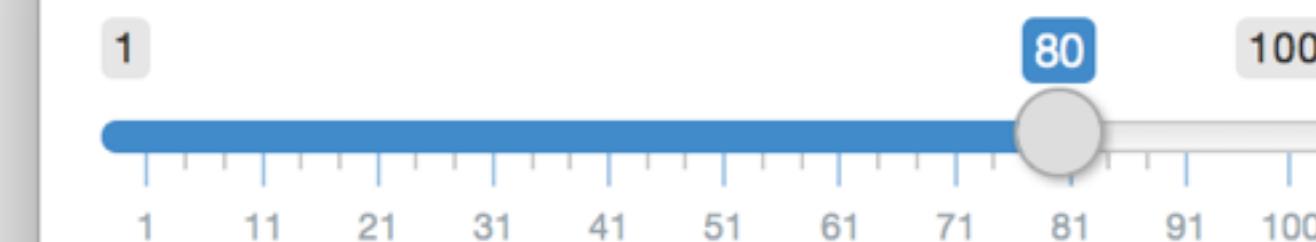
input\$num

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

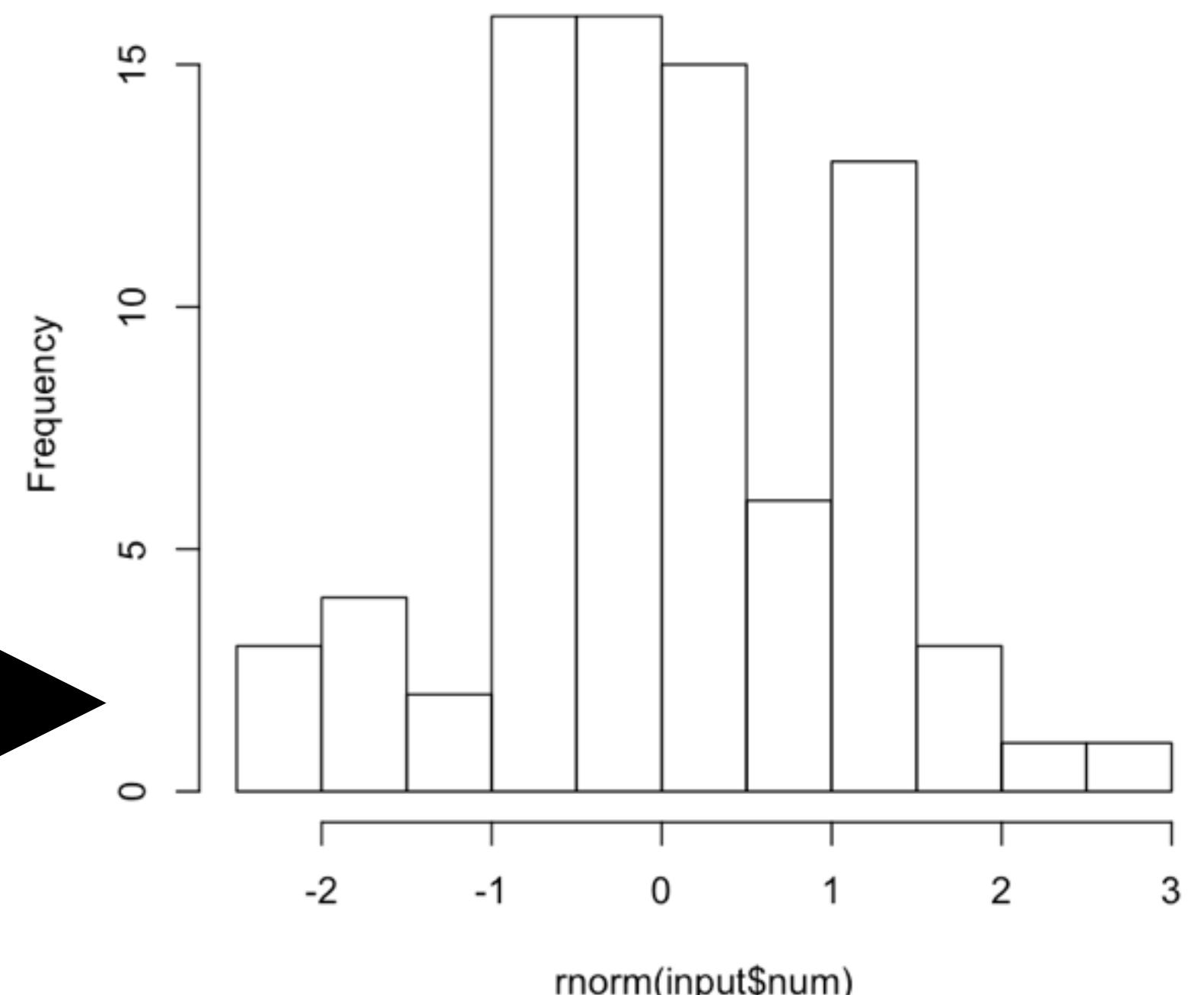
```
output$stats <-  
  renderPrint({  
    summary(rnorm(input$num))  
  })
```

input\$num

Choose a number



Histogram of rnorm(input\$num)



Can these describe
the same data?

output\$hist <-
renderPlot({
 hist(rnorm(input\$num))
})

output\$stats <-
renderPrint({
 summary(rnorm(input\$num))
})

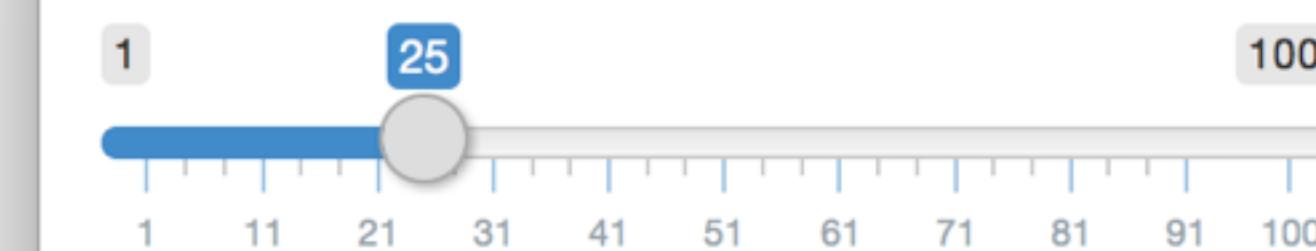
Min.	1st Qu.	Median	Mean	3rd Qu.	Max.
-2.23	-0.66	0.11	0.11	0.72	2.14

input\$num

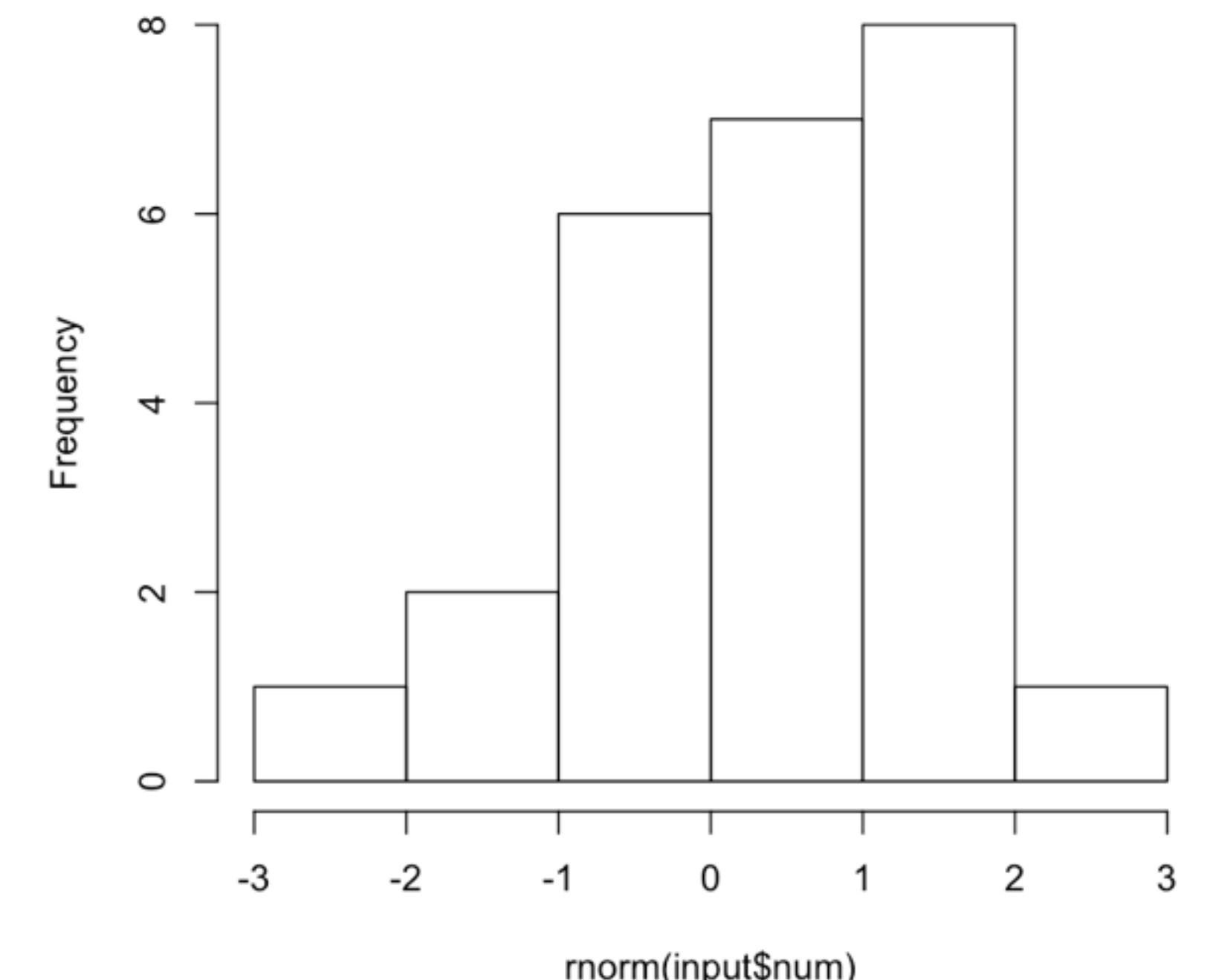
data <-? rnorm(input\$num)

output\$hist <-
renderPlot({
 hist(data)
})

output\$stats <-
renderPrint({
 summary(data)
})



Histogram of rnorm(input\$num)



Min.	1st Qu.	Median	Mean	3rd Qu.	Max.
-1.99	-0.96	-0.30	-0.06	0.58	3.01

reactive()

Builds a reactive object (reactive expression)

```
data <- reactive( { rnorm(input$num) })
```

object will respond to *every reactive value in the code*

code used to build (and rebuild) object

A reactive expression is special in two ways

```
data()
```

- 1 You call a reactive expression like a function

```
# 02-two-outputs

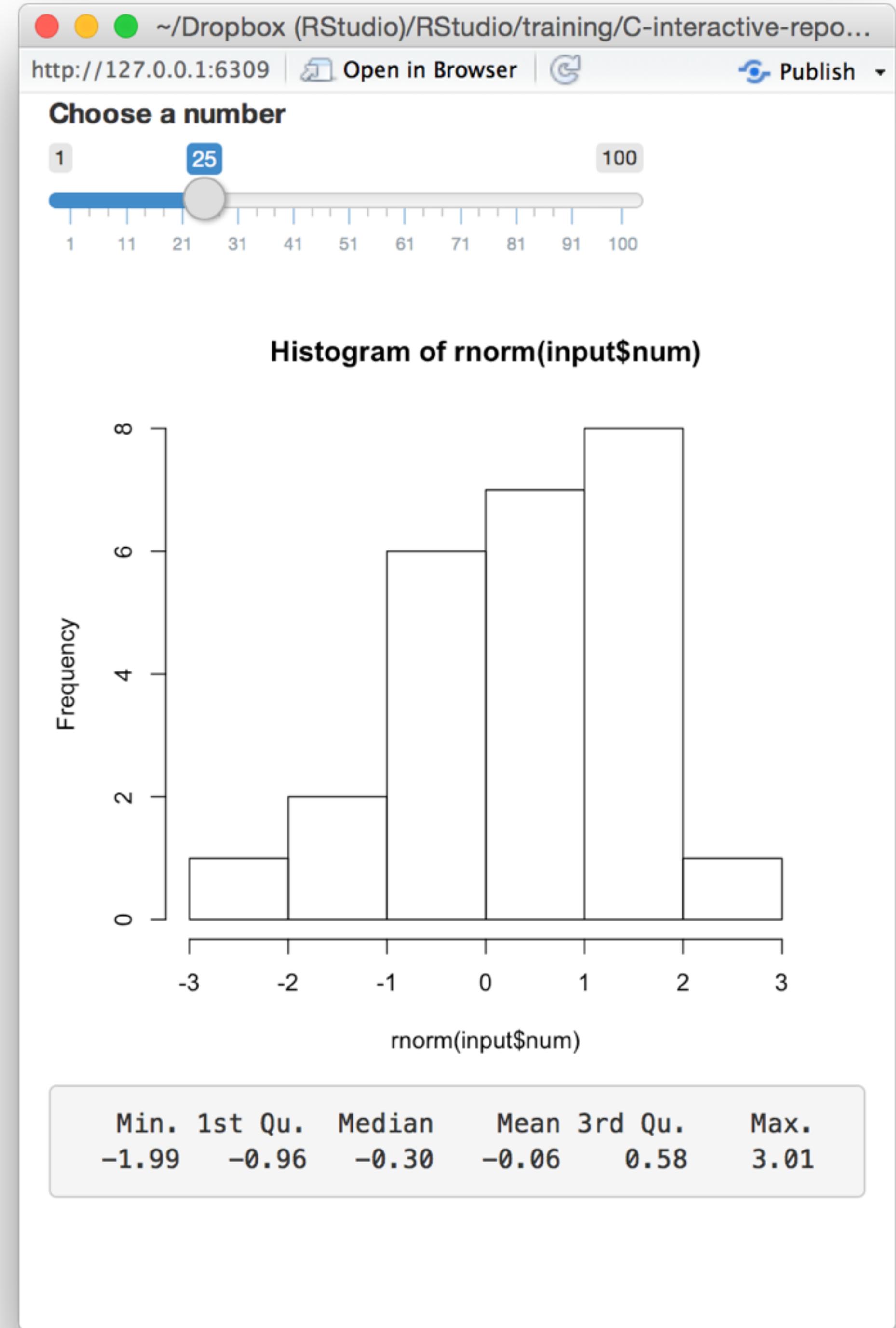
library(shiny)

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

server <- function(input, output) {

  output$hist <- renderPlot({
    hist(rnorm(input$num))
  })
  output$stats <- renderPrint({
    summary(rnorm(input$num))
  })
}

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

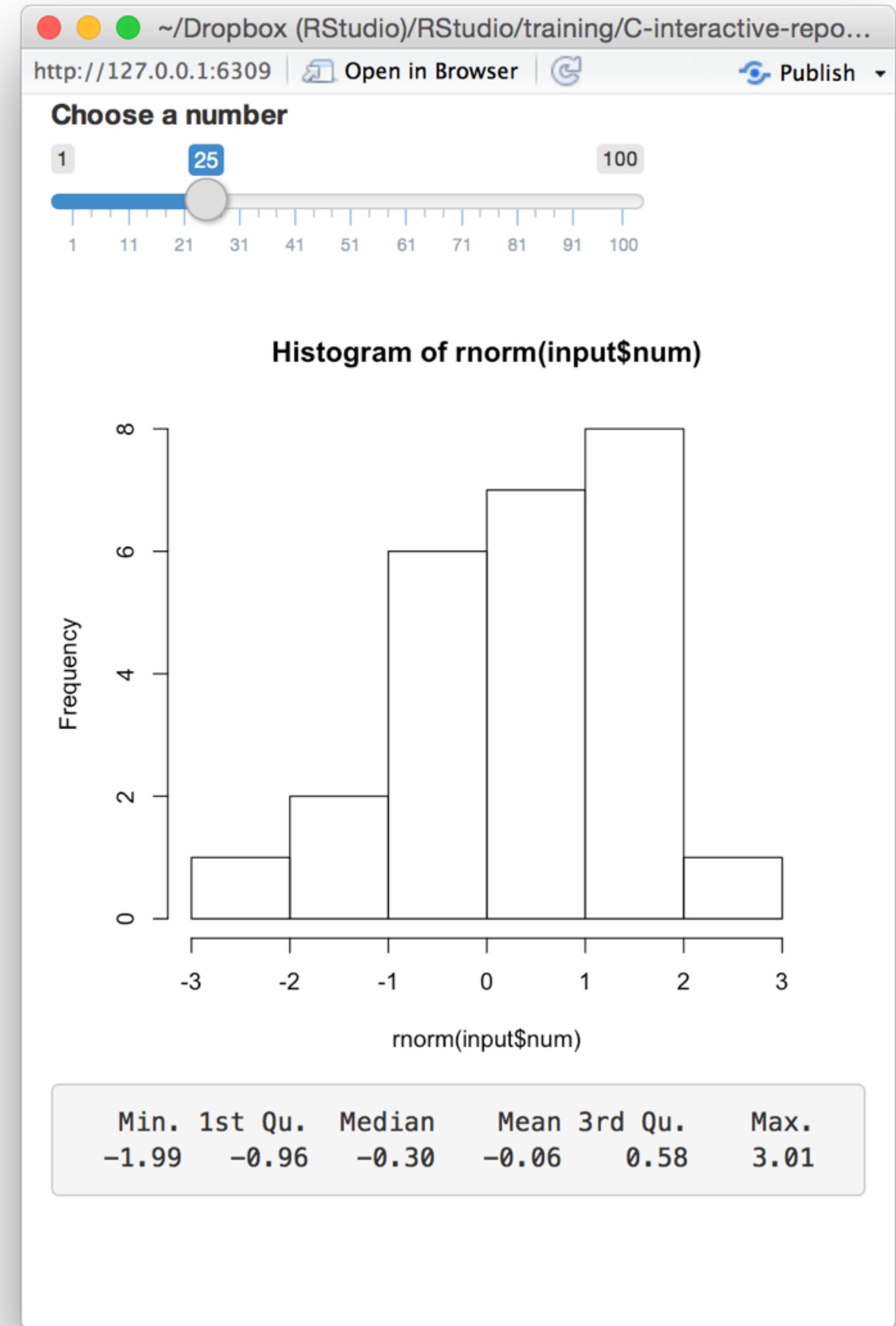


```
# 02-two-outputs

library(shiny)

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

server <- function(input, output) {
  data <- reactive({
    rnorm(input$num)
  })
  output$hist <- renderPlot({
    hist(rnorm(input$num))
  })
  output$stats <- renderPrint({
    summary(rnorm(input$num))
  })
}
shinyApp(ui = ui, server = server)
```

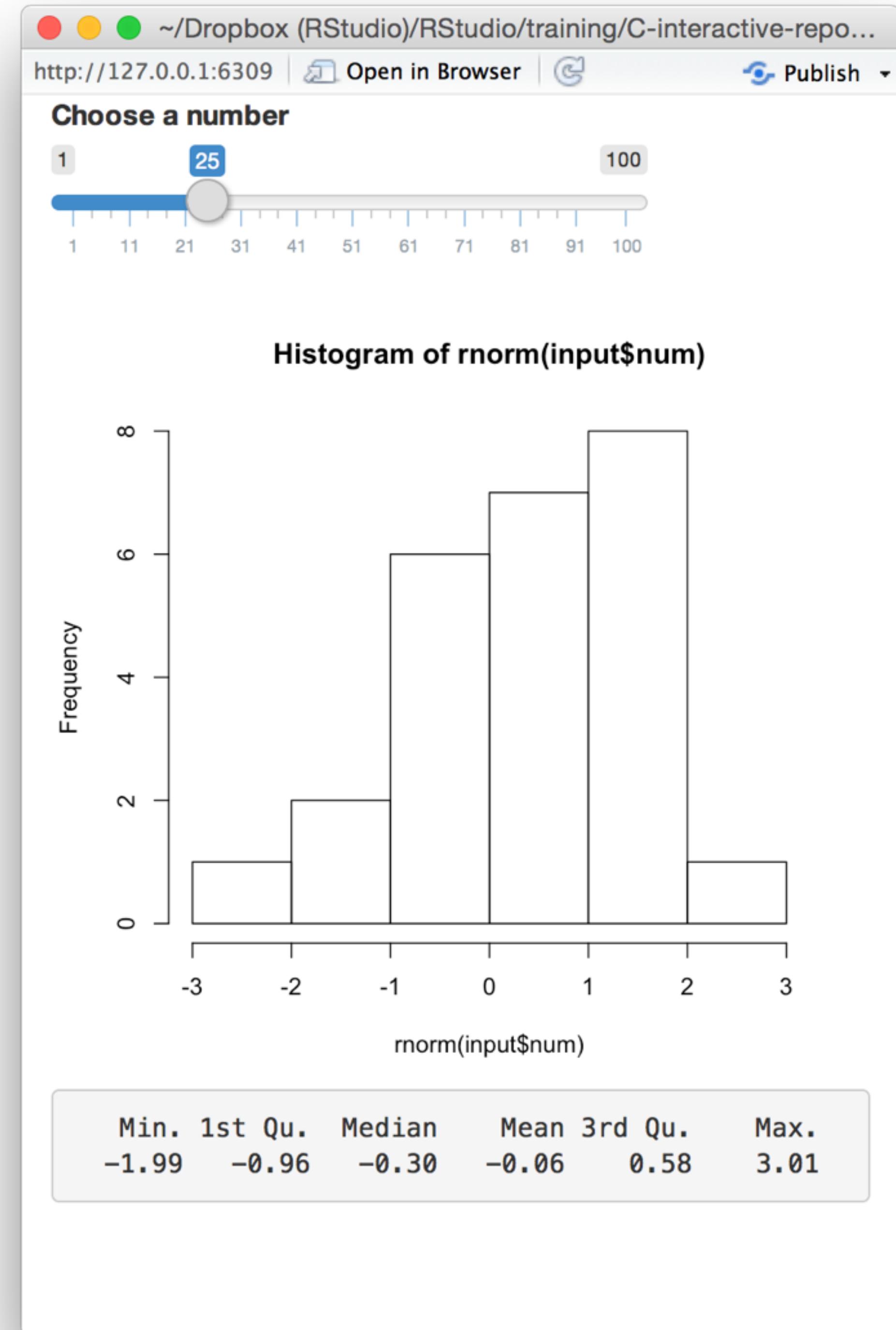


```
# 03-reactive

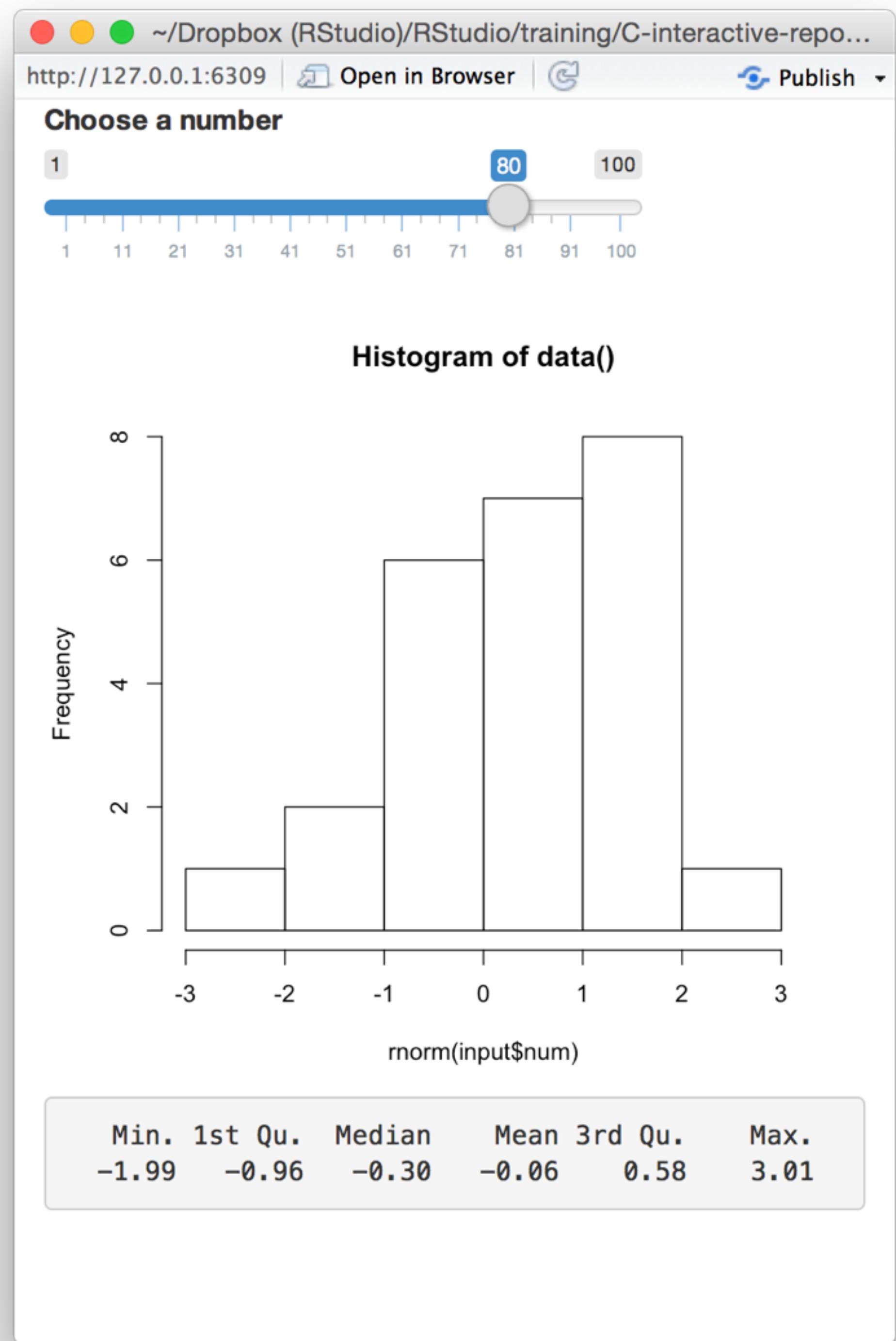
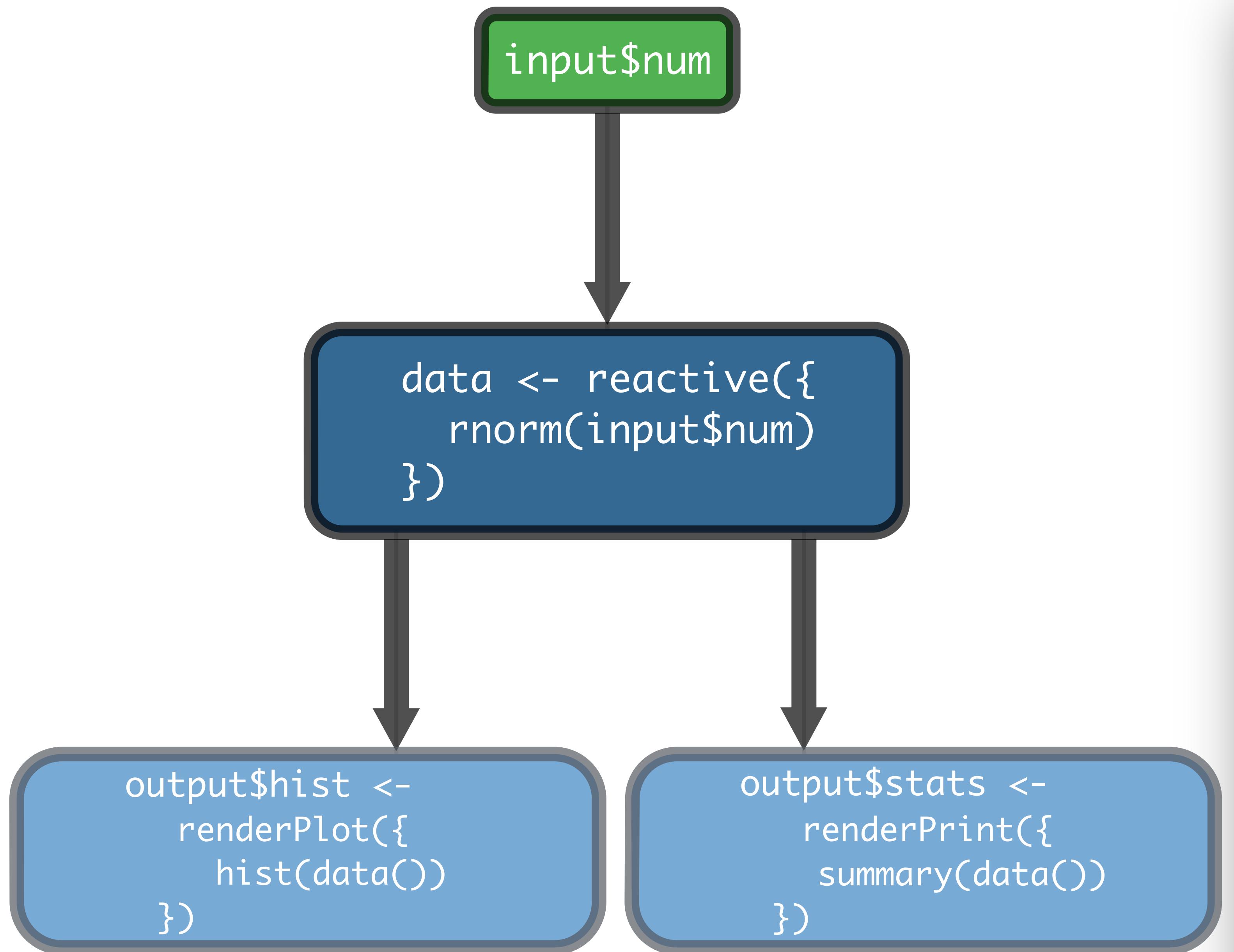
library(shiny)

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

server <- function(input, output) {
  data <- reactive({
    rnorm(input$num)
  })
  output$hist <- renderPlot({
    hist(data())
  })
  output$stats <- renderPrint({
    summary(data())
  })
}
shinyApp(ui = ui, server = server)
```



Update “02-two-outputs.R”
with this change and run app



A reactive expression is special in two ways

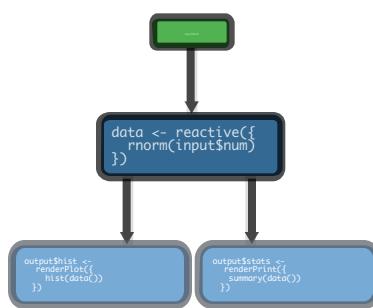
```
data()
```

- 1** You call a reactive expression like a function
- 2** Reactive expressions **cache** their values
(the expression will return its most recent value,
unless it has become invalidated)

Recap: reactive()

```
data <- reactive({  
  rnorm(input$num)  
})
```

reactive() makes an **object to use** (in downstream code)



Reactive expressions are themselves **reactive**. Use them to modularize your apps.

data()

Call a reactive expression like a **function**

2

Reactive expressions **cache** their values to avoid unnecessary computation

**Prevent reactions
with isolate()**

```
# 01-two-inputs

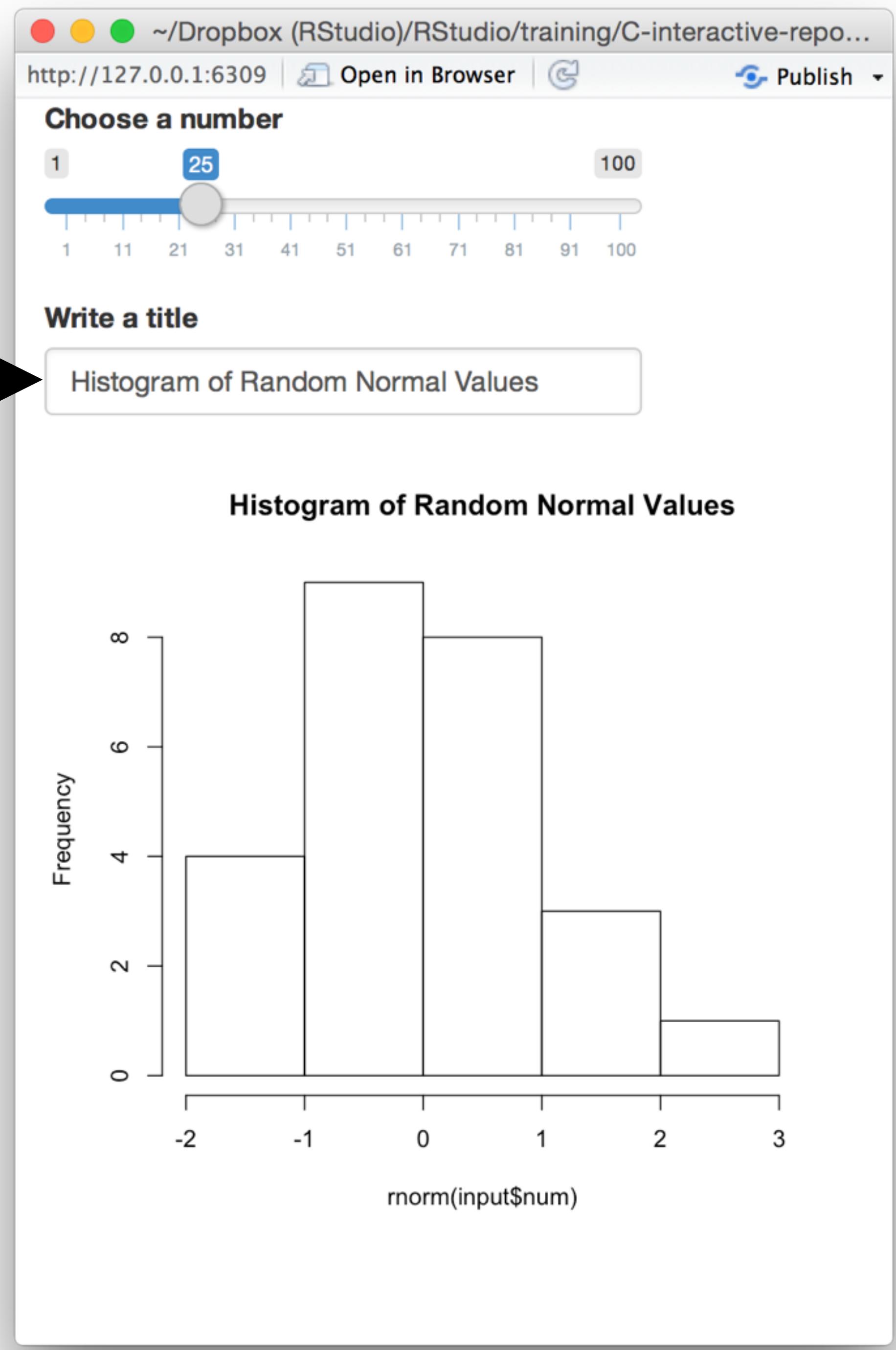
library(shiny)

ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  textFieldInput(inputId = "title",
    label = "Write a title",
    value = "Histogram of Random Normal Values"),
  plotOutput("hist")
)

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

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

**Can we prevent
the title field from
updating the plot?**



isolate()

Returns the result as a non-reactive value

```
isolate({ rnorm(input$num) })
```

object will NOT respond to
*any reactive value in the
code*

code used to build
object

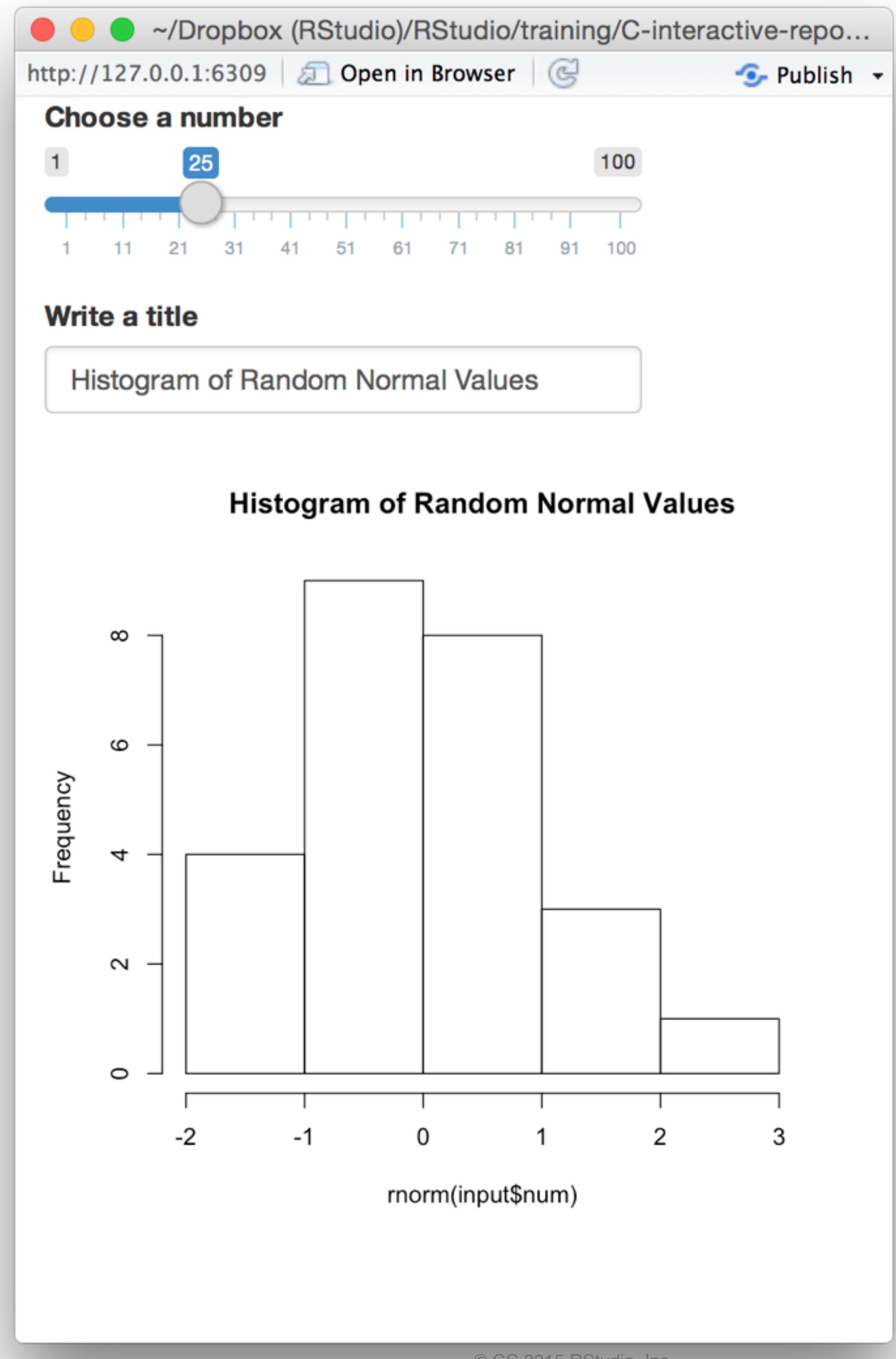
```
# 01-two-inputs

library(shiny)

ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  textInput(inputId = "title",
    label = "Write a title",
    value = "Histogram of Random Normal Values"),
  plotOutput("hist")
)

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

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



```

# 04-isolate

library(shiny)

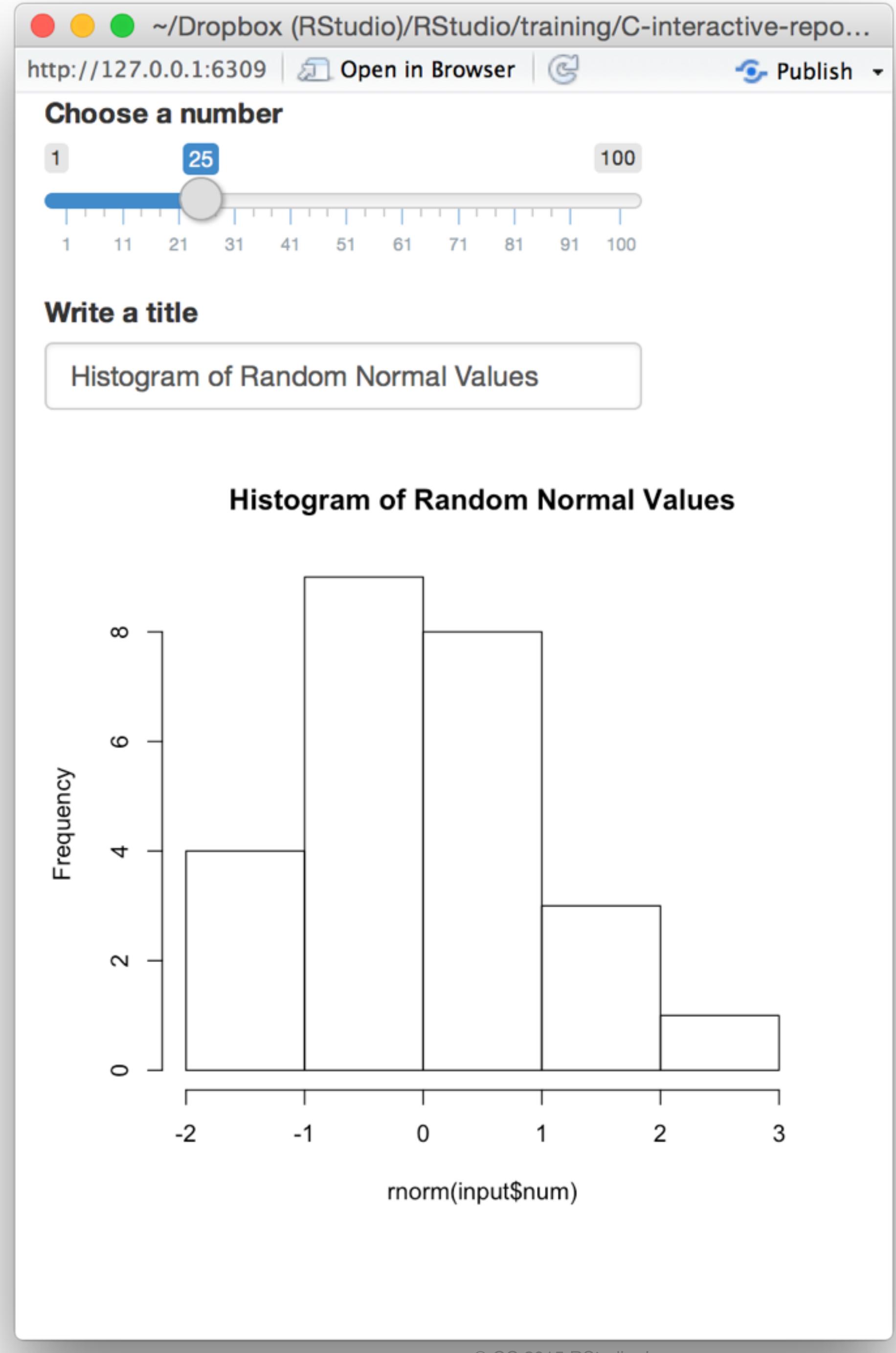
ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  textInput(inputId = "title",
    label = "Write a title",
    value = "Histogram of Random Normal Values"),
  plotOutput("hist")
)

server <- function(input, output) {
  output$hist <- renderPlot({
    hist(rnorm(input$num),
      main = isolate({input$title}))})
}

shinyApp(ui = ui, server = server)

```

Update “01-two-outputs.R”
 with this change and run app



input\$num

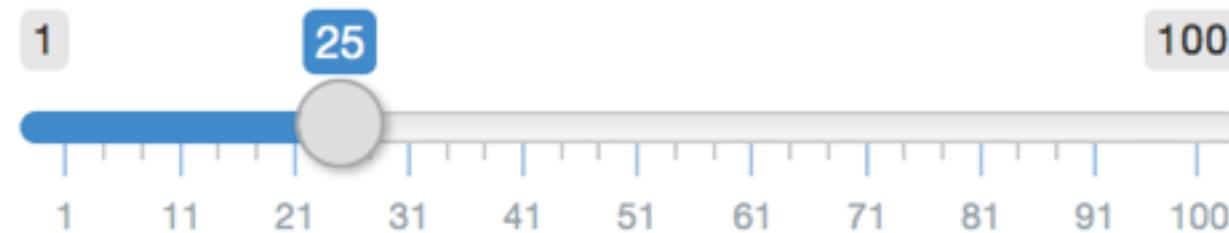
input\$title



```
output$hist <- renderPlot({  
  hist(rnorm(input$num),  
    main = isolate(input$title))  
})
```

Choose a number

1 25 100

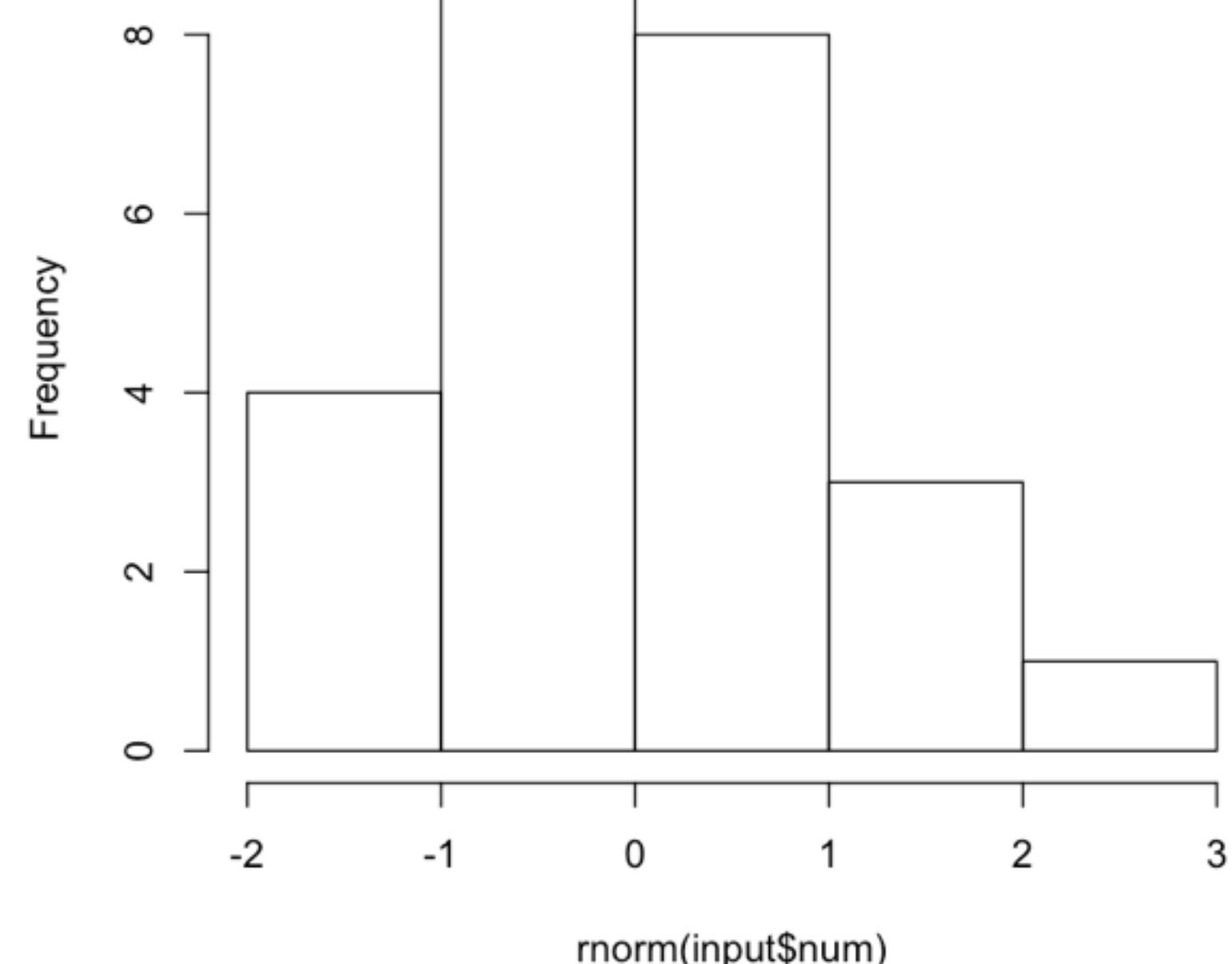


1 11 21 31 41 51 61 71 81 91 100

Write a title

Histogram of Random Normal Values

Histogram of Random Normal Values



Recap: isolate()



isolate() makes an **non-reactive object**



Use isolate() to treat reactive values like
normal R values

**Trigger code
with observeEvent()**

Action buttons

An Action Button

Click Me!

input
function

input name
(for internal use)

label to
display

```
actionButton(inputId = "go", label = "Click Me!")
```

Notice:
Id not ID

```
# 05ActionButton
```

```
library(shiny)
```

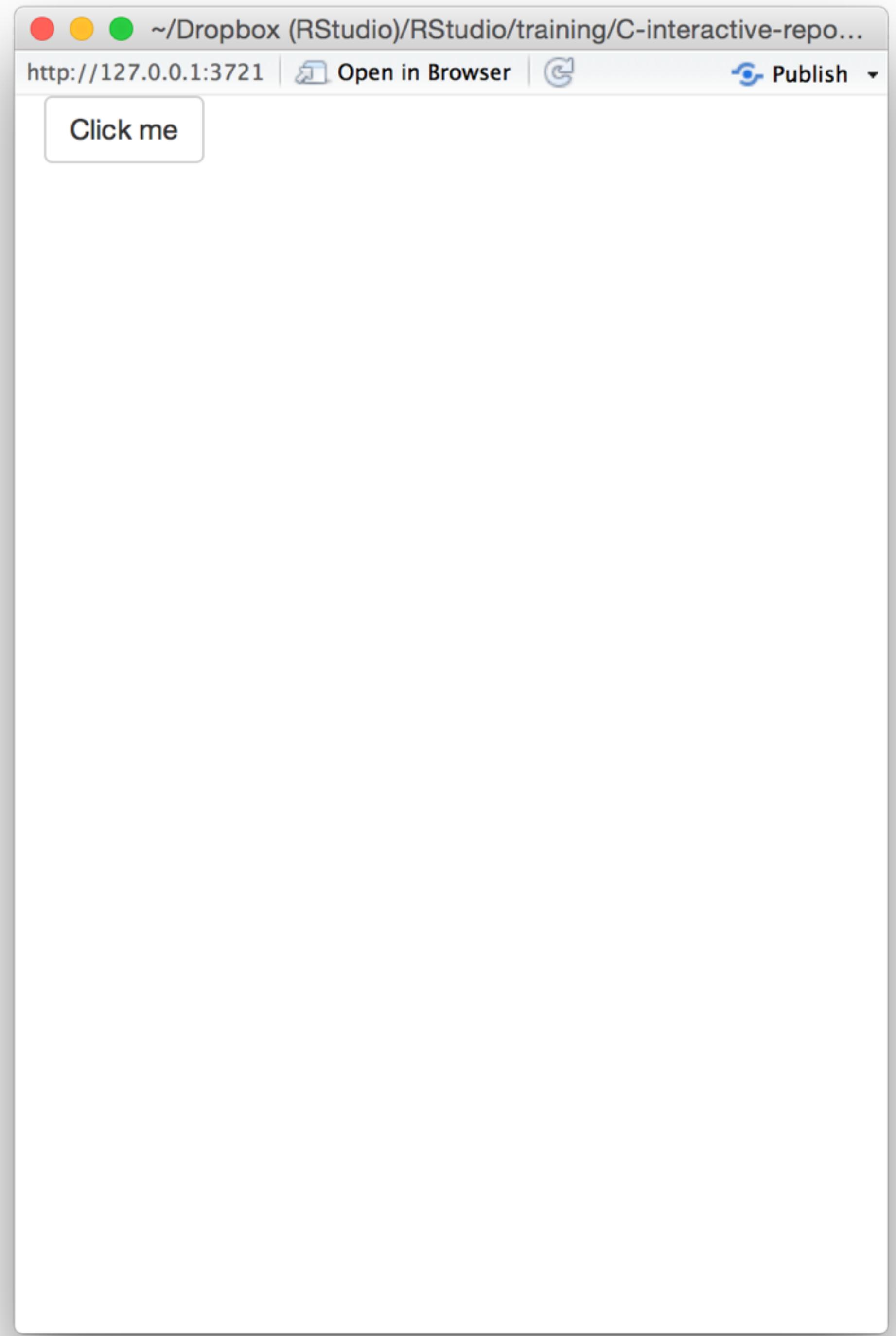
Open code/05ActionButton.R
and run app

```
ui <- fluidPage(  
  actionButton(inputId = "clicks",  
    label = "Click me")  
)
```

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

```
}
```

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



observeEvent()

Triggers code to run on server

```
observeEvent(input$clicks, { print(input$clicks) })
```

reactive value(s) to respond to

(observer invalidates ONLY when this value changes)

code block to run whenever observer is invalidated

note: observer treats this code as if it has been isolated with isolate()

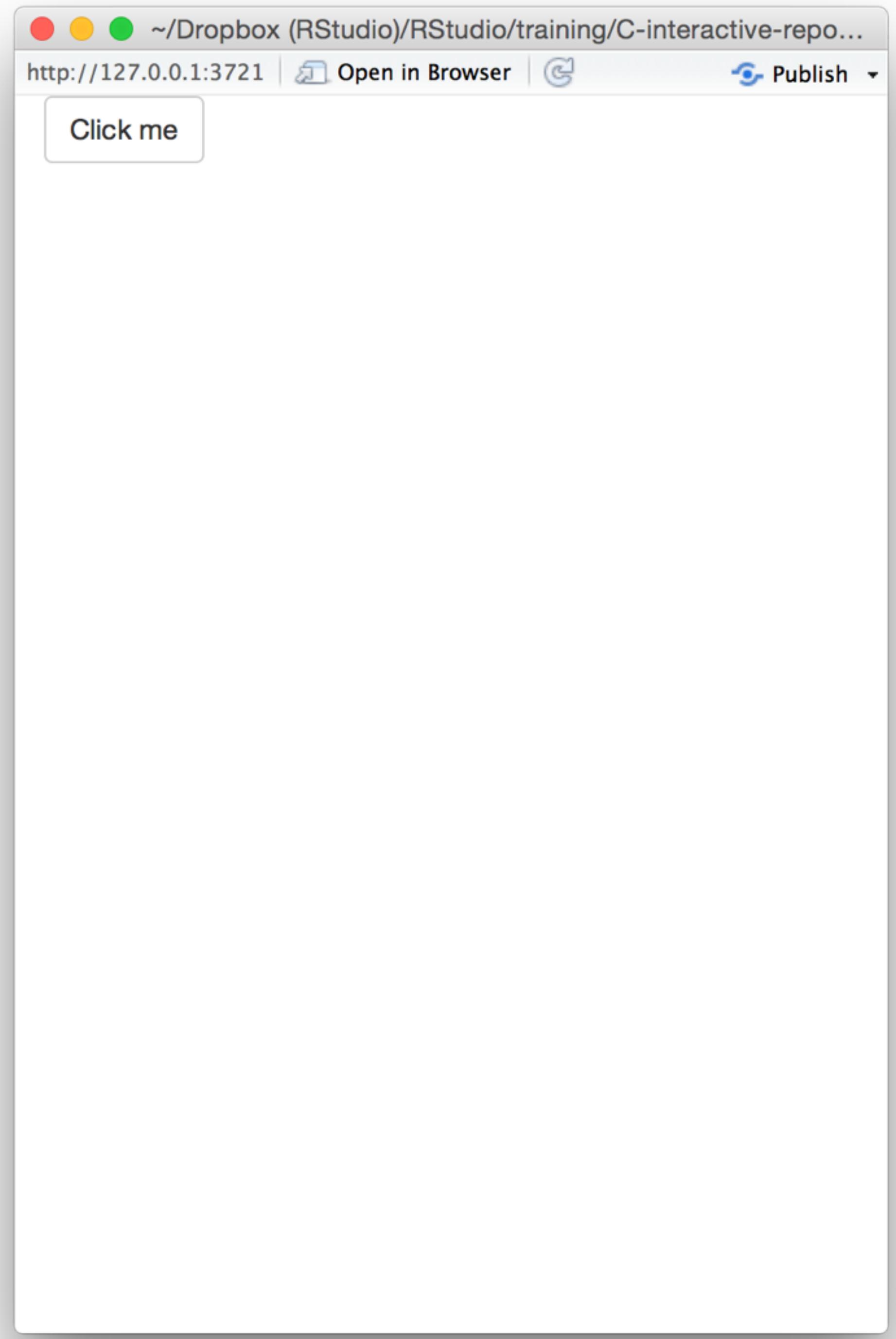
```
# 05ActionButton
```

```
library(shiny)
```

```
ui <- fluidPage(  
  actionButton(inputId = "clicks",  
    label = "Click me")  
)
```

```
server <- function(input, output) {  
  observeEvent(input$clicks, {  
    print(as.numeric(input$clicks))  
  })  
}
```

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



observe()

Also triggers code to run on server.

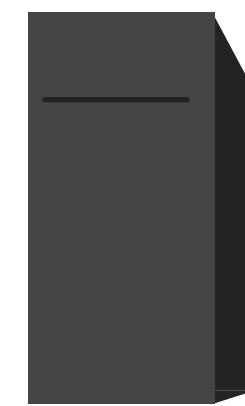
Uses same syntax as render*, reactive(), and isolate()

```
observe({ print(input$clicks) })
```

observer will respond to
*every reactive value in the
code*

code block to run
whenever observer is
invalidated

Recap: observeEvent()



observeEvent() **triggers code to run on the server**

```
observeEvent(input$clicks, { print(input$clicks) })
```

reactive value(s)
to respond to

A snippet of R code showing an observeEvent call. A callout box points from the text "reactive value(s) to respond to" to the "input\$clicks" argument in the code.

Specify precisely which reactive values should invalidate the observer

observe()

Use observe() for a more implicit syntax

Delay reactions with eventReactive()

```
# 07-eventReactive

library(shiny)

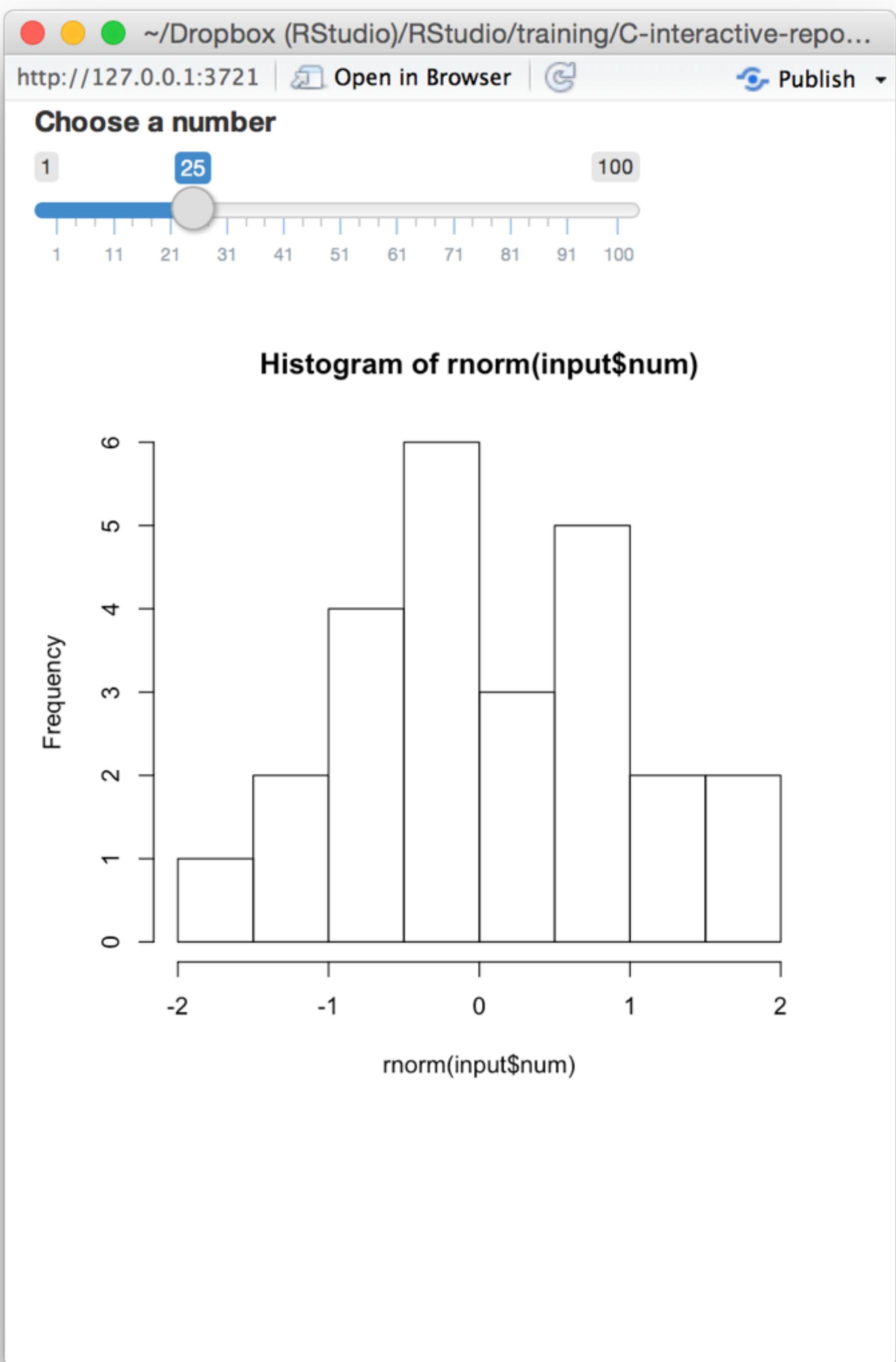
ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),

  plotOutput("hist")
)

server <- function(input, output) {

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

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



```
# 07-eventReactive

library(shiny)

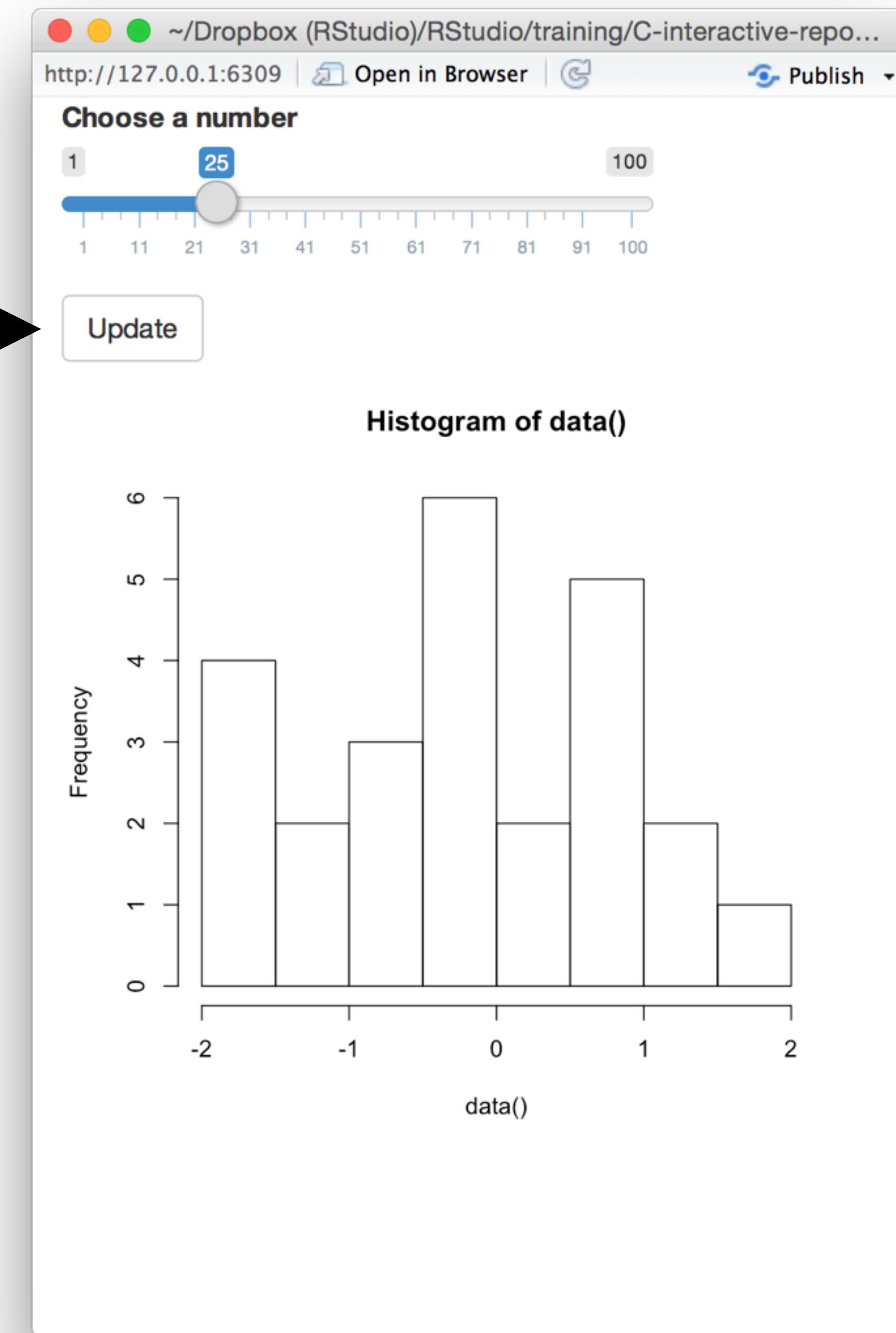
ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  actionButton(inputId = "go",
    label = "Update"),
  plotOutput("hist")
)

server <- function(input, output) {

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

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

Can we prevent the graph from updating until we hit the button?



eventReactive()

A reactive expression that only responds to specific values

```
data <- eventReactive(input$go, { rnorm(input$num) })
```

reactive value(s) to respond to

code used to build (and rebuild) object

note: expression treats this code as if it has been isolated with isolate()

(expression invalidates ONLY when this value changes)

```
# 07-eventReactive

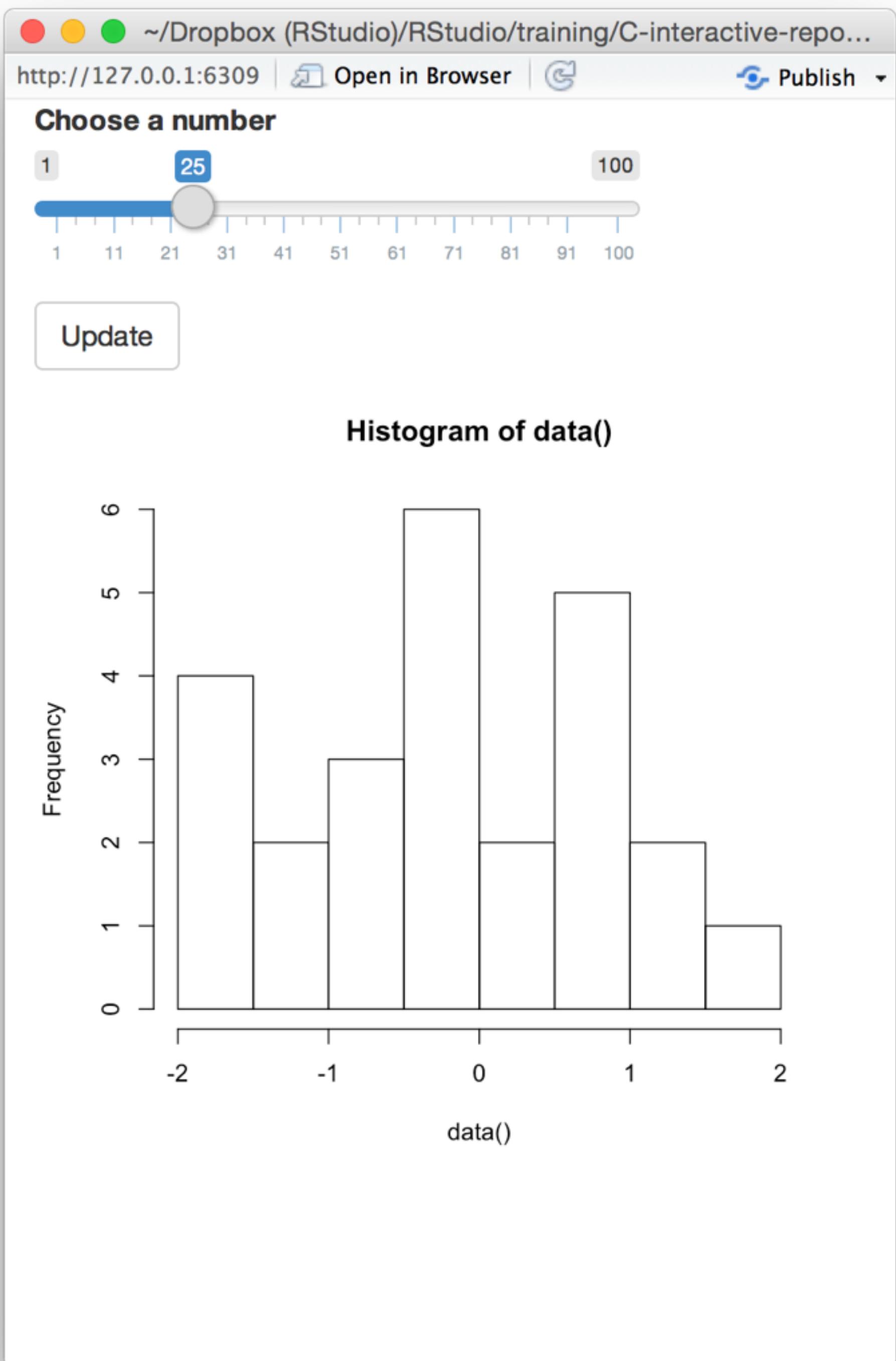
library(shiny)

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

server <- function(input, output) {

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

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



```
# 07-eventReactive

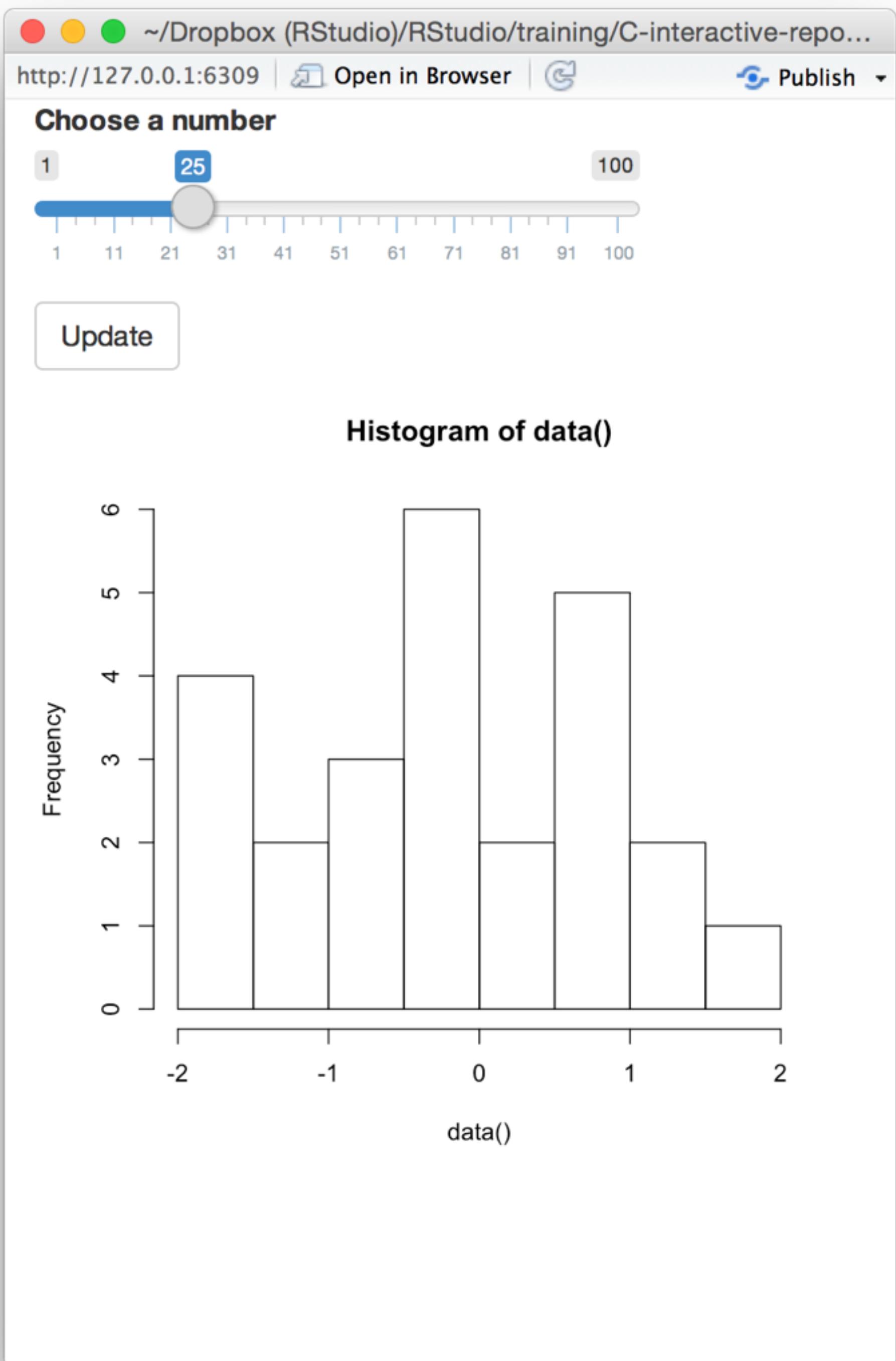
library(shiny)

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

server <- function(input, output) {
  data <- eventReactive(input$go, {
    })

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

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



```
# 07-eventReactive

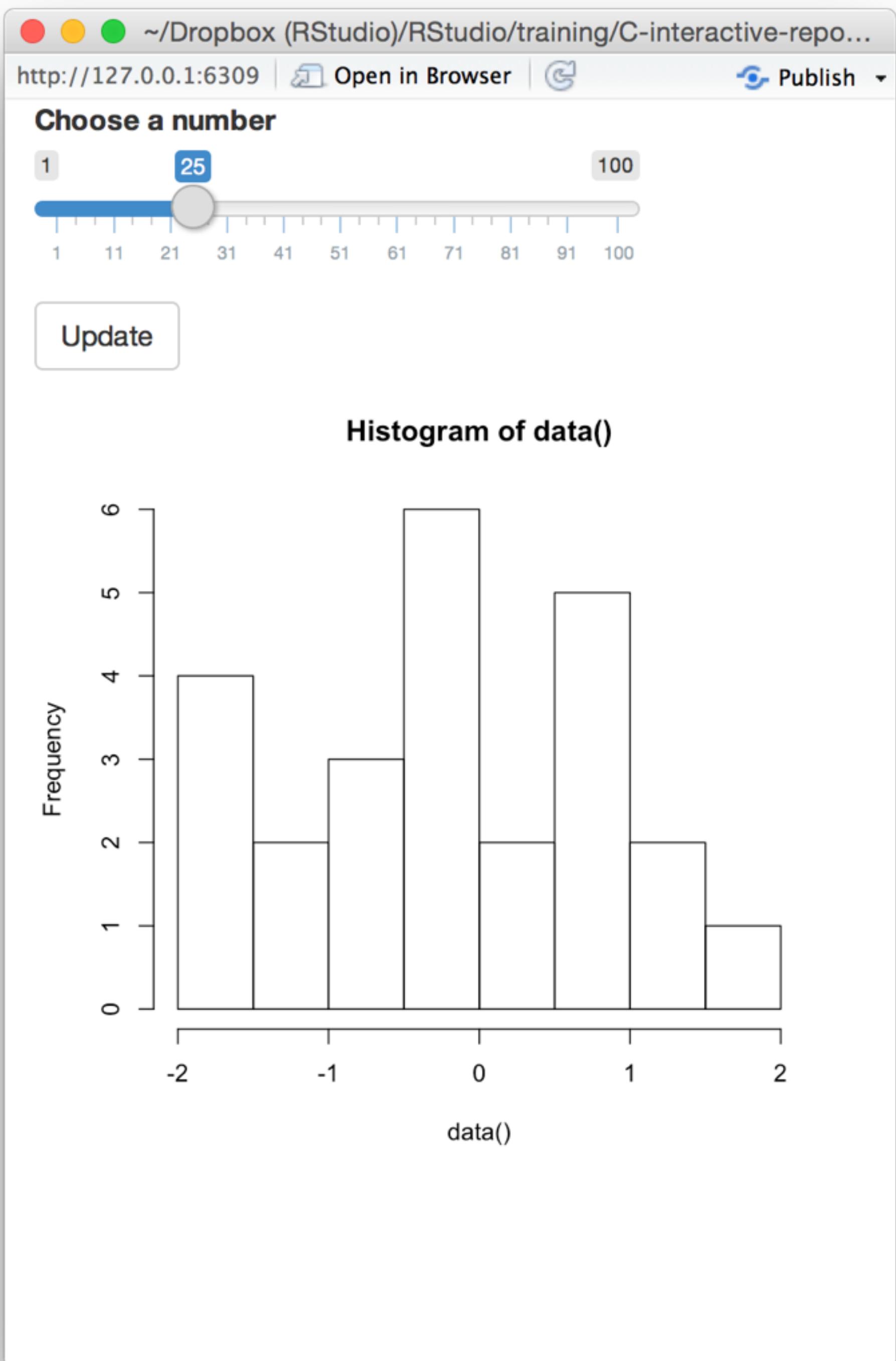
library(shiny)

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

server <- function(input, output) {
  data <- eventReactive(input$go, {
    })

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

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



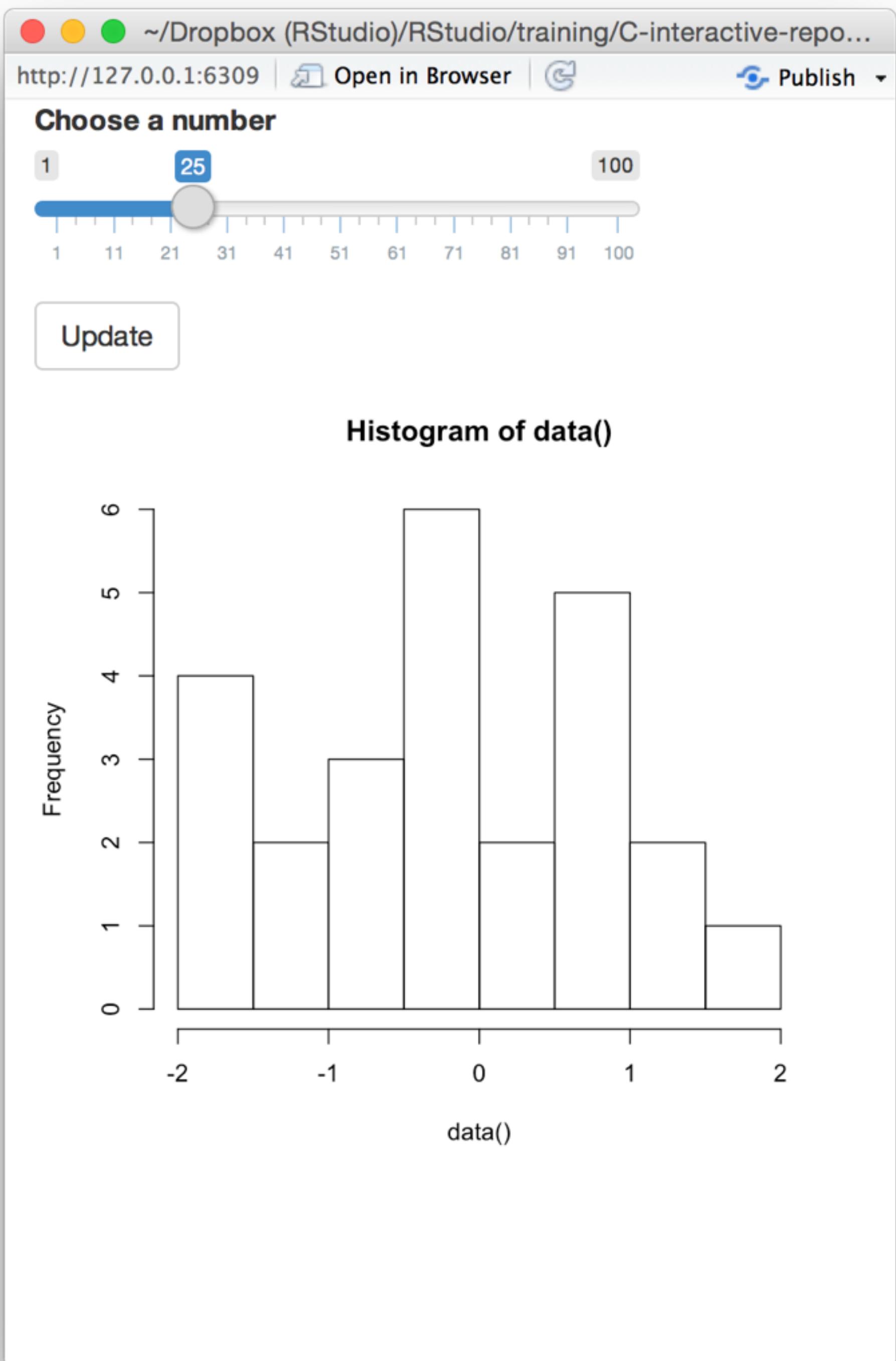
```
# 07-eventReactive

library(shiny)

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

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

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



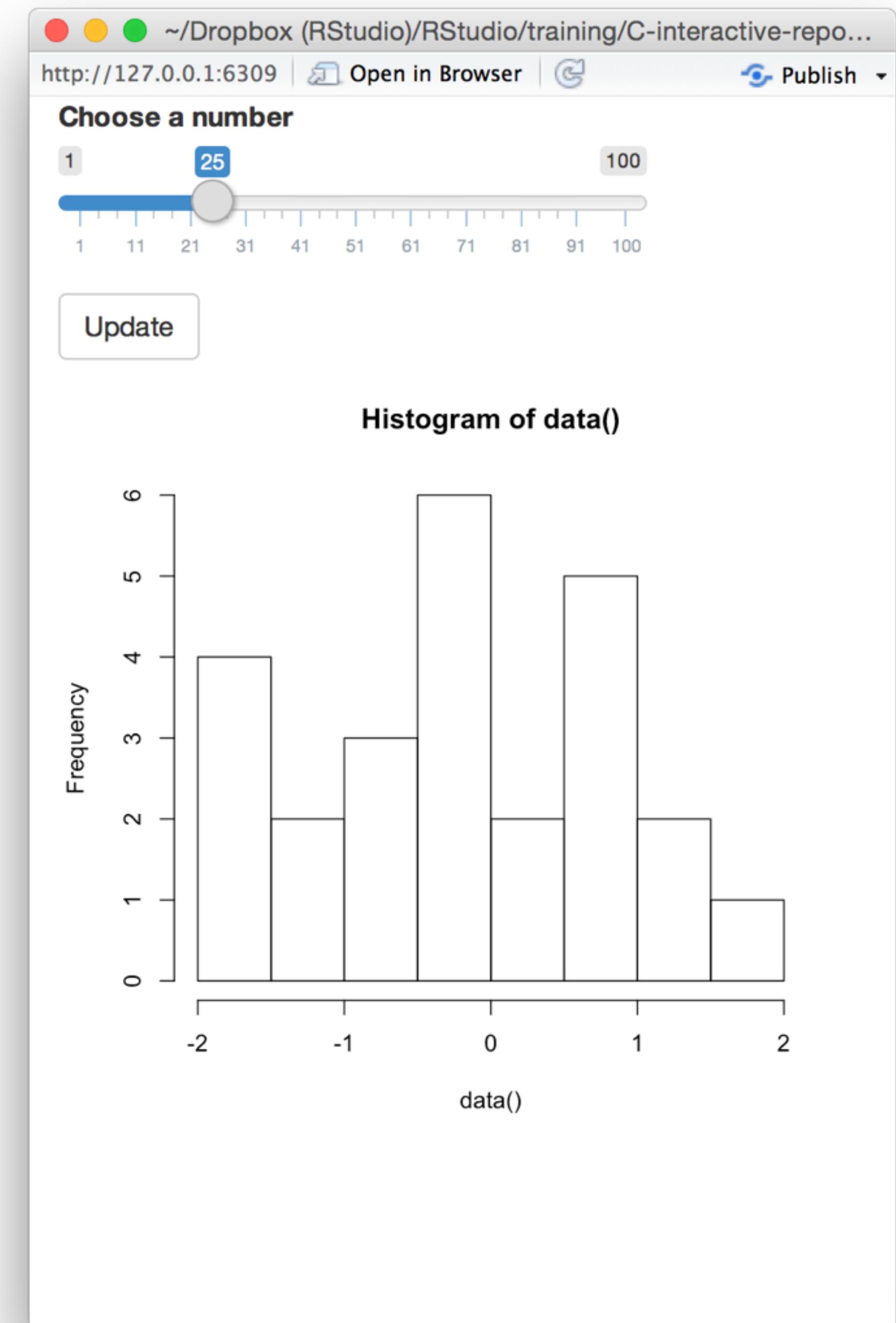
```
# 07-eventReactive

library(shiny)

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

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

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

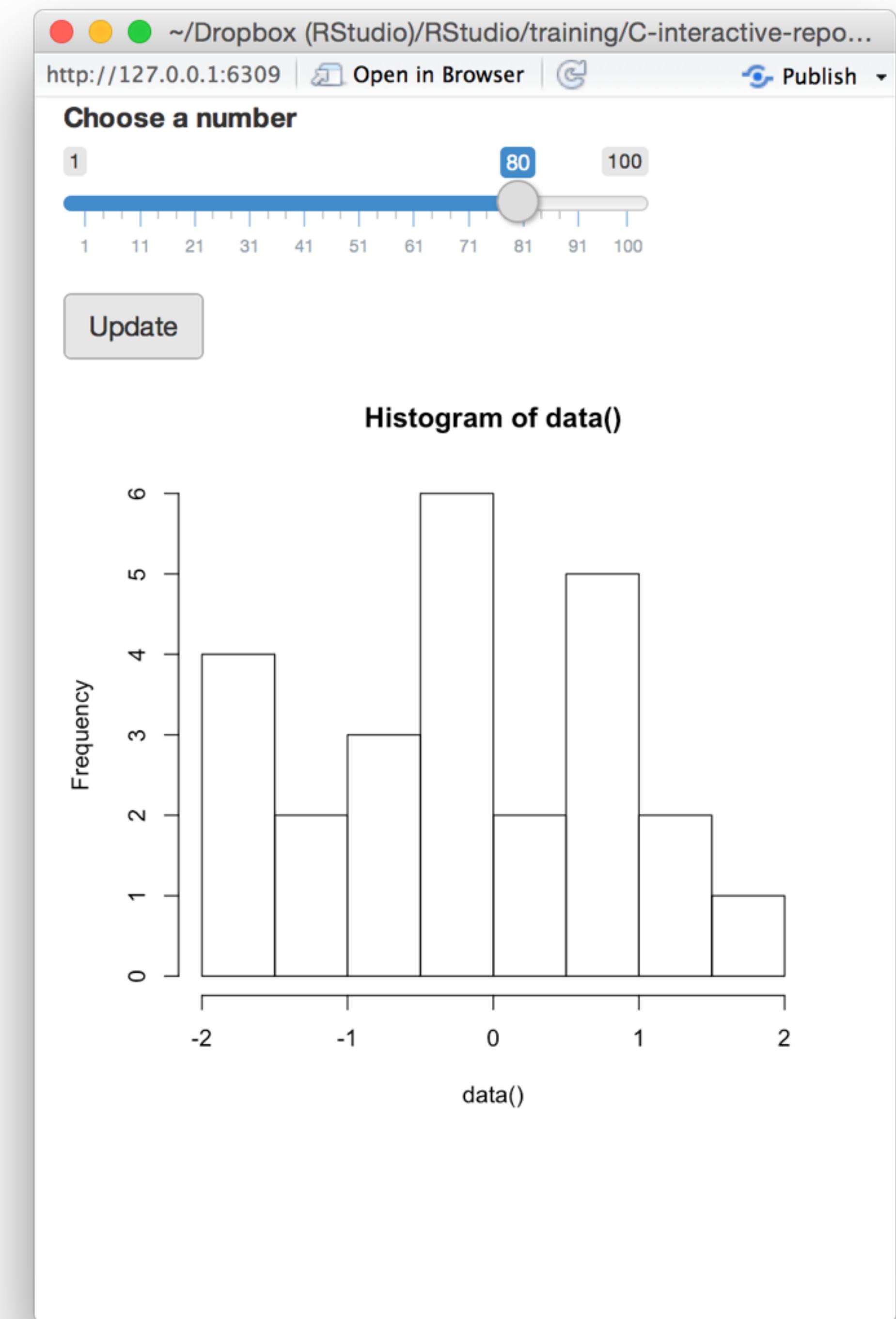


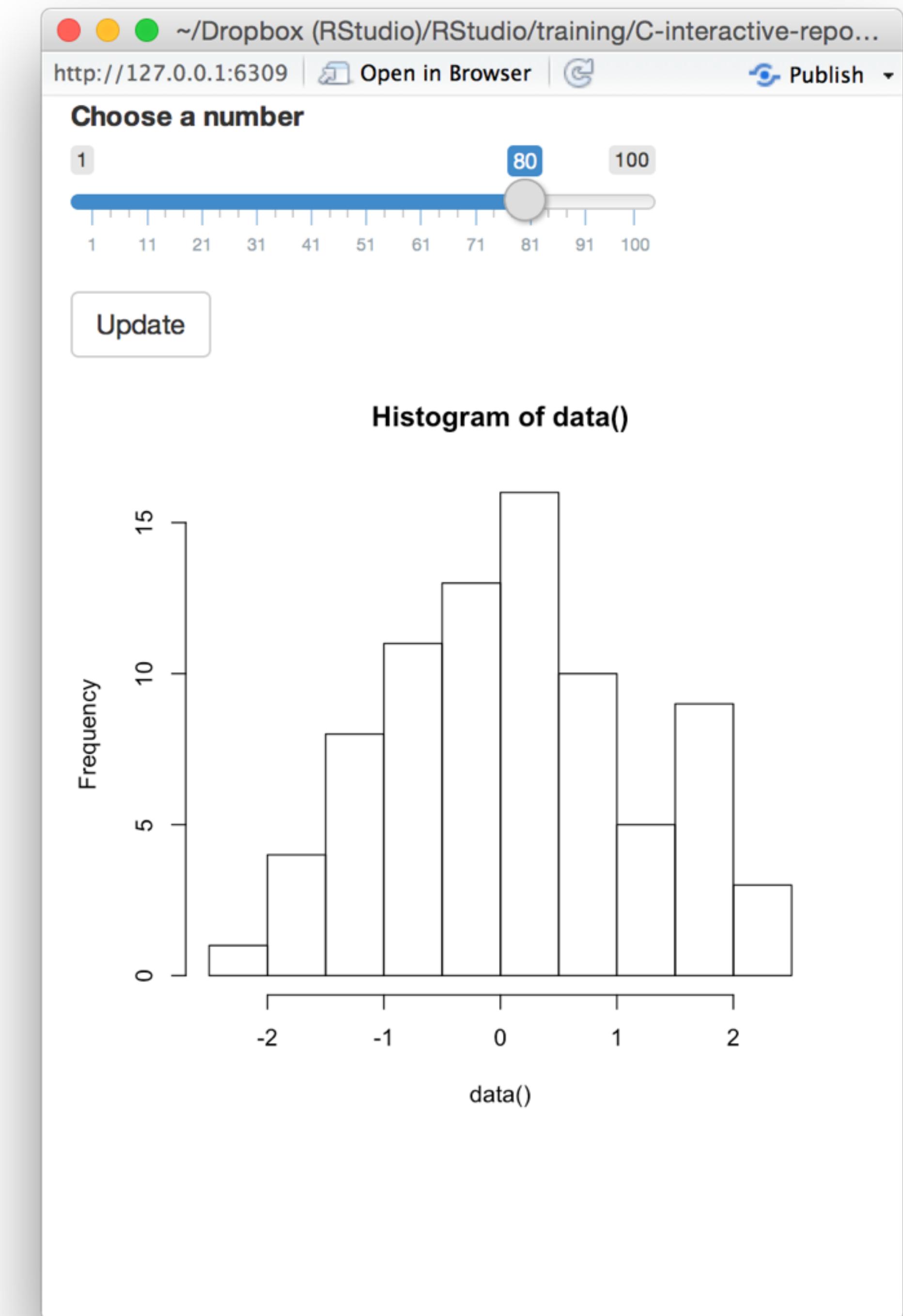
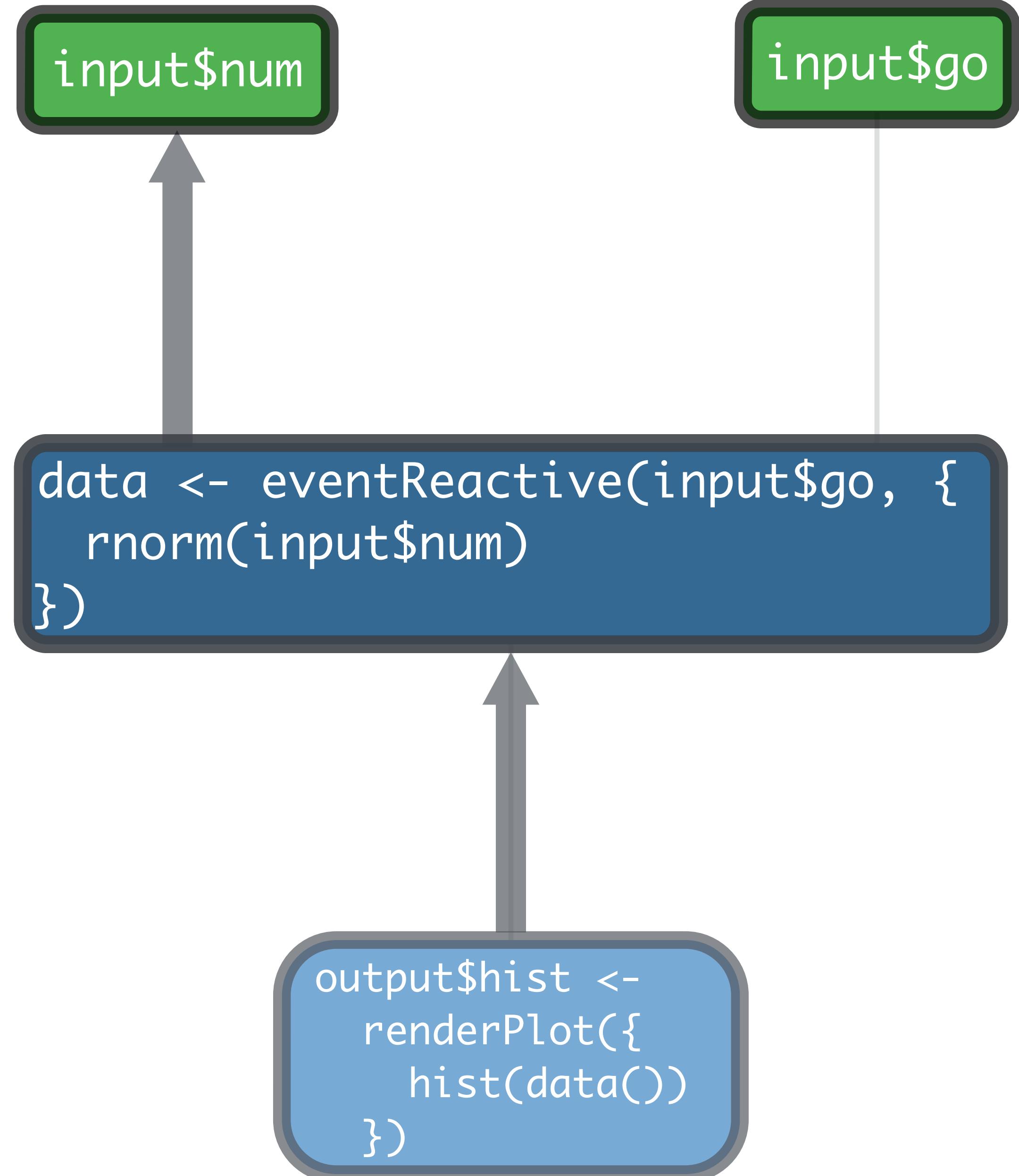
```
input$num
```

```
input$go
```

```
data <- eventReactive(input$go, {  
  rnorm(input$num)  
})
```

```
output$hist <-  
  renderPlot({  
    hist(data())  
})
```





Recap: eventReactive()

Update

Use `eventReactive()` to **delay reactions**

`data()`

`eventReactive()` creates a **reactive expression**

```
eventReactive(input$go, { rnorm(input$num) })
```

reactive value(s)
to respond to

You can specify **precisely** which reactive values should invalidate the expression

Manage state with reactiveValues()

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 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 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 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 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 ranges from 1 to 100 with major tick marks every 10 units and minor tick marks every 1 unit.

input\$num = 75

You cannot set these
values in your code

reactiveValues()

Creates a list of reactive values to manipulate programmatically

```
rv <- reactiveValues(data = rnorm(100))
```

(optional) elements
to add to the list

```

# 08-reactiveValues

library(shiny)

ui <- fluidPage(
  actionButton(inputId = "norm", label = "Normal"),
  actionButton(inputId = "unif", label = "Uniform"),
  plotOutput("hist")
)

server <- function(input, output) {

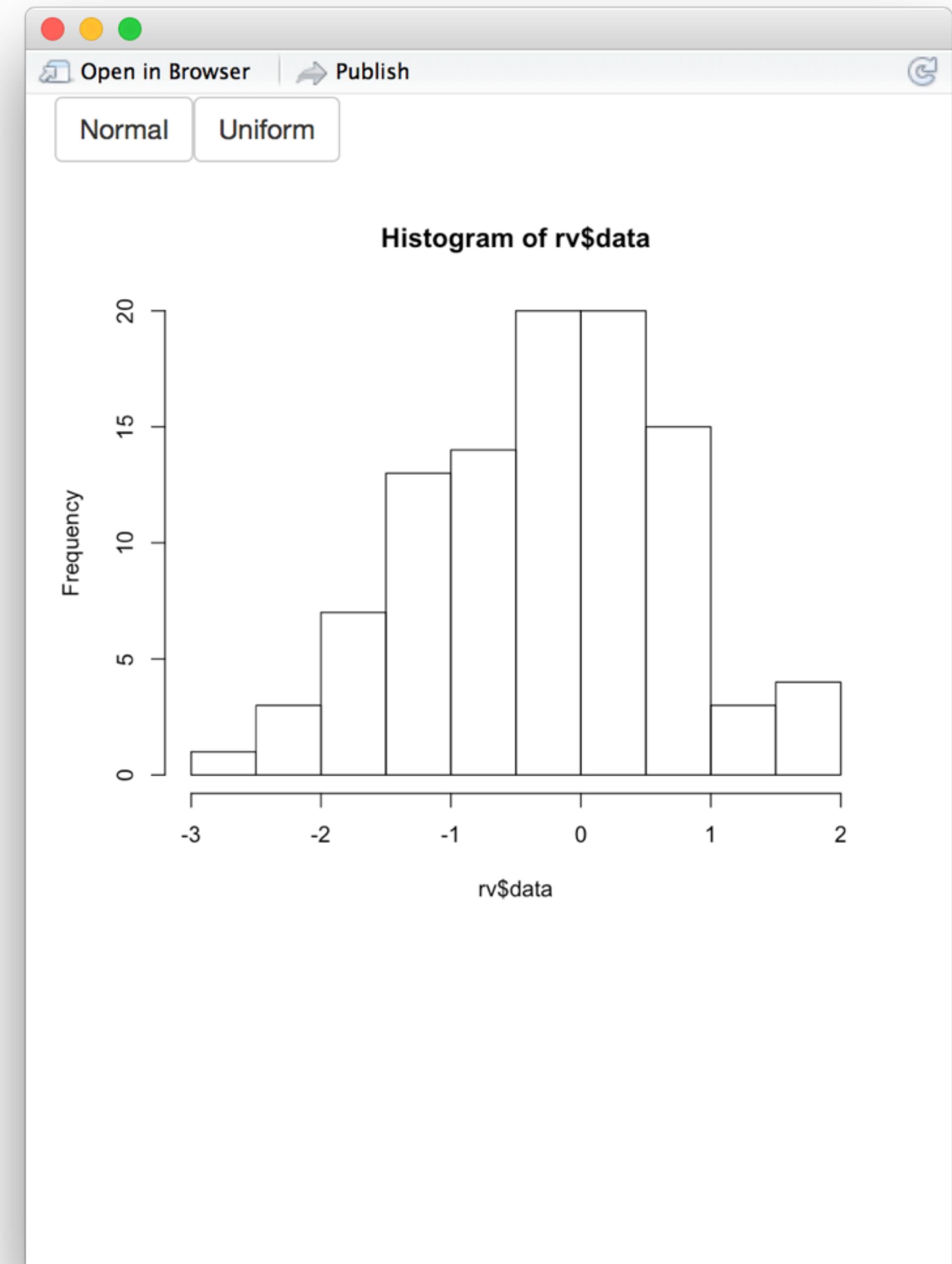
  rv <- reactiveValues(data = rnorm(100))

  observeEvent(input$norm, { rv$data <- rnorm(100) })
  observeEvent(input$unif, { rv$data <- runif(100) })

  output$hist <- renderPlot({
    hist(rv$data)
  })
}

shinyApp(ui = ui, server = server)

```

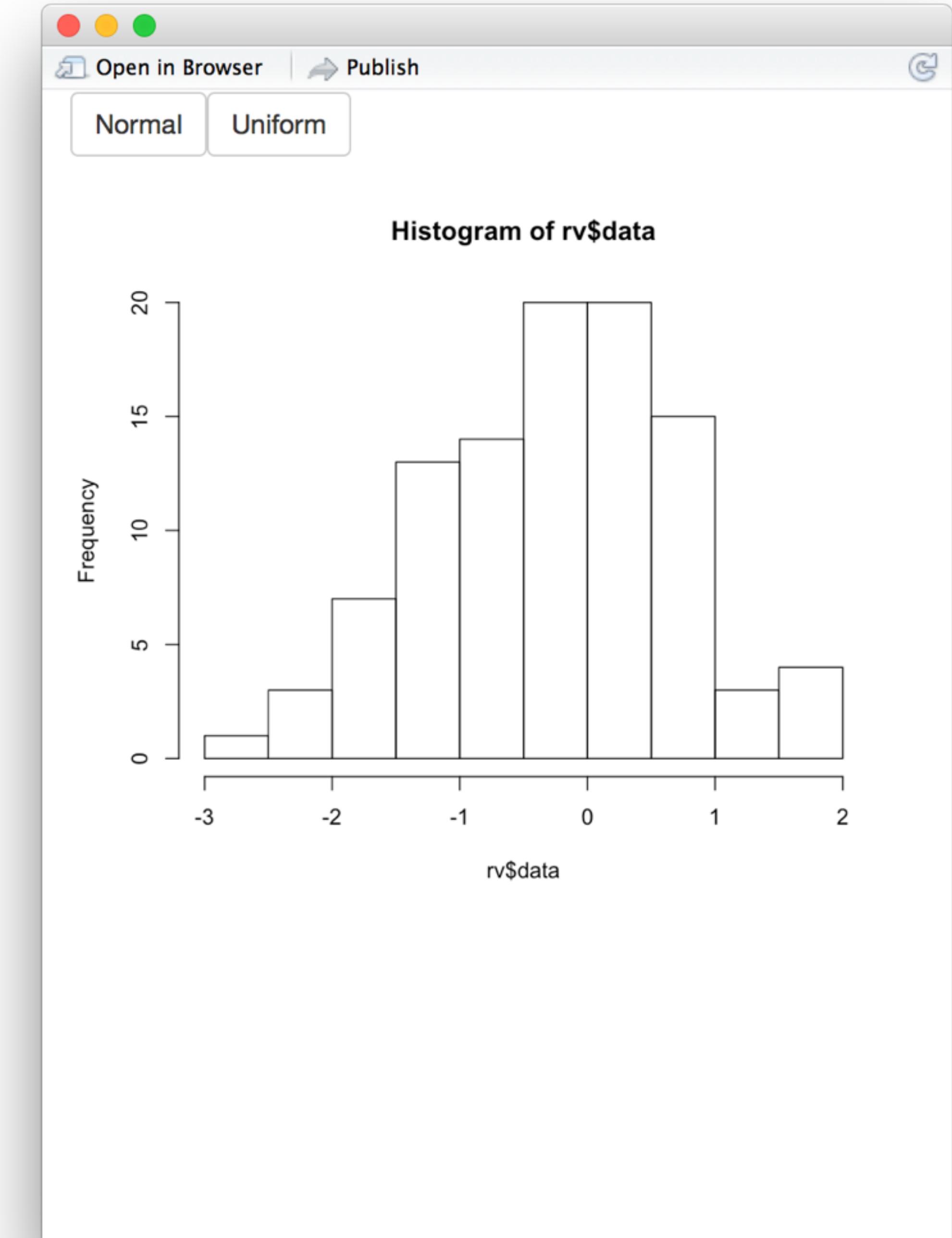


```
input$norm
```

```
rv$data  
rnorm(100)
```

```
input$unif
```

```
output$hist <-  
renderPlot({  
  hist(rv$data)  
})
```

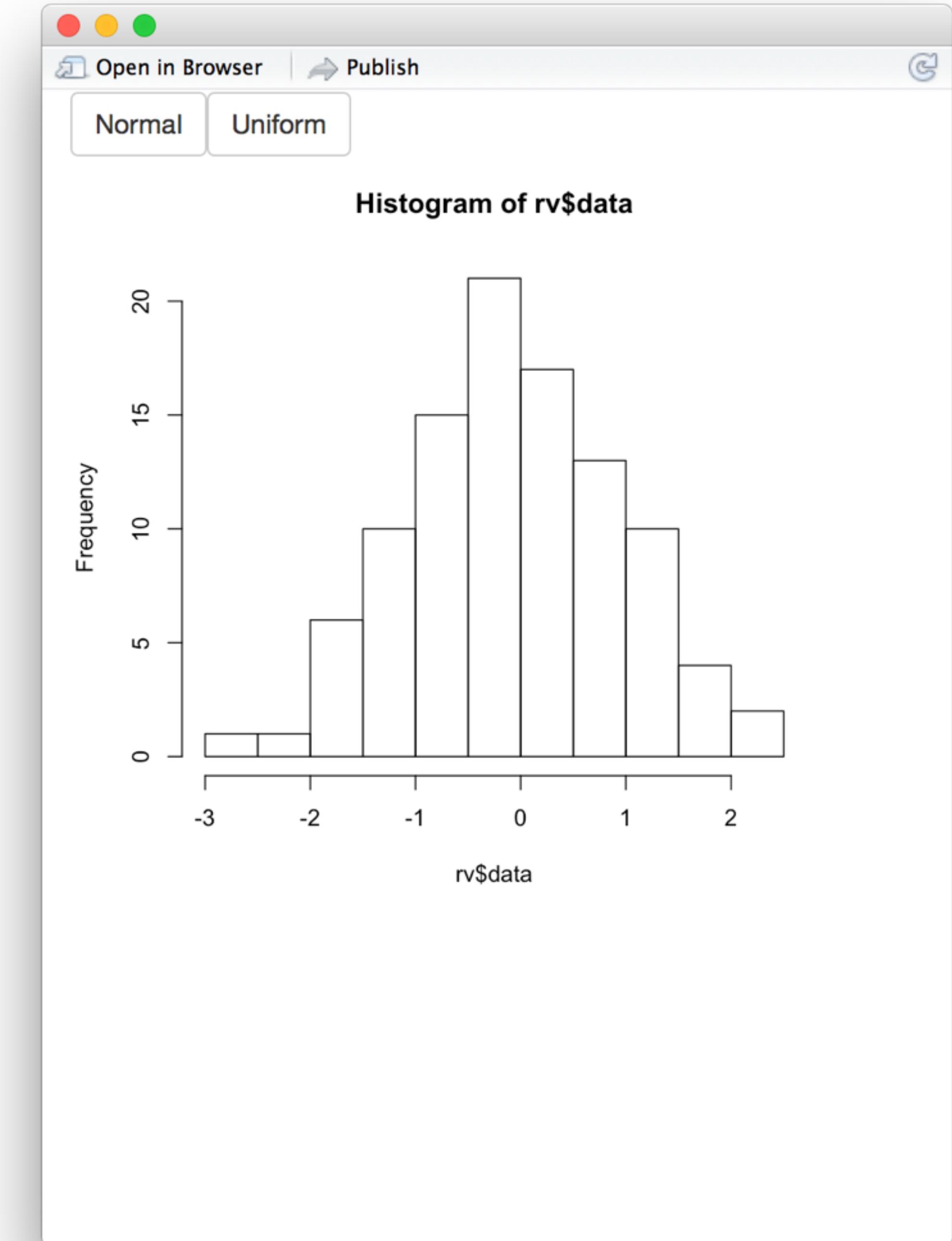


```
input$norm
```

```
rv$data  
runif(100)
```

```
input$unif
```

```
output$hist <-  
renderPlot({  
  hist(rv$data)  
})
```

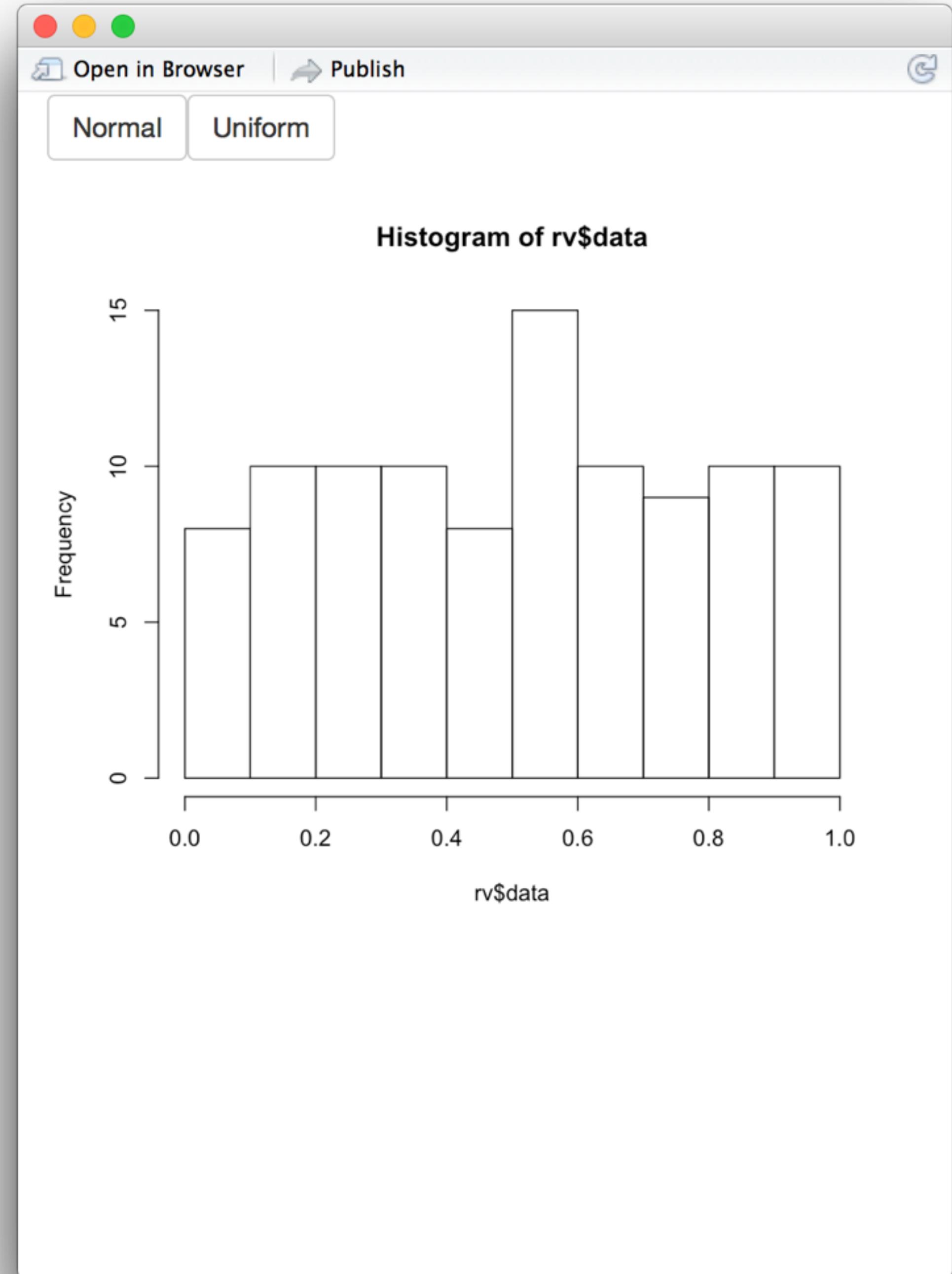


input\$norm

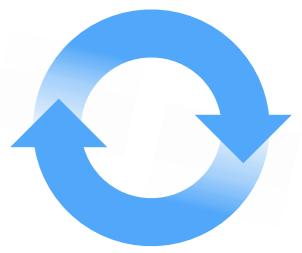
rv\$data
runif(100)

input\$unif

```
output$hist <-  
  renderPlot({  
    hist(rv$data)  
  })
```



Recap: reactiveValues()

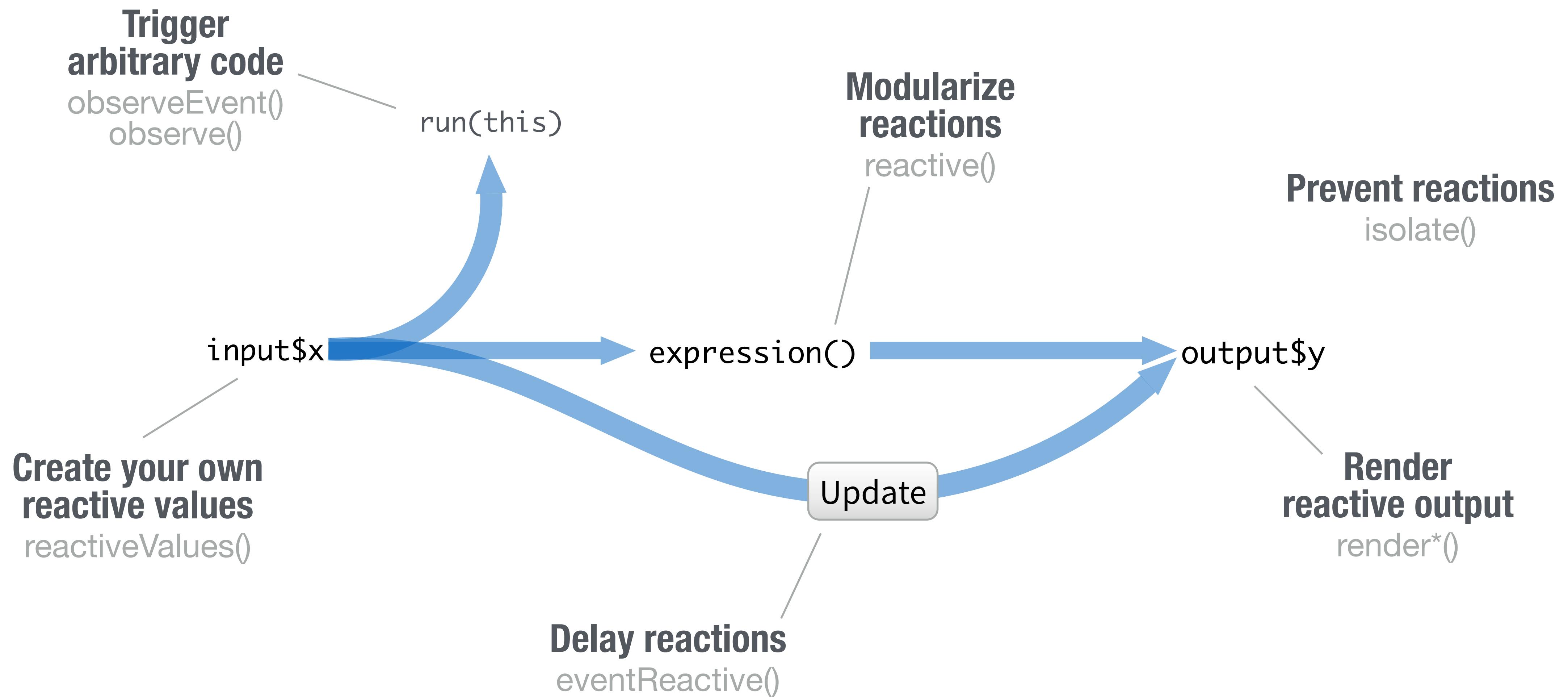


reactiveValues() creates a list of **reactive values**

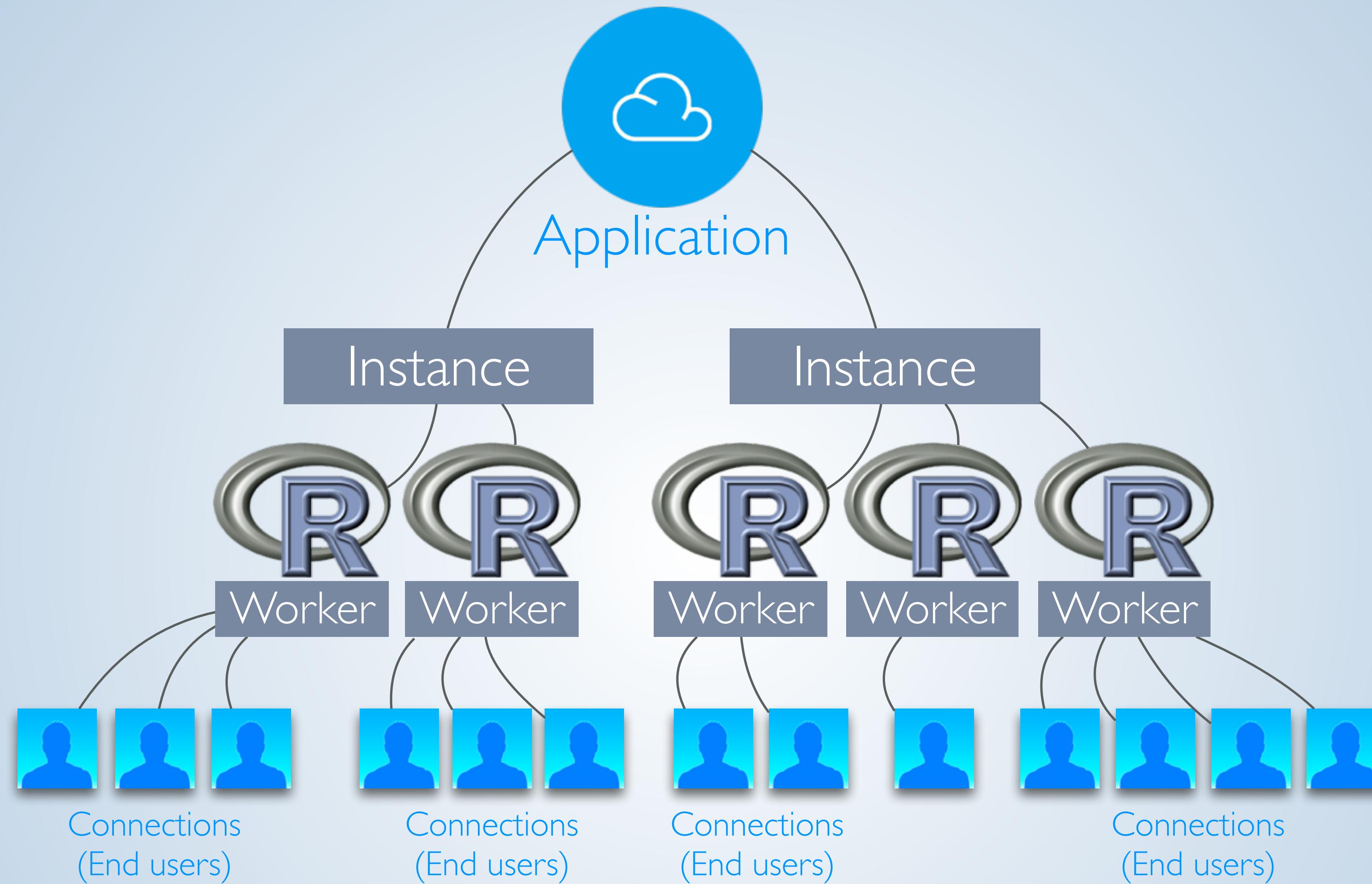
`rv$data <-`

You can manipulate these values (usually with observeEvent())

You now how to



Parting tips



Reduce repetition

Place code where it will be re-run as little as necessary

```
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)
```

Code outside the server function will
be run once per R session (worker)

Code inside the server function will be
run once per end user (connection)

Code inside a reactive function will be
run once per reaction
(e.g. many times)

Part III

Work with the HTML UI

The HTML that builds the user interface for your app

```
ui <- fluidPage()
```

```
fluidPage()
```

```
<div class="container-fluid"></div>
```

```
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>
```

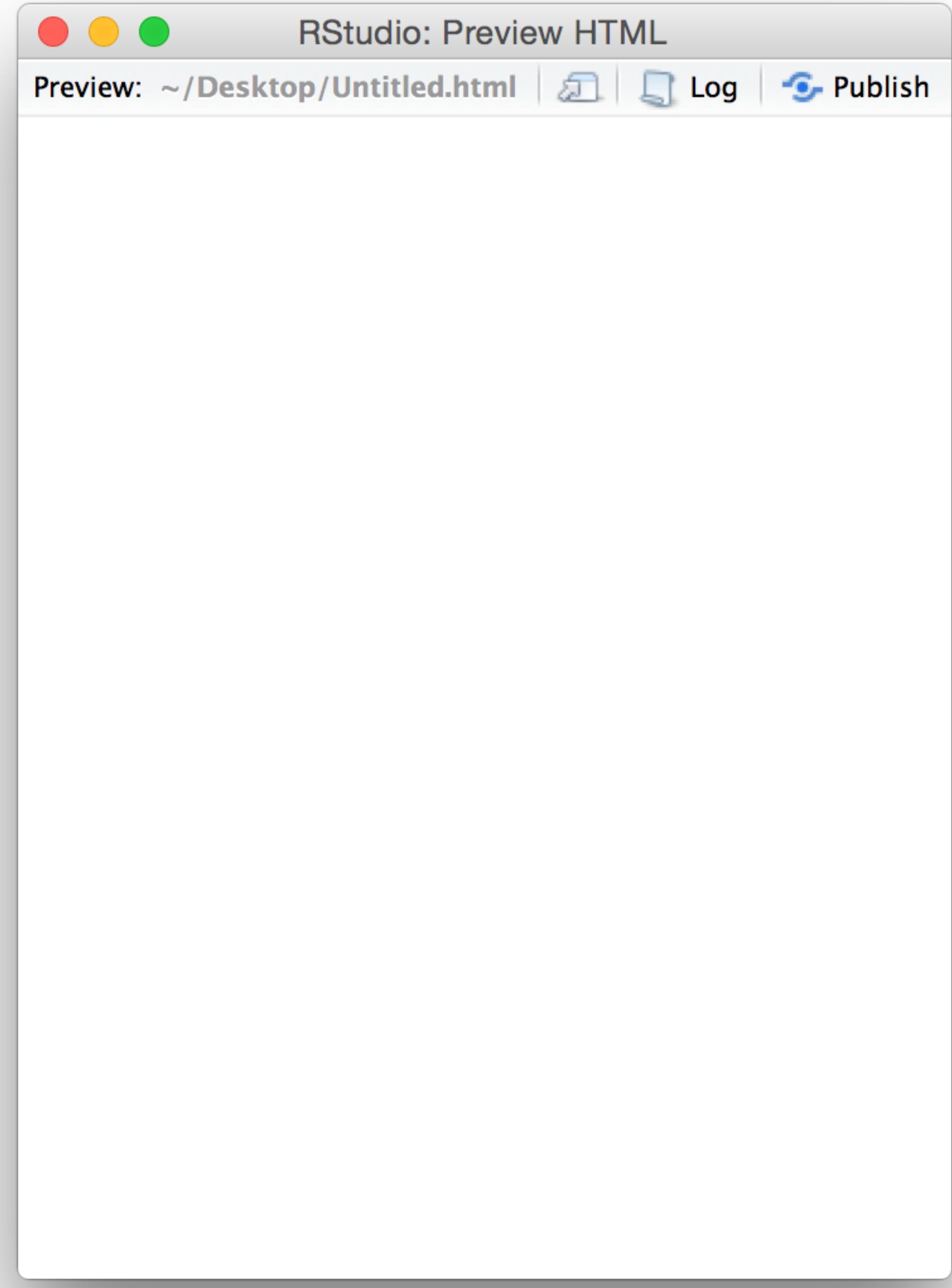
```
plotOutput("hist")
```

```
<div id="hist" class="shiny-plot-output" style="width: 100% ; height: 400px"></div>
```

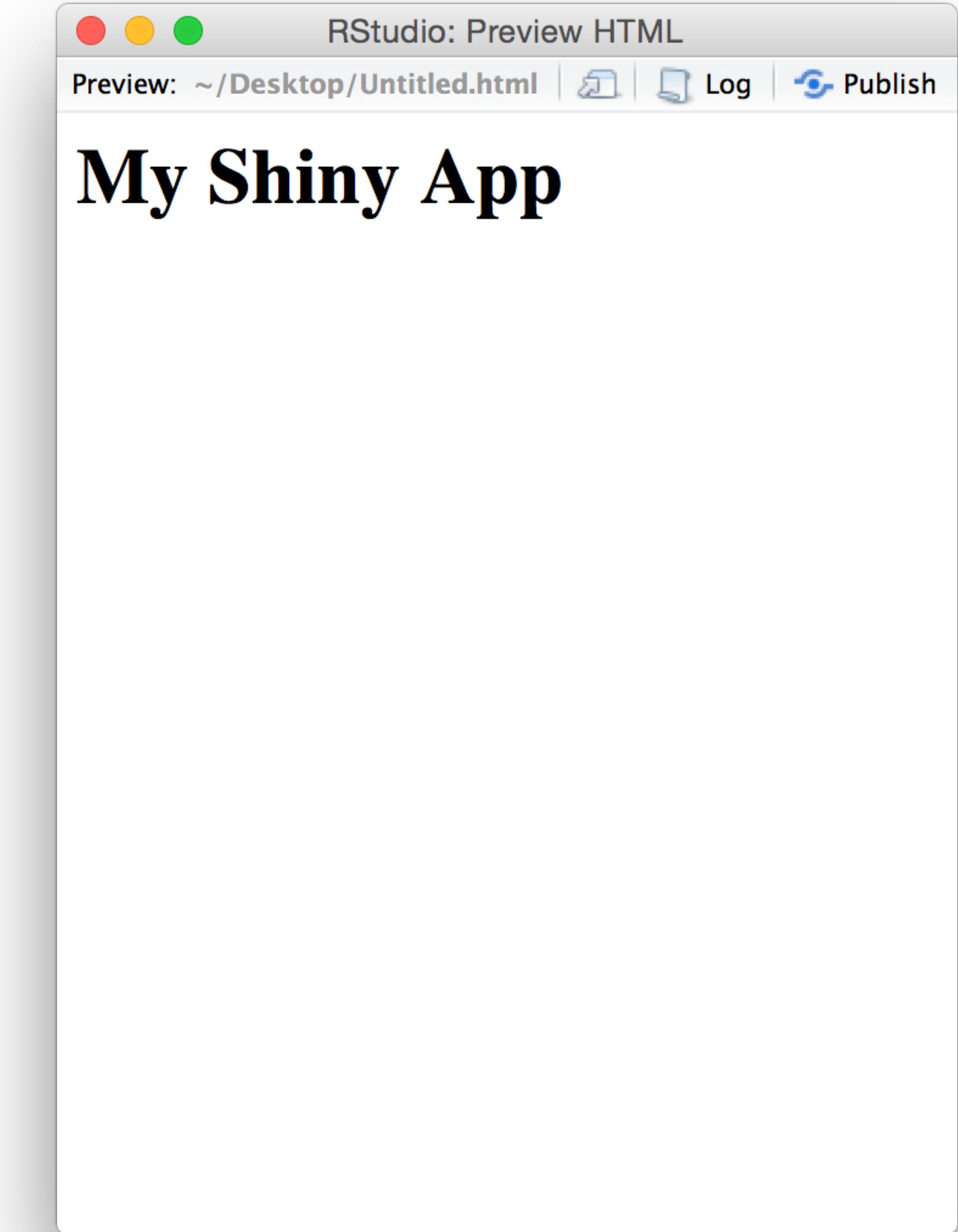
Add
static content

How do you add content to a web page?

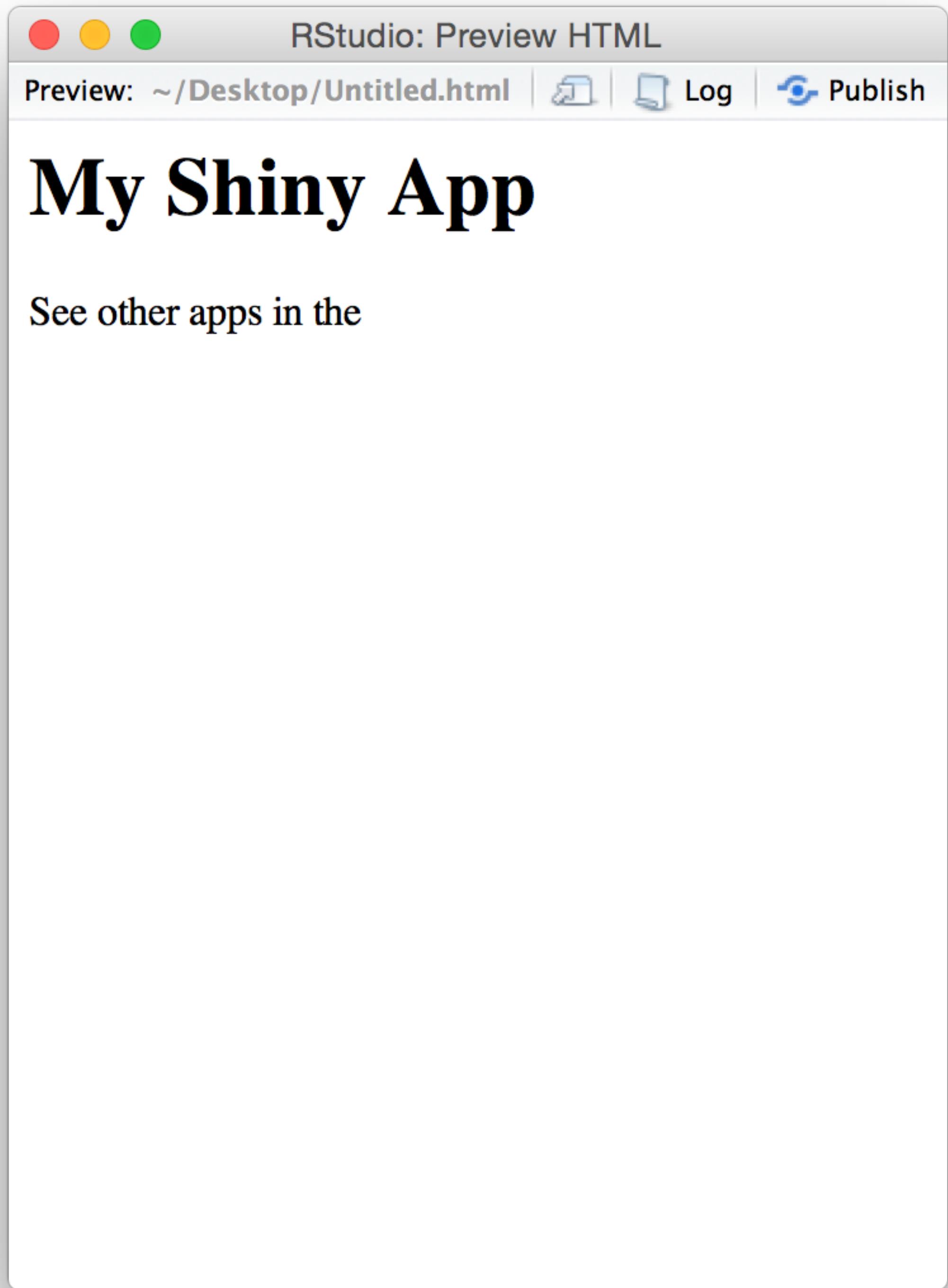
```
<div class="container-fluid">  
  
</div>
```



```
<div class="container-fluid">  
  <h1>My Shiny App</h1>  
</div>
```



```
<div class="container-fluid">  
  <h1>My Shiny App</h1>  
  <p>See other apps in the  
    </p>  
</div>
```



```
<div class="container-fluid">  
  <h1>My Shiny App</h1>  
  <p>See other apps in the  
    <a href="http://www.rstudio.com/  
      products/shiny/shiny-user-  
      showcase/">Shiny Showcase</a>  
  </p>  
</div>
```

RStudio: Preview HTML

Preview: ~/Desktop/Untitled.html | Log | Publish

My Shiny App

See other apps in the [Shiny Showcase](#)

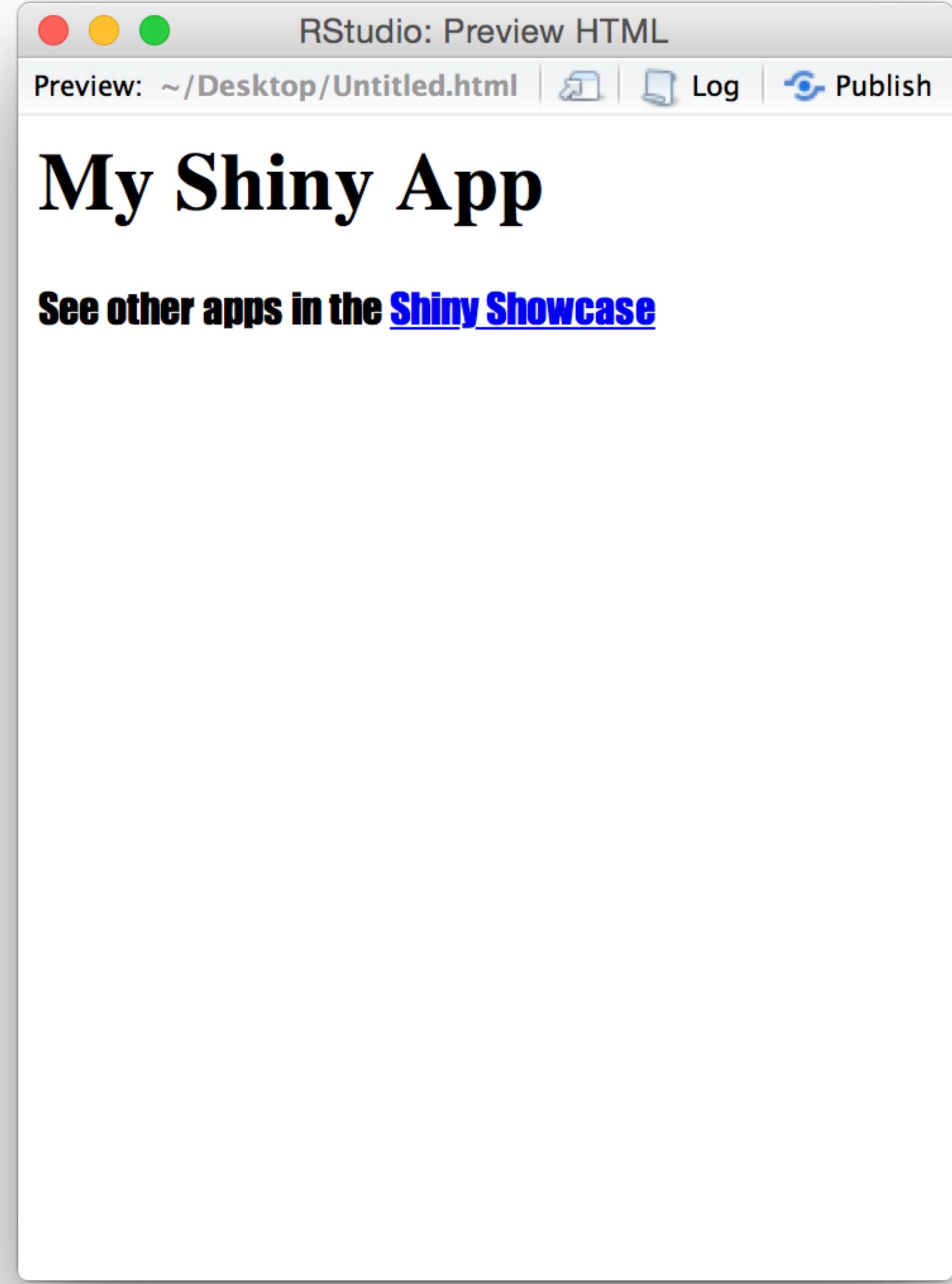
```
<div class="container-fluid">  
  <h1>My Shiny App</h1>  
  <p style="font-family:Impact">  
    See other apps in the  
    <a href="http://www.rstudio.com/  
      products/shiny/shiny-user-  
      showcase/">Shiny Showcase</a>  
  </p>  
</div>
```

RStudio: Preview HTML

Preview: ~/Desktop/Untitled.html | Log | Publish

My Shiny App

See other apps in the [Shiny Showcase](#)

A screenshot of the RStudio Preview HTML interface. The title bar says "RStudio: Preview HTML". Below it, "Preview: ~/Desktop/Untitled.html" is shown along with icons for Log and Publish. The main content area displays the rendered HTML from the code on the left. It features a large, bold, dark font header "My Shiny App". Below it is a paragraph with black text: "See other apps in the [Shiny Showcase](#)". The "Shiny Showcase" link is blue and underlined, matching the color of the "style" attribute in the original code.

How do you add content to a web page?

When writing HTML, you add content with **tags**.

`<h1></h1>`

`<a>`

How do you add content to a web page?

When writing R, you add content with **tags** functions.

`tags$h1()` ↔ `<h1></h1>`

`tags$a()` ↔ `<a>`

Shiny HTML tag functions

Shiny provides R functions to recreate HTML tags.

`tags$h1()`  `<h1></h1>`

`tags$a()`  `<a>`

tags

Each element of the tags list is a function that recreates an html tag.

names(tags)

```
## [1] "a"          "abbr"       "address"    "area"  
## [5] "article"    "aside"      "audio"      "b"  
## [9] "base"       "bdi"        "bdo"        "blockquote"  
## [13] "body"       "br"         "button"     "canvas"  
## [17] "caption"    "cite"       "code"       "col"  
## [21] "colgroup"   "command"    "data"       "datalist"  
## [25] "dd"         "del"        "details"    "dfn"  
## [29] "div"        "dl"         "dt"         "em"  
## [33] "embed"      "eventsource" "fieldset"   "figcaption"  
## [37] "figure"     "footer"     "form"       "h1"  
## [41] "h2"         "h3"         "h4"         "h5"
```

A list of functions

```
tags$h1
```

```
function (...)  
tag("h1", list(...))  
<environment: namespace:htmltools>
```

```
tags$h1()
```

```
<h1></h1>
```

tags syntax

```
tags$a(href = "www.rstudio.com", "RStudio")
```

the list
named tags

the function/tag name
(followed by parentheses)

named arguments
appear as tag attributes
(set boolean attributes to NA)

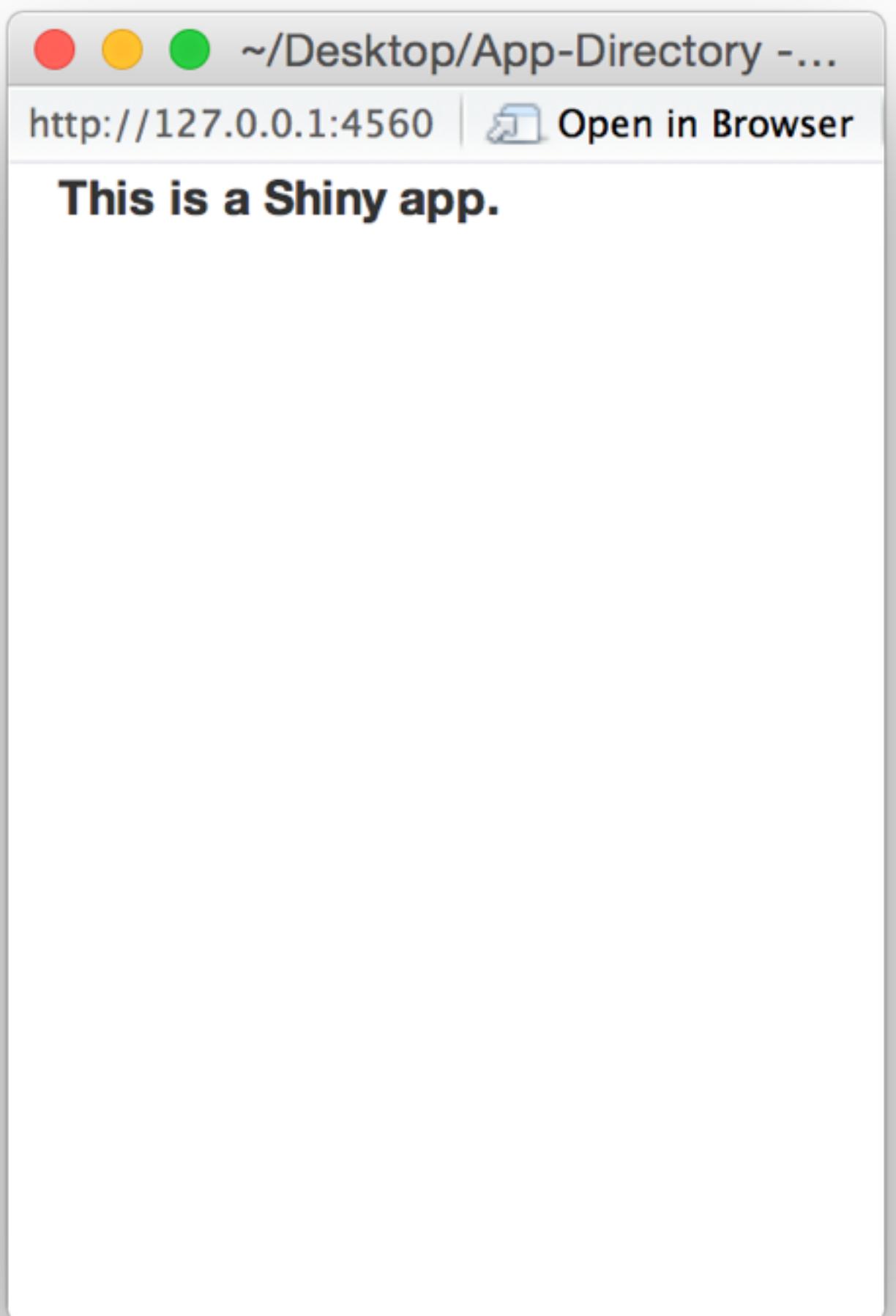
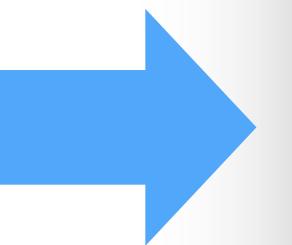
unnamed arguments
appear inside the tags
(call tags\$...() to create nested tags)

```
<a href="www.rstudio.com">RStudio</a>
```

strong()

Strong (**bold**) text

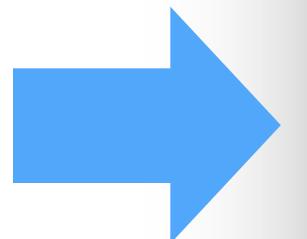
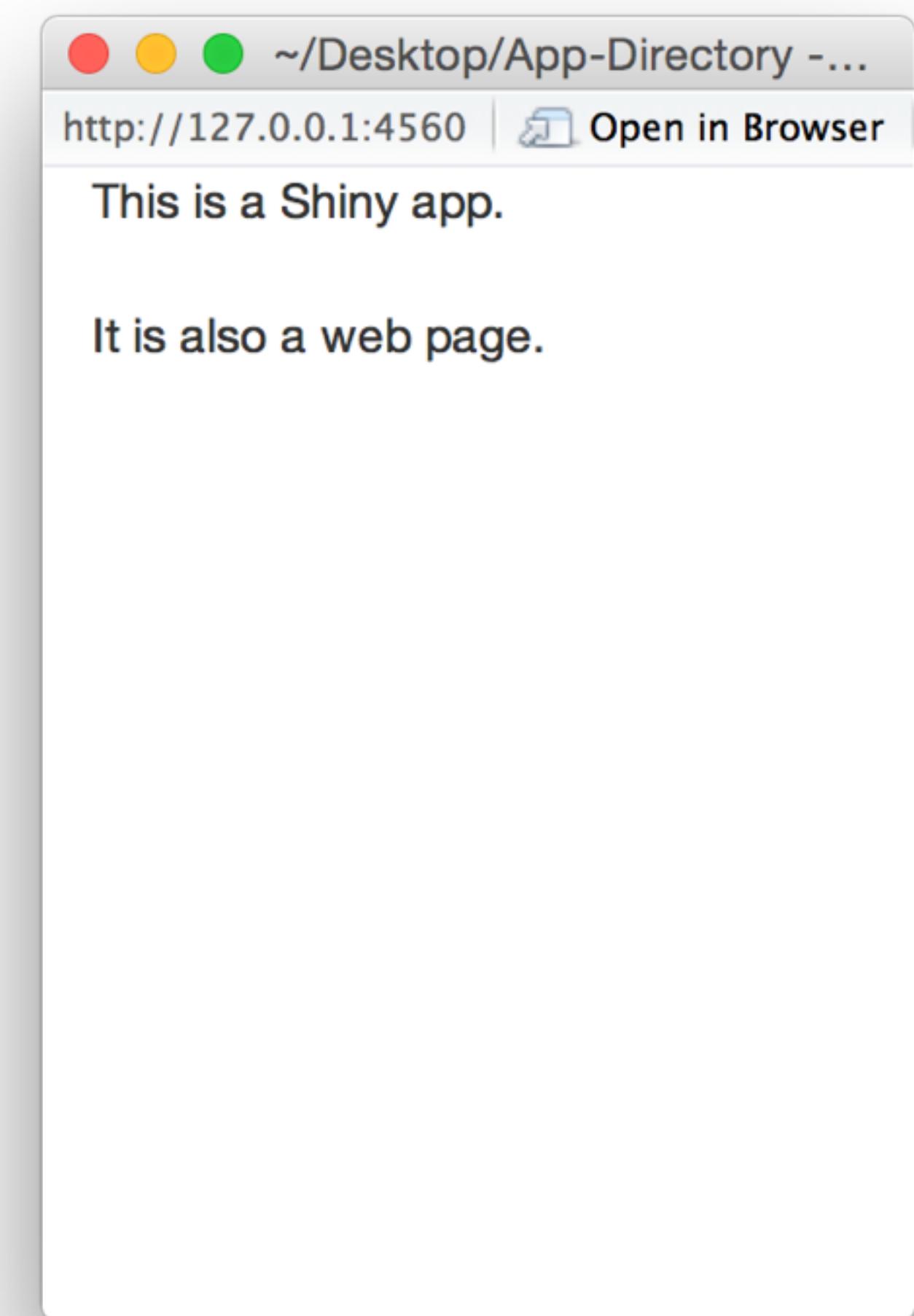
```
fluidPage(  
  tags$strong("This is a Shiny app.")  
)
```



br()

A line break

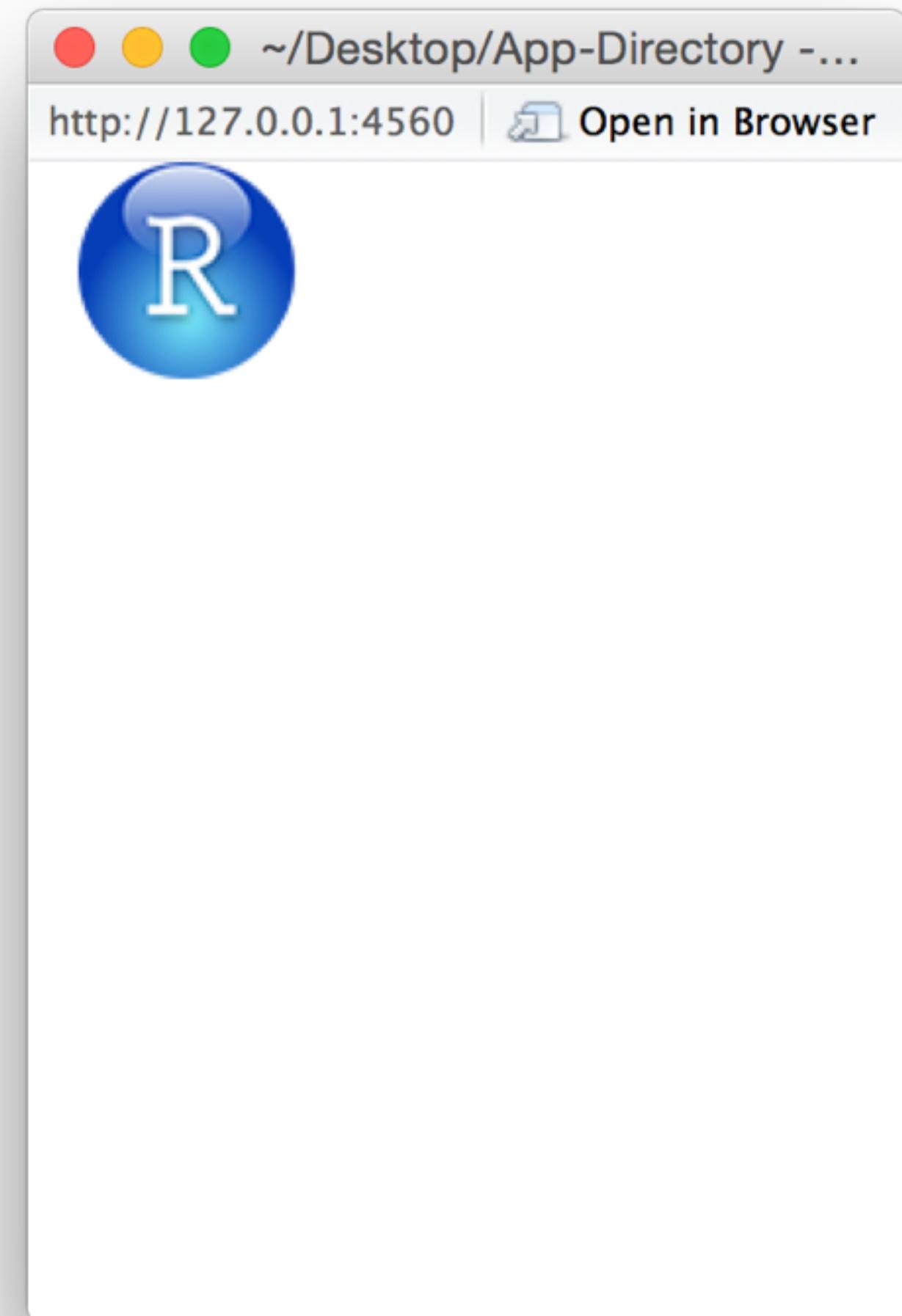
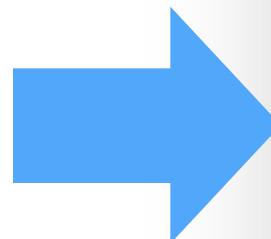
```
fluidPage(  
  "This is a Shiny app.",  
  tags$br(),  
  "It is also a web page."  
)
```



img()

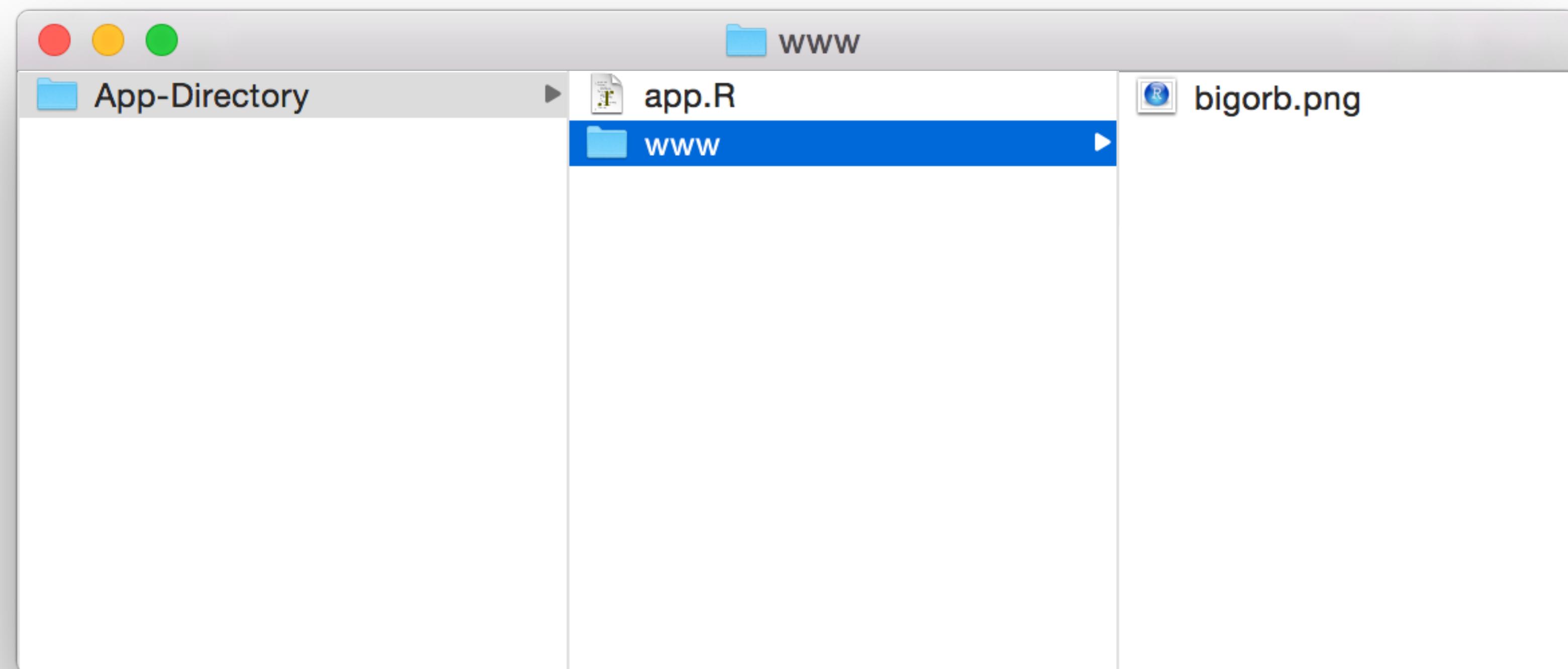
Add an image. Use **src** argument to point to the image URL.

```
fluidPage(  
  tags$img(height = 100,  
            width = 100,  
            src = "http://www.rstudio.com/  
                    images/RStudio.2x.png")  
)
```



Adding Images

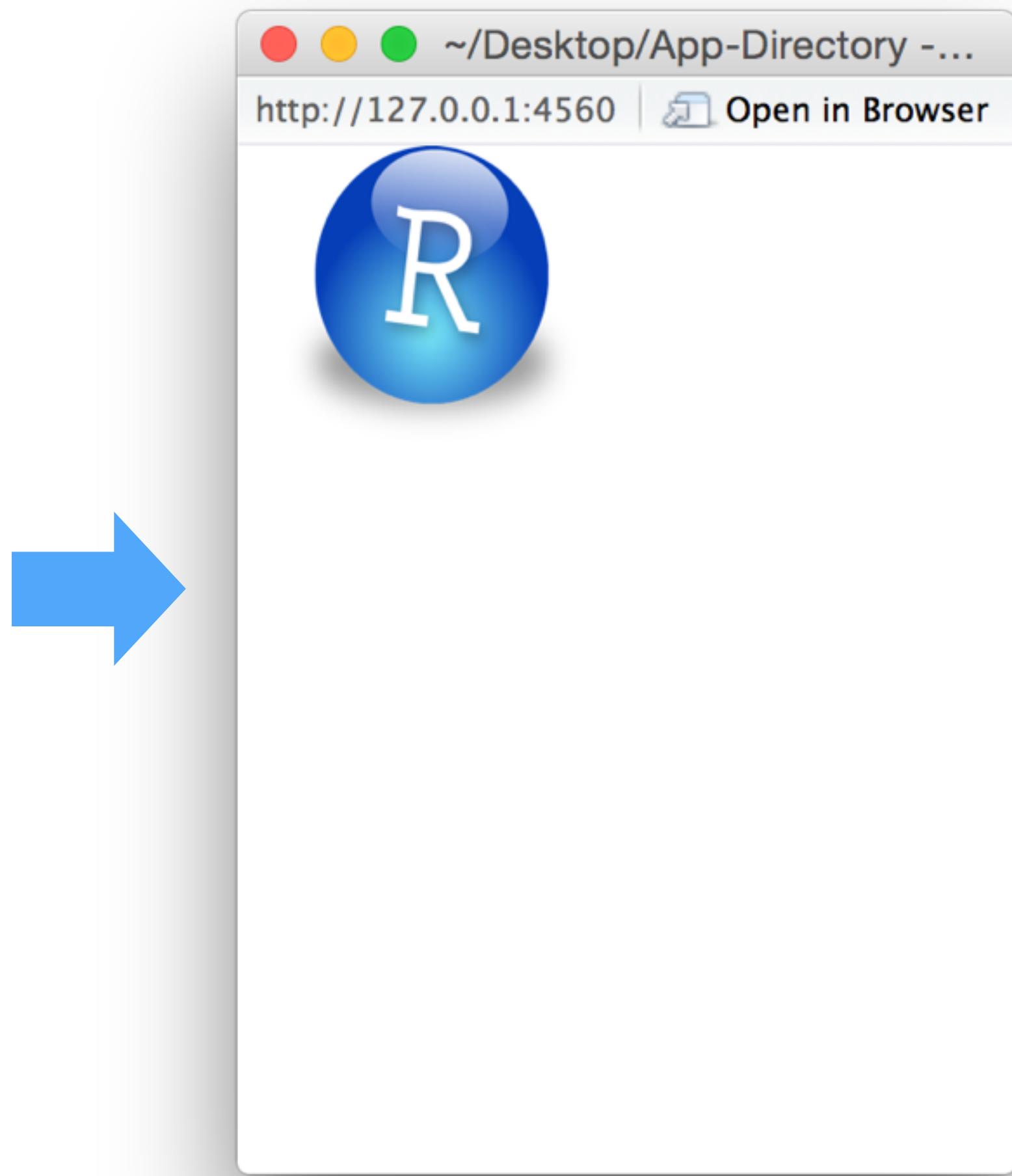
To add an image from a file, save the file in a subdirectory named **www**



img()

Add an img from a file in www

```
fluidPage(  
  tags$img(height = 100,  
            width = 100,  
            src = "bigorb.png")  
)
```



Some tags functions come with a wrapper function, so you do not need to call tags\$

```
h1
```

```
function (...)  
tags$h1(...)  
<environment: namespace:htmltools>
```

Function	Creates
a()	A Hyperlink
br()	A line break
code()	Text formatted like computer code
em()	Italicized (emphasized) text
h1(), h2(), h3(), h4(), h5(), h6()	Headers (First level to sixth)
hr()	A horizontal rule (line)
img()	An image
p()	A new paragraph
strong()	Bold (strong) text

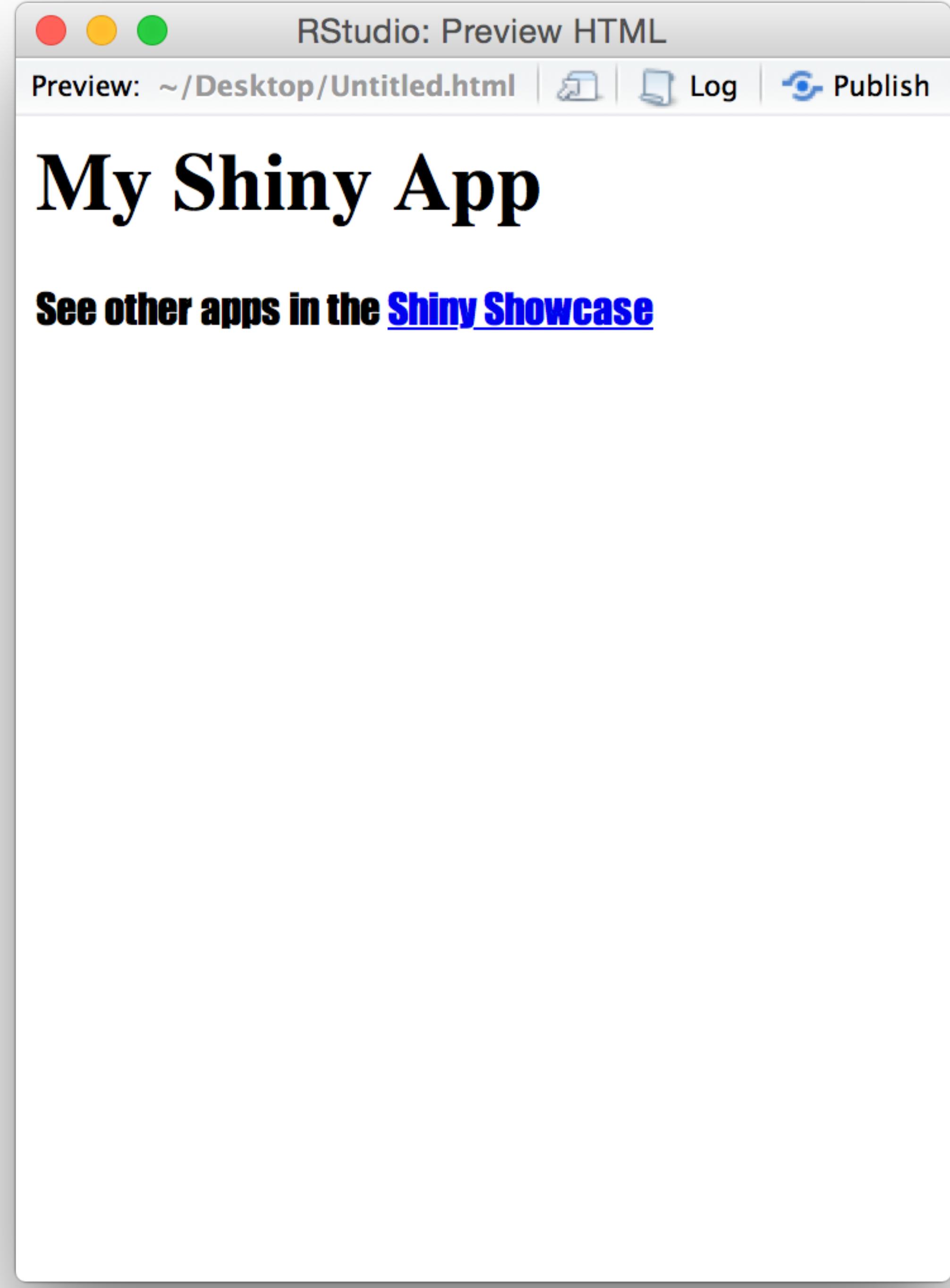
```
<div class="container-fluid">  
  <h1>My Shiny App</h1>  
  <p style="font-family:Impact">  
    See other apps in the  
    <a href="http://www.rstudio.com/  
      products/shiny/shiny-user-  
      showcase/">Shiny Showcase</a>  
  </p>  
</div>
```

RStudio: Preview HTML

Preview: ~/Desktop/Untitled.html | Log | Publish

My Shiny App

See other apps in the [Shiny Showcase](#)



The screenshot shows the RStudio Preview HTML interface. The title bar says "RStudio: Preview HTML". Below it, the preview path is "Preview: ~/Desktop/Untitled.html". There are icons for Log and Publish. The main content area displays the rendered HTML. It features a large, bold, dark blue header "My Shiny App". Below the header is a paragraph in black font: "See other apps in the [Shiny Showcase](#)". The "Shiny Showcase" link is highlighted in blue with an underline.

```
fluidPage(  
  h1("My Shiny App"),  
  <p style="font-family:Impact">  
    See other apps in the  
    <a href="http://www.rstudio.com/  
      products/shiny/shiny-user-  
      showcase/">Shiny Showcase</a>  
  </p>  
)
```

RStudio: Preview HTML

Preview: ~/Desktop/Untitled.html | Log | Publish

My Shiny App

See other apps in the [Shiny Showcase](#)

```
fluidPage(
```

```
<div class="container-fluid">
  <h1>My Shiny App</h1>
  <p style="font-family:Impact">
    See other apps in the
    <a href="http://www.rstudio.com/
      products/shiny/shiny-user-
      showcase/">Shiny Showcase</a>
  </p>
```

```
</div>
```

```
)
```

My Shiny App

See other apps in the [Shiny Showcase](#)

http://127.0.0.1:4560 | Open in Browser | Publish

```
fluidPage(  
  HTML(  
    '<div class="container-fluid">  
      <h1>My Shiny App</h1>  
      <p style="font-family:Impact">  
        See other apps in the  
        <a href="http://www.rstudio.com/  
          products/shiny/shiny-user-  
          showcase/">Shiny Showcase</a>  
      </p>  
    </div>'  
  )  
)
```

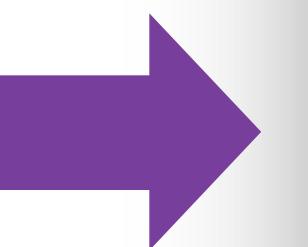
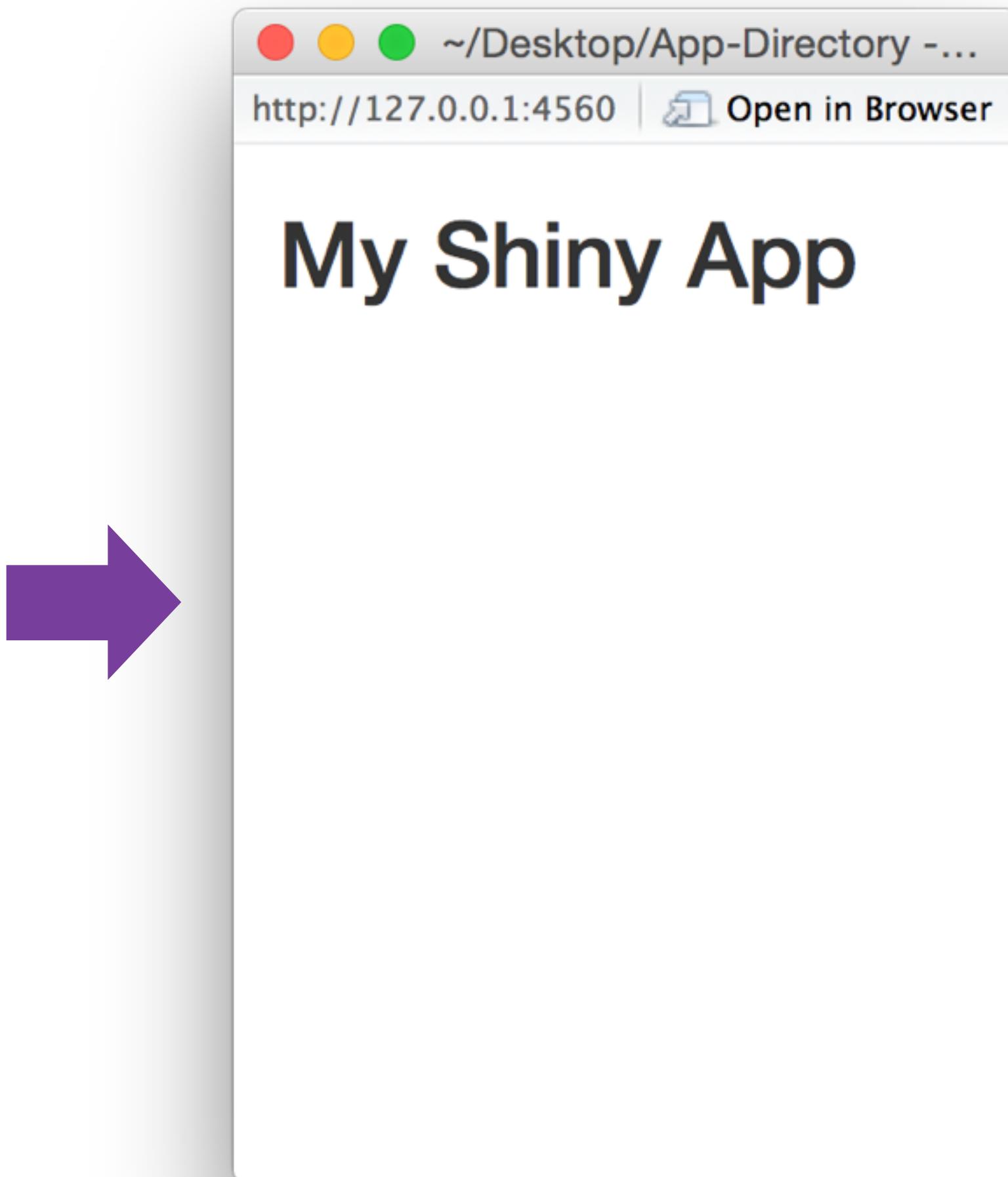
My Shiny App

See other apps in the [Shiny Showcase](#)

Raw HTML

Use `HTML()` to pass a character string as raw HTML

```
fluidPage(  
  HTML("<h1>My Shiny App</h1>")  
)
```



HTML UI

shiny.rstudio.com/articles/html-ui.html

Build your entire UI from HTML

```
<html>

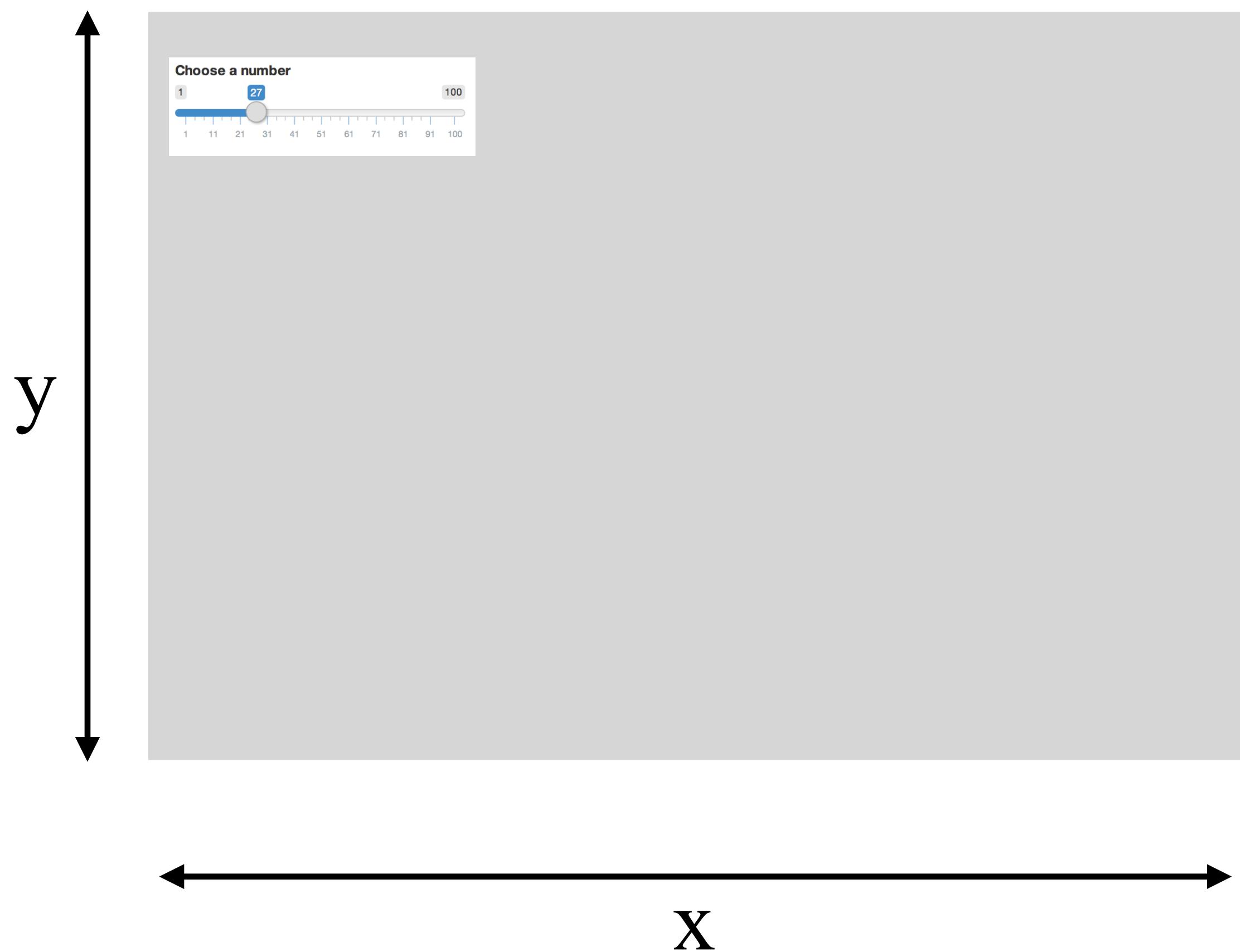
  <head>
    <script src="shared/jquery.js" type="text/javascript"></script>
    <script src="shared/shiny.js" type="text/javascript"></script>
    <link rel="stylesheet" type="text/css" href="shared/shiny.css"/>
  </head>

  <body>
    <h1>HTML UI</h1>

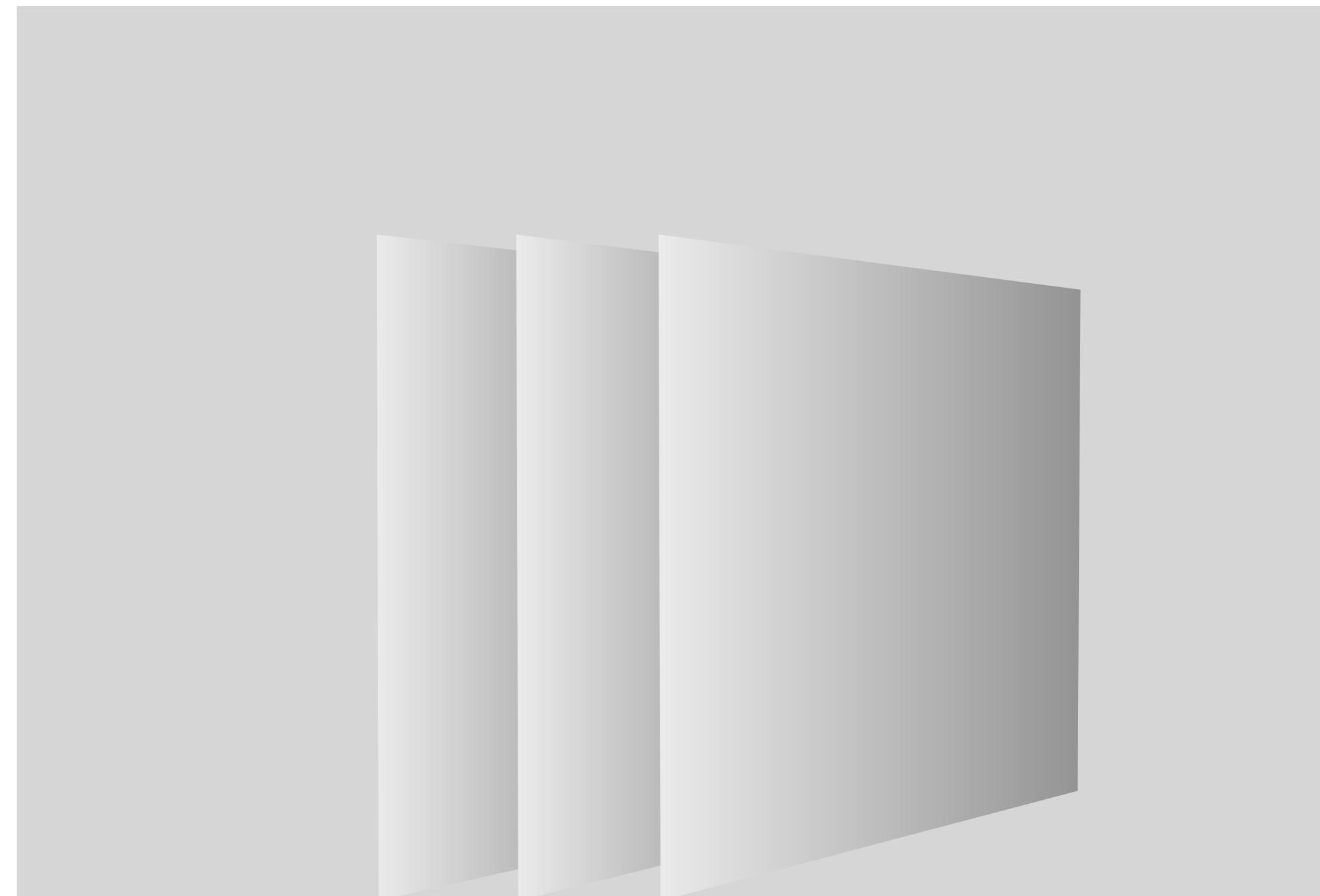
    <p>
      <label>Distribution type:</label><br />
```

Create a
layout

Use layout functions to position elements within your app



Use layout functions to position elements within your app



Layout functions

Add HTML that divides the UI into a grid

`fluidRow()`

```
<div class="row"></div>
```

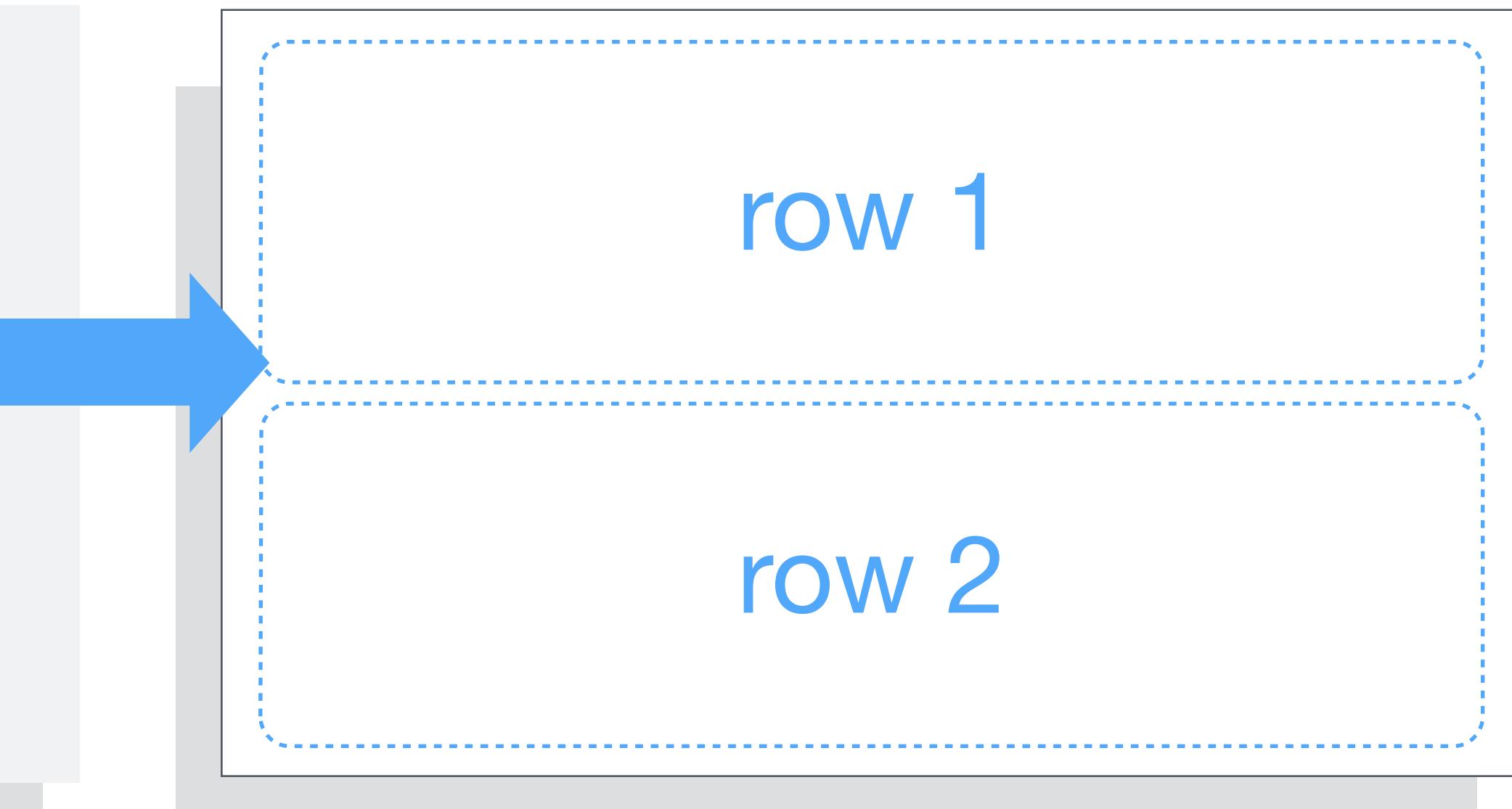
`column(width = 2)`

```
<div class="col-sm-2"></div>
```

fluidRow()

`fluidRow()` adds rows to the grid. Each new row goes below the previous rows.

```
ui <- fluidPage(  
  fluidRow(),  
  fluidRow()  
)
```

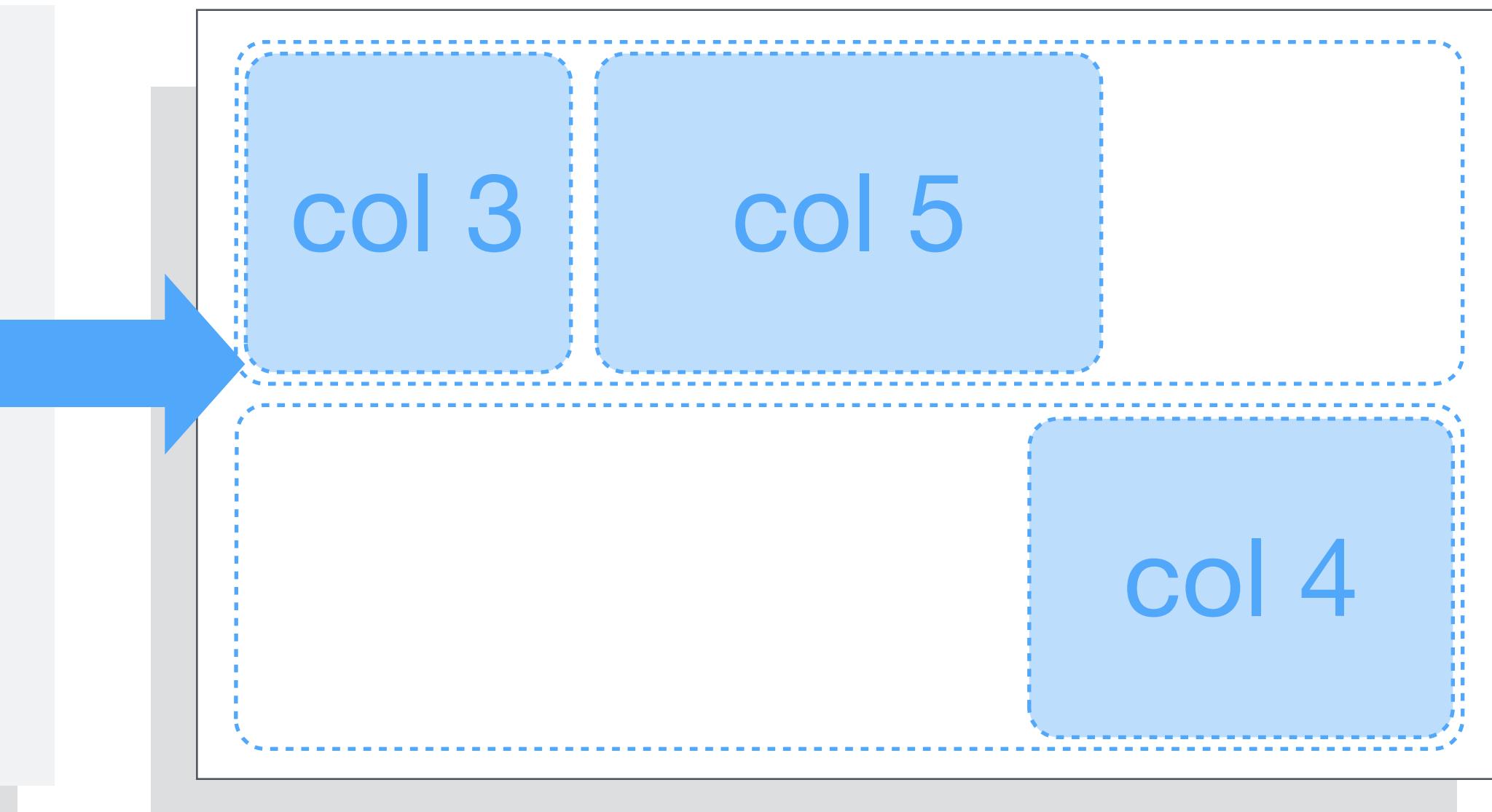


column()

column() adds columns within a row. Each new column goes to the left of the previous column.

Specify the **width** and **offset** of each column out of 12

```
ui <- fluidPage(  
  fluidRow(  
    column(3),  
    column(5)),  
  fluidRow(  
    column(4, offset = 8))
```



To place an element in the grid, call it as an argument of a layout function

`fluidRow()`

```
<div class="row"></div>
```

`column(2)`

```
<div class="col-sm-2">  
</div>
```

To place an element in the grid, call it as an argument of a layout function

```
fluidRow("In the row")
```

```
<div class="row"></div>
```

```
column(2)
```

```
<div class="col-sm-2">  
</div>
```

To place an element in the grid, call it as an argument of a layout function

```
fluidRow("In the row")
```

```
<div class="row">In the row</div>
```

```
column(2)
```

```
<div class="col-sm-2">  
</div>
```

To place an element in the grid, call it as an argument of a layout function

```
fluidRow("In the row")
```

```
<div class="row">In the row</div>
```

```
column(2, plotOutput("hist"))
```

```
<div class="col-sm-2">  
</div>
```

To place an element in the grid, call it as an argument of a layout function

```
fluidRow("In the row")
```

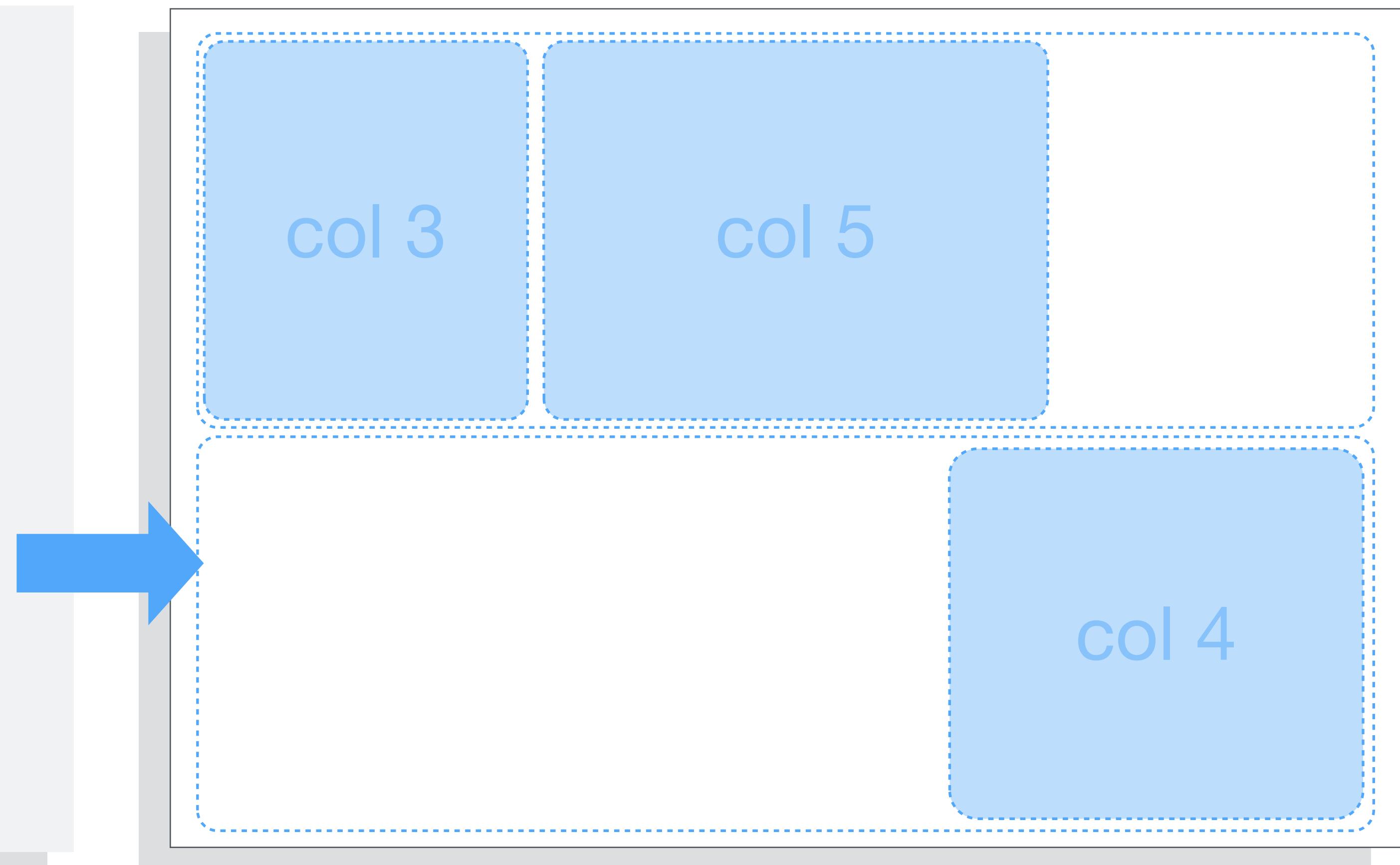
```
<div class="row">In the row</div>
```

```
column(2, plotOutput("hist"))
```

```
<div class="col-sm-2">  
  <div id="hist" class="shiny-plot-output"  
    style="width: 100% ; height: 400px"></div>  
</div>
```

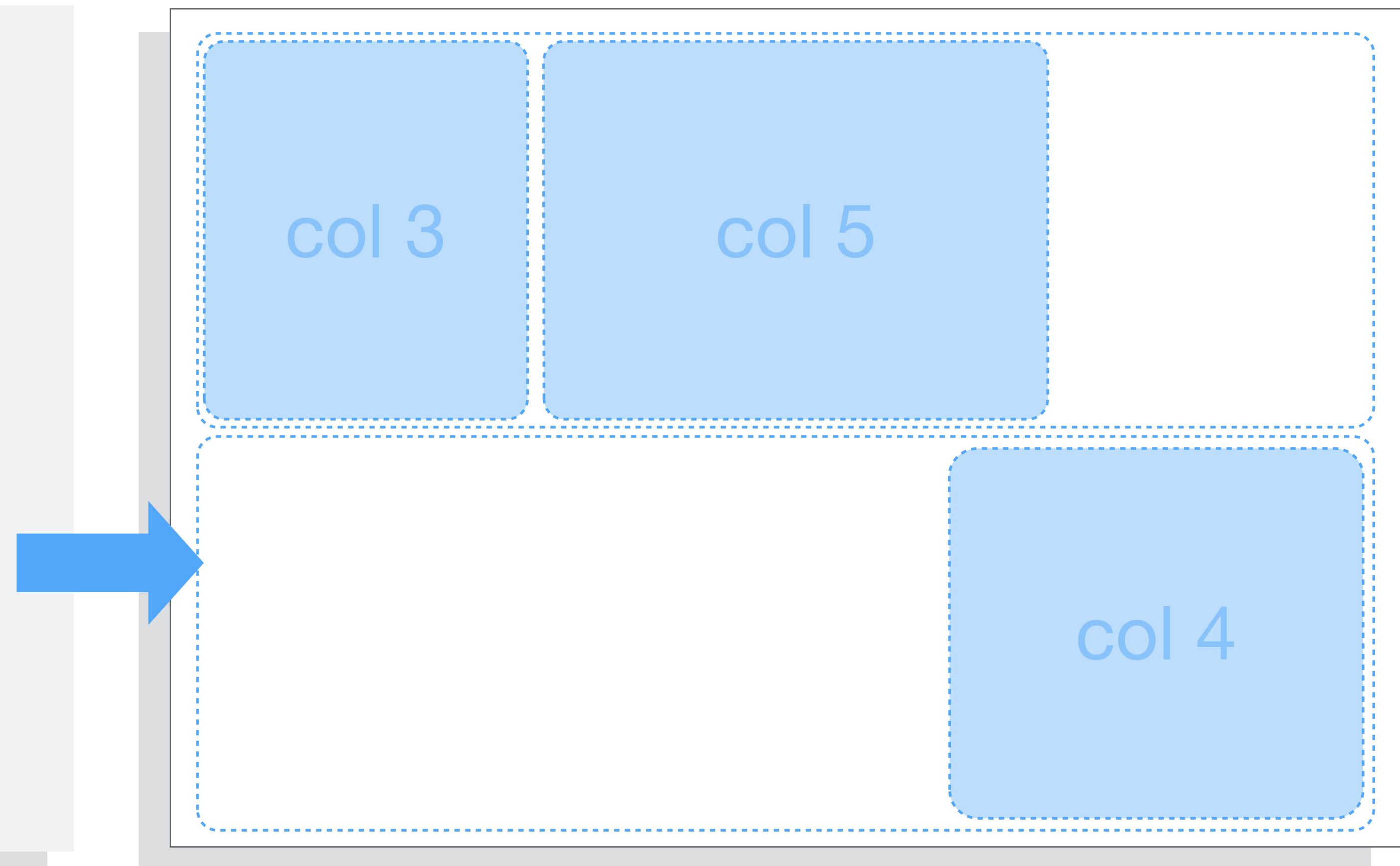
To place an element in the grid, call it as an argument of a layout function

```
fluidPage(  
  fluidRow(  
    column(3),  
    column(5)  
,  
  fluidRow(  
    column(4, offset = 8,  
)  
)
```



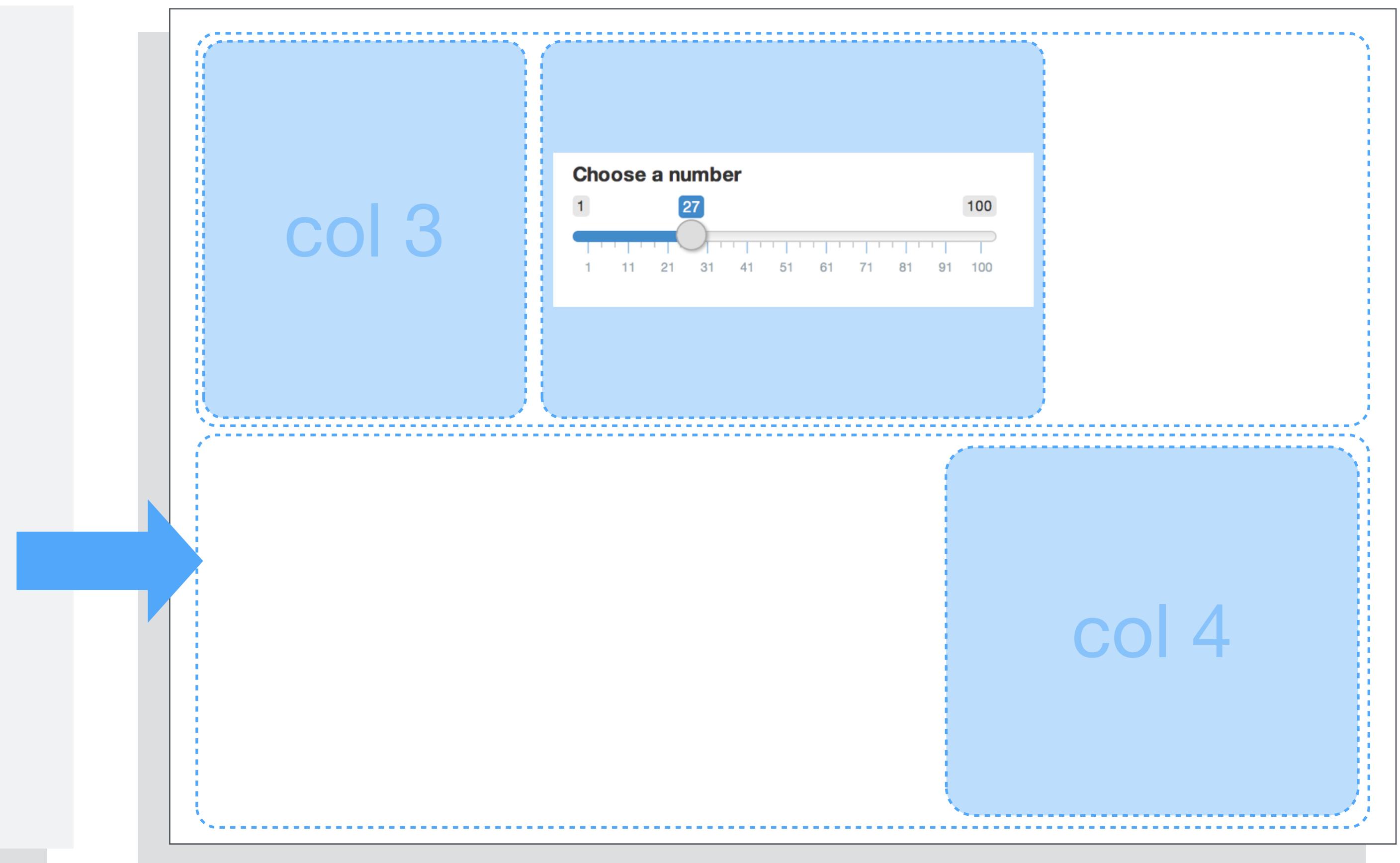
To place an element in the grid, call it as an argument of a layout function

```
fluidPage(  
  fluidRow(  
    column(3),  
    column(5, sliderInput(...))  
  ),  
  fluidRow(  
    column(4, offset = 8)  
  )  
)
```



To place an element in the grid, call it as an argument of a layout function

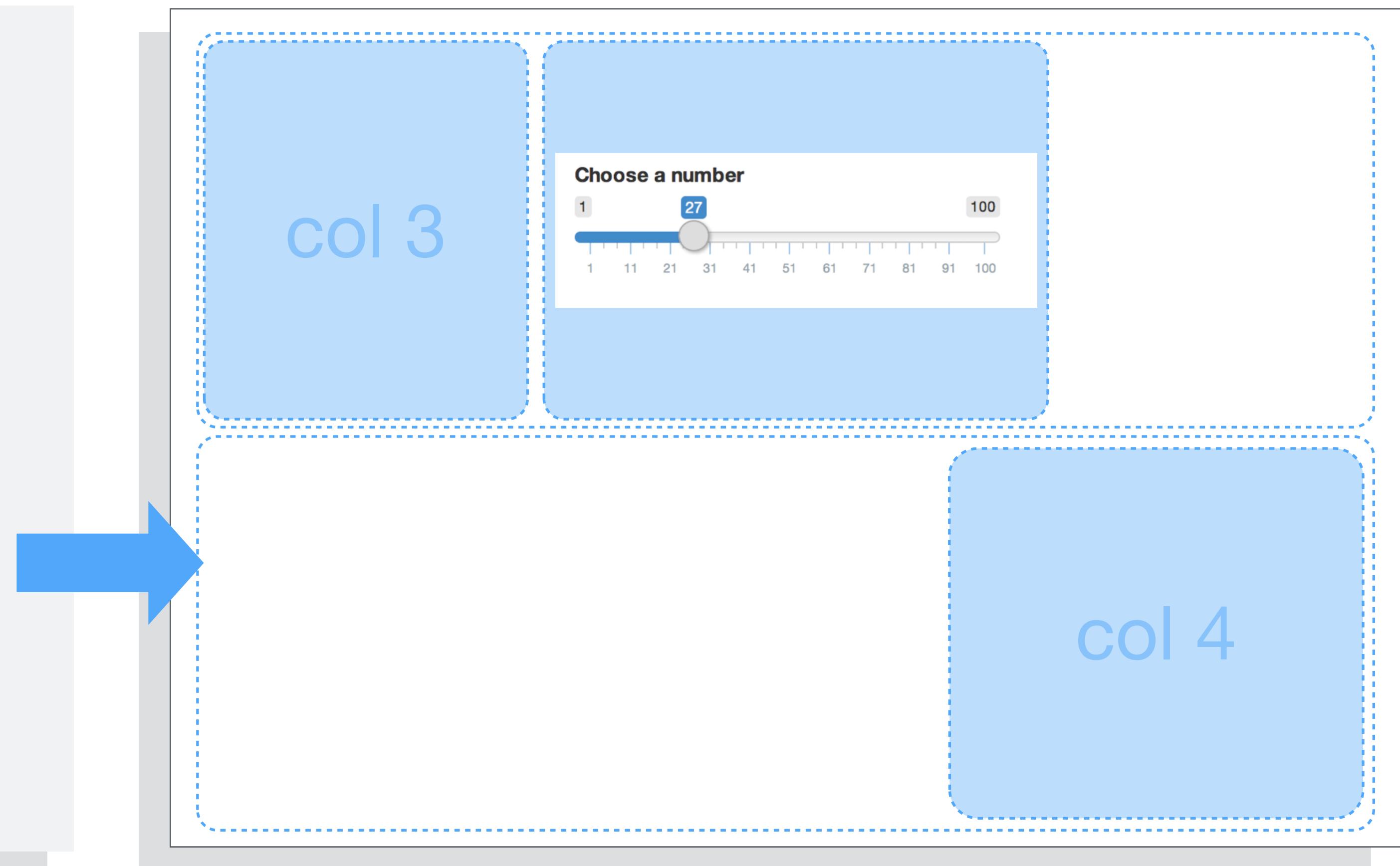
```
fluidPage(  
  fluidRow(  
    column(3),  
    column(5, sliderInput(...))  
),  
  fluidRow(  
    column(4, offset = 8)  
)  
)
```



To place an element in the grid, call it as an argument of a layout function

```
fluidPage(  
  fluidRow(  
    column(3),  
    column(5, sliderInput(...))  
),  
  fluidRow(  
    column(4, offset = 8,  
      plotOutput("hist"))  
)  

```



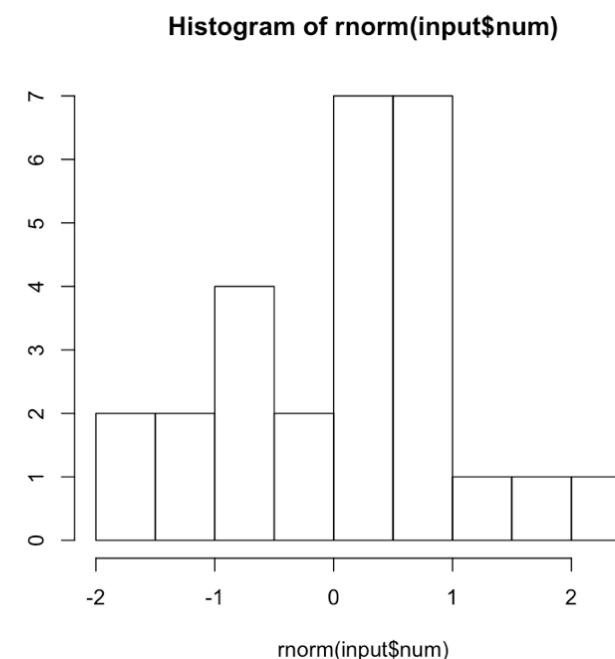
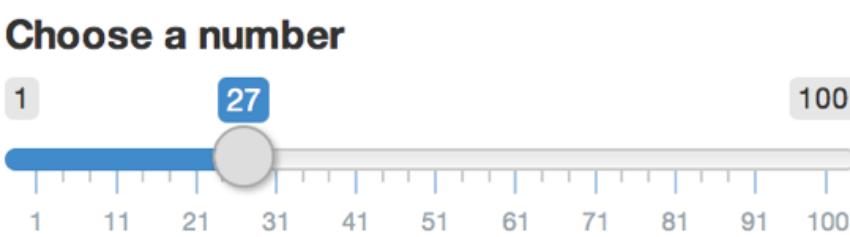
To place an element in the grid, call it as an argument of a layout function

```
fluidPage(  
  fluidRow(  
    column(3),  
    column(5, sliderInput(...))  
  ),  
  fluidRow(  
    column(4, offset = 8,  
      plotOutput("hist"))  
  )  
)
```

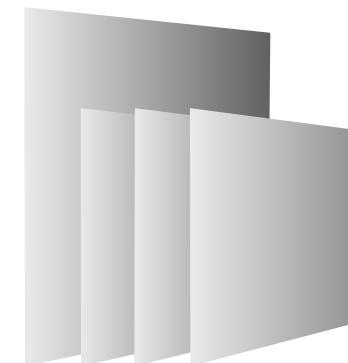


To place an element in the grid, call it as an argument of a layout function

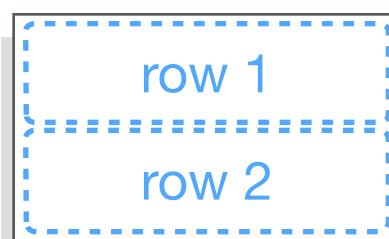
```
fluidPage(  
  fluidRow(  
    column(3),  
    column(5, sliderInput(...))  
  ),  
  fluidRow(  
    column(4, offset = 8,  
          plotOutput("hist"))  
  )  
)  
)
```



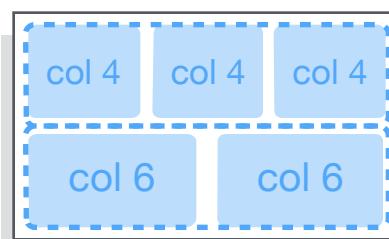
Recap: Layout functions



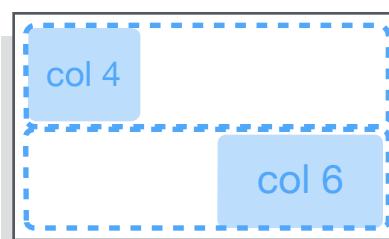
Position elements in a grid, or stack them in layers.



Use **fluidRow()** to arrange elements in rows



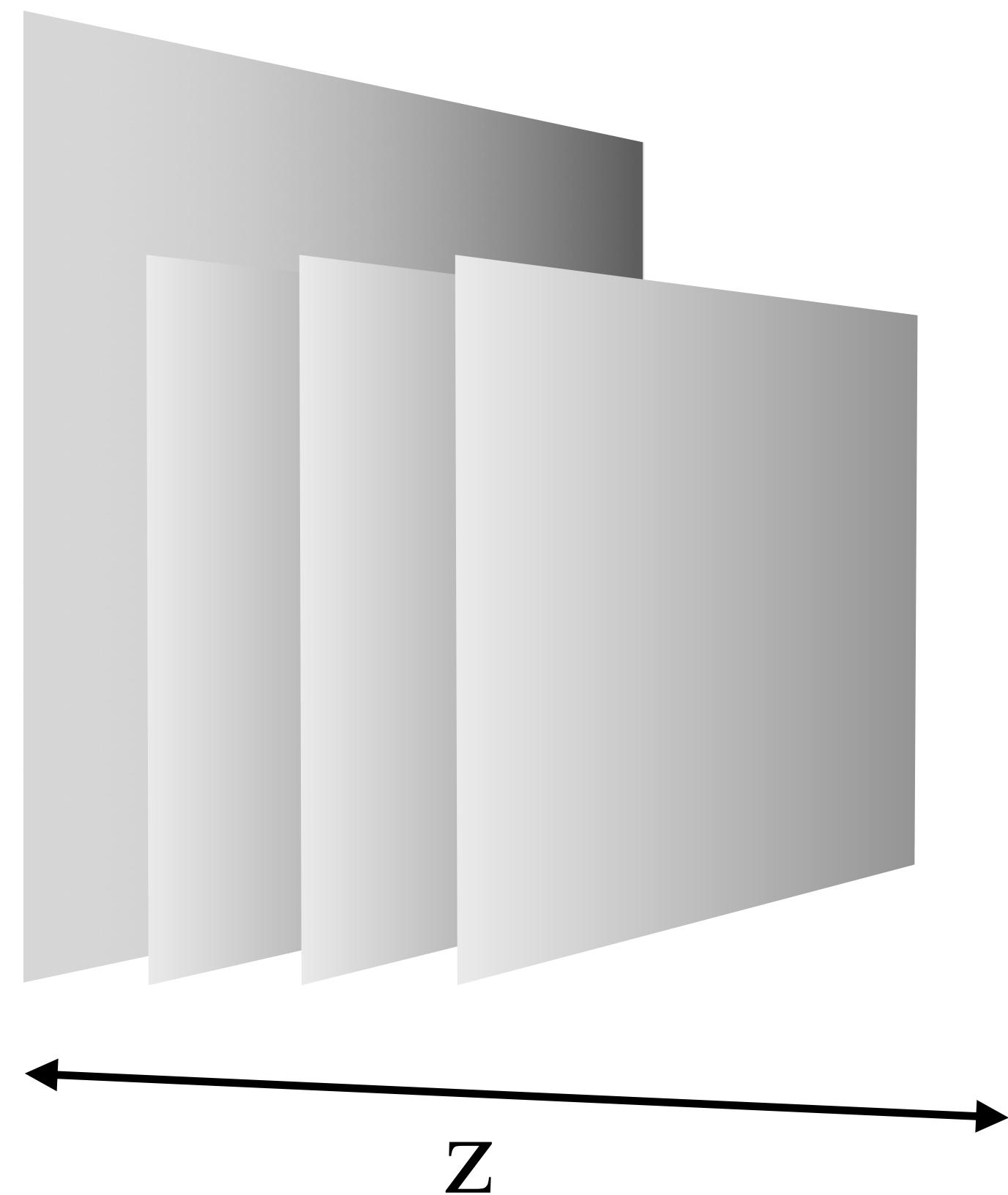
Use **column()** to arrange elements in columns



Column takes **width** and **offset** arguments

**Assemble
layers
of panels**

Use layout functions to position elements within your app

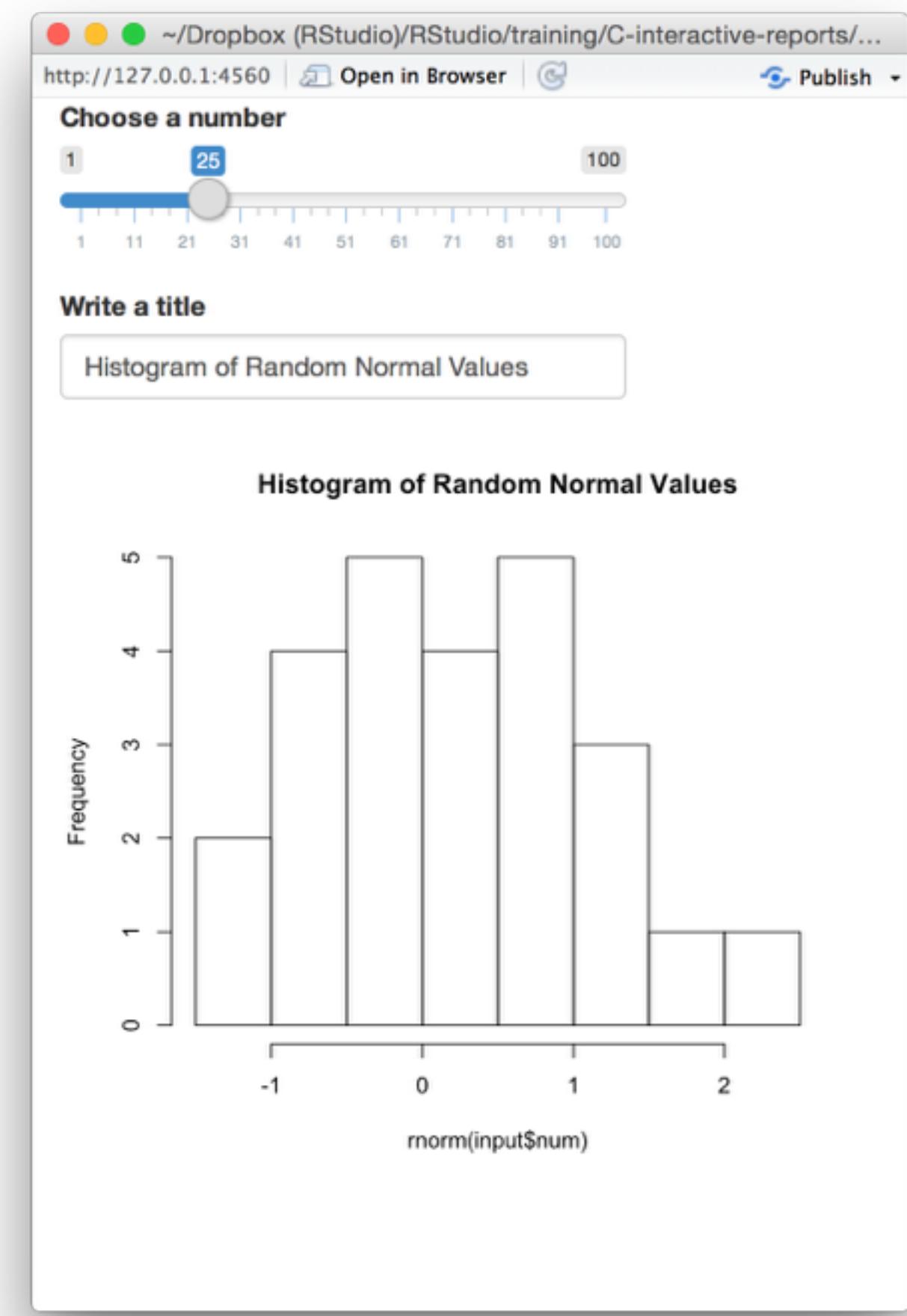
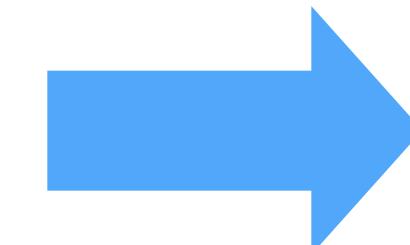


wellPanel()

Groups elements into a grey "well"

```
# 04-well.R
```

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

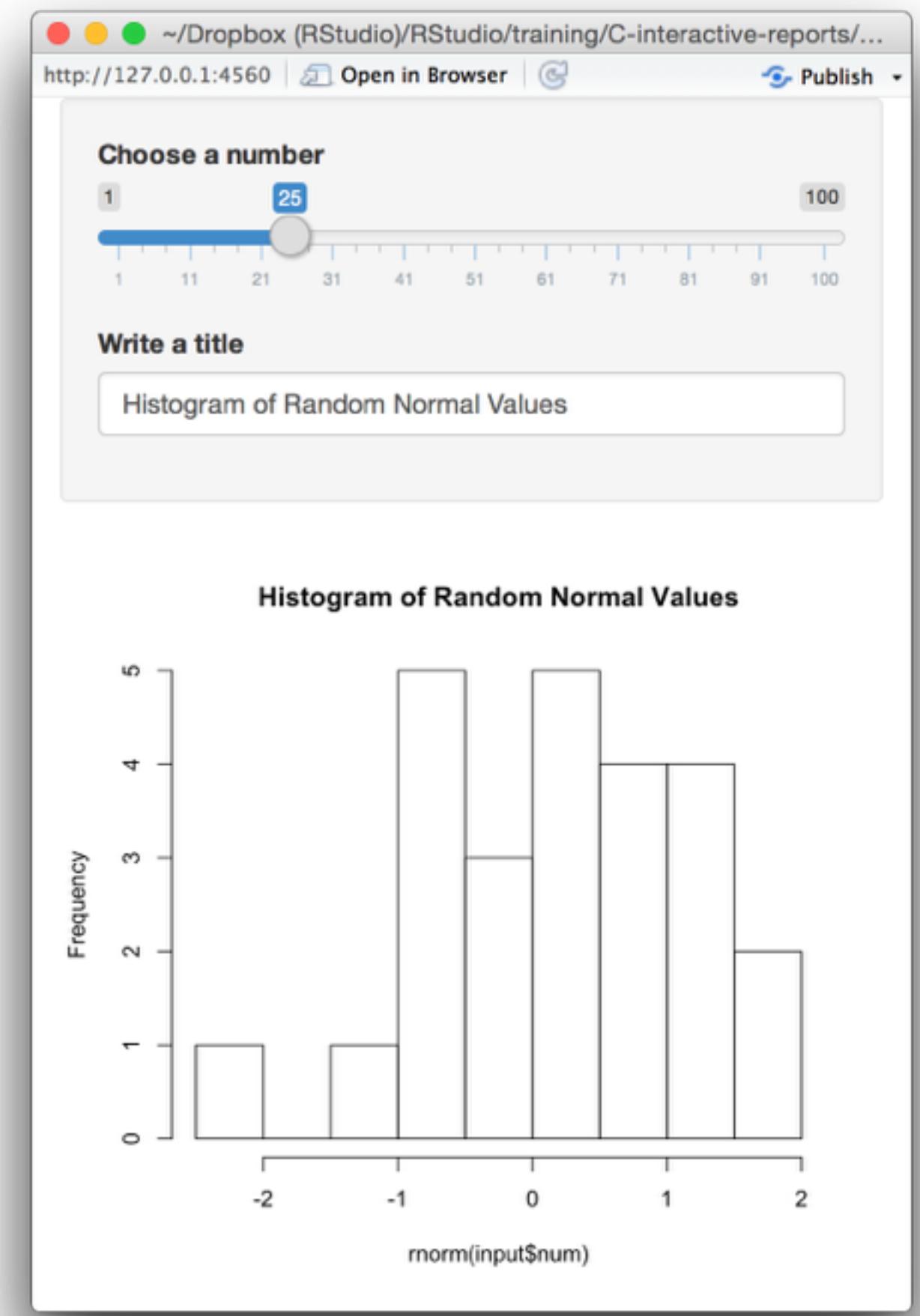
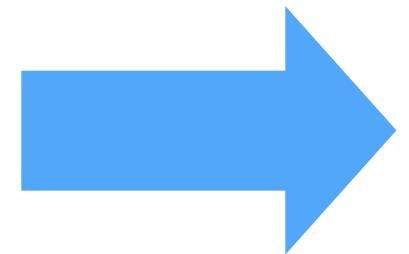


wellPanel()

Groups elements into a grey "well"

```
# 04-well.R

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



absolutePanel()

Panel position set rigidly (absolutely), not fluidly

conditionalPanel()

A JavaScript expression determines whether panel is visible or not.

fixedPanel()

Panel is fixed to browser window and does not scroll with the page

headerPanel()

Panel for the app's title, used with pageWithSidebar()

inputPanel()

Panel with grey background, suitable for grouping inputs

mainPanel()

Panel for displaying output, used with pageWithSidebar()

navlistPanel()

Panel for displaying multiple stacked tabPanels(). Uses sidebar navigation

sidebarPanel()

Panel for displaying a sidebar of inputs, used with pageWithSidebar()

tabPanel()

Stackable panel. Used with navlistPanel() and tabsetPanel()

tabsetPanel()

Panel for displaying multiple stacked tabPanels(). Uses tab navigation

titlePanel()

Panel for the app's title, used with pageWithSidebar()

wellPanel()

Panel with grey background.

tabPanel()

`tabPanel()` creates a stackable layer of elements.
Each tab is like a small UI of its own.

`tabPanel("Tab 1", ...)`

A title
(for navigation)

elements to
appear in the tab

Combine `tabPanel()`'s with one of:

- `tabsetPanel()`
- `navlistPanel()`
- `navbarPage()`

Open “code/code_part_3/05-tabs.R” and run app

tabsetPanel()

`tabsetPanel()` combines tabs into a single *panel*.
Use *tabs* to navigate between tabs.

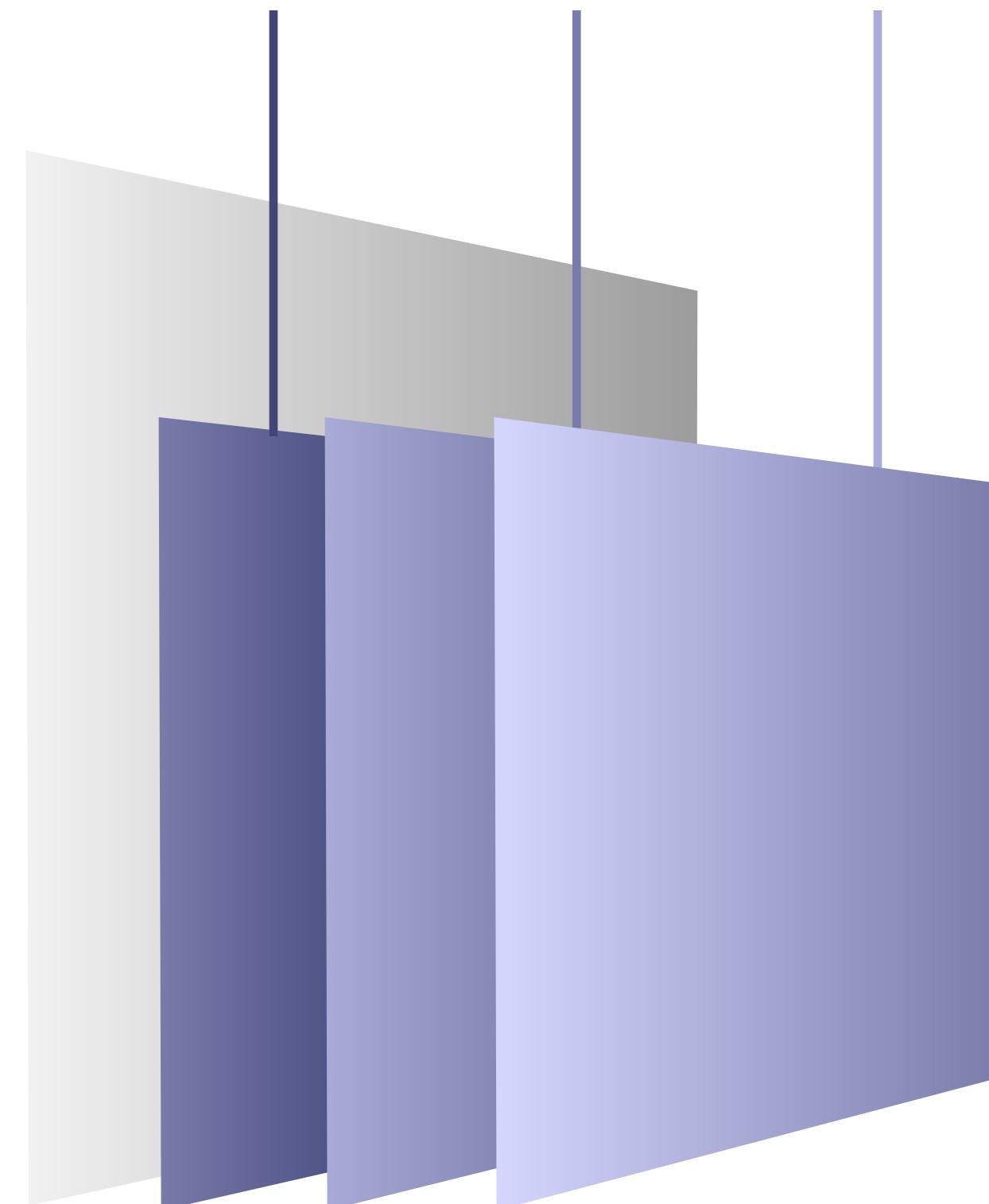
```
fluidPage(  
  tabsetPanel(  
    tabPanel("tab 1", "contents"),  
    tabPanel("tab 2", "contents"),  
    tabPanel("tab 3", "contents")  
  )  
)
```



Navigation

Content

tabPanel **tabPanel** **tabPanel**

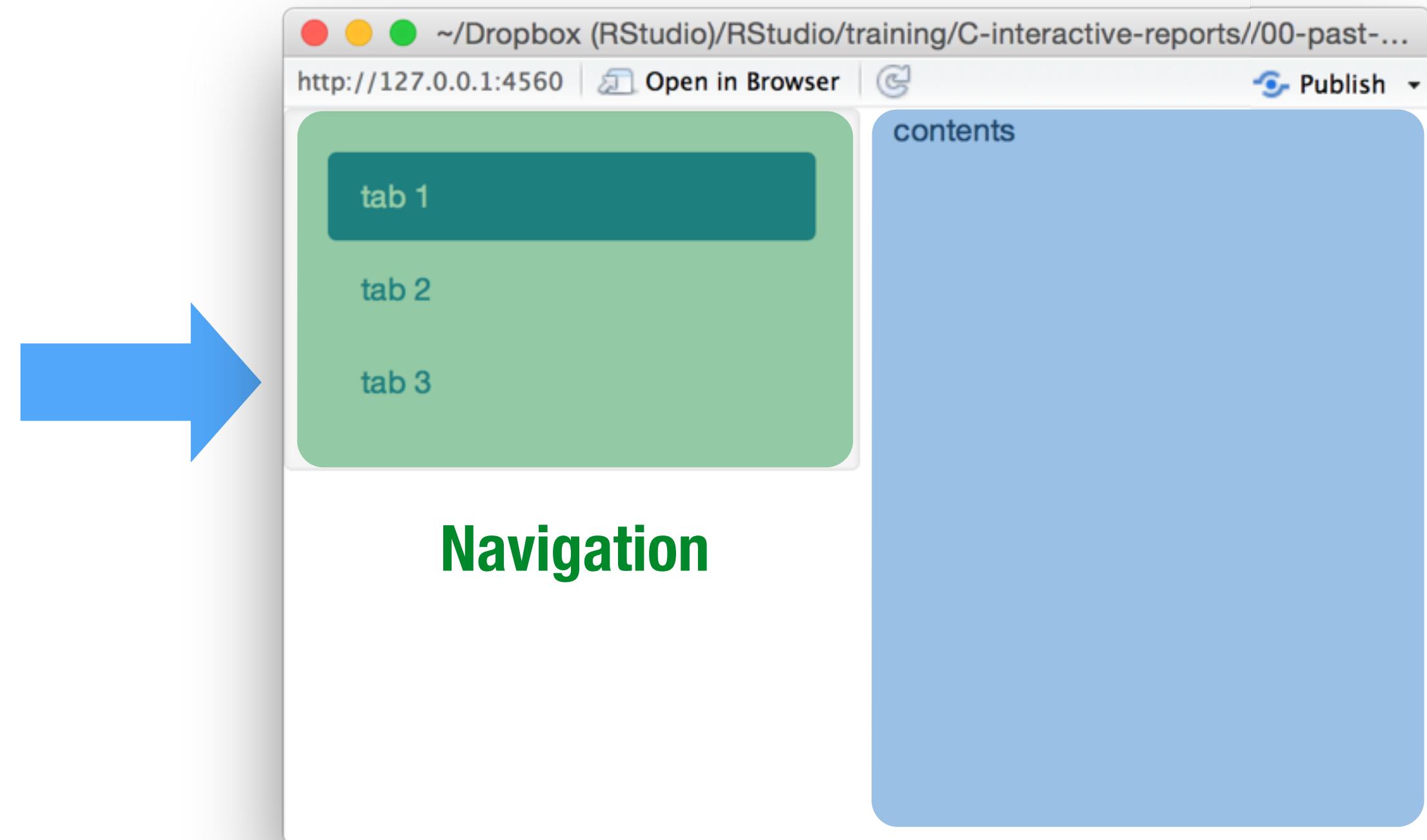


tabsetPanel

navlistPanel()

`navlistPanel()` combines tabs into a single *panel*.
Use *links* to navigate between tabs.

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

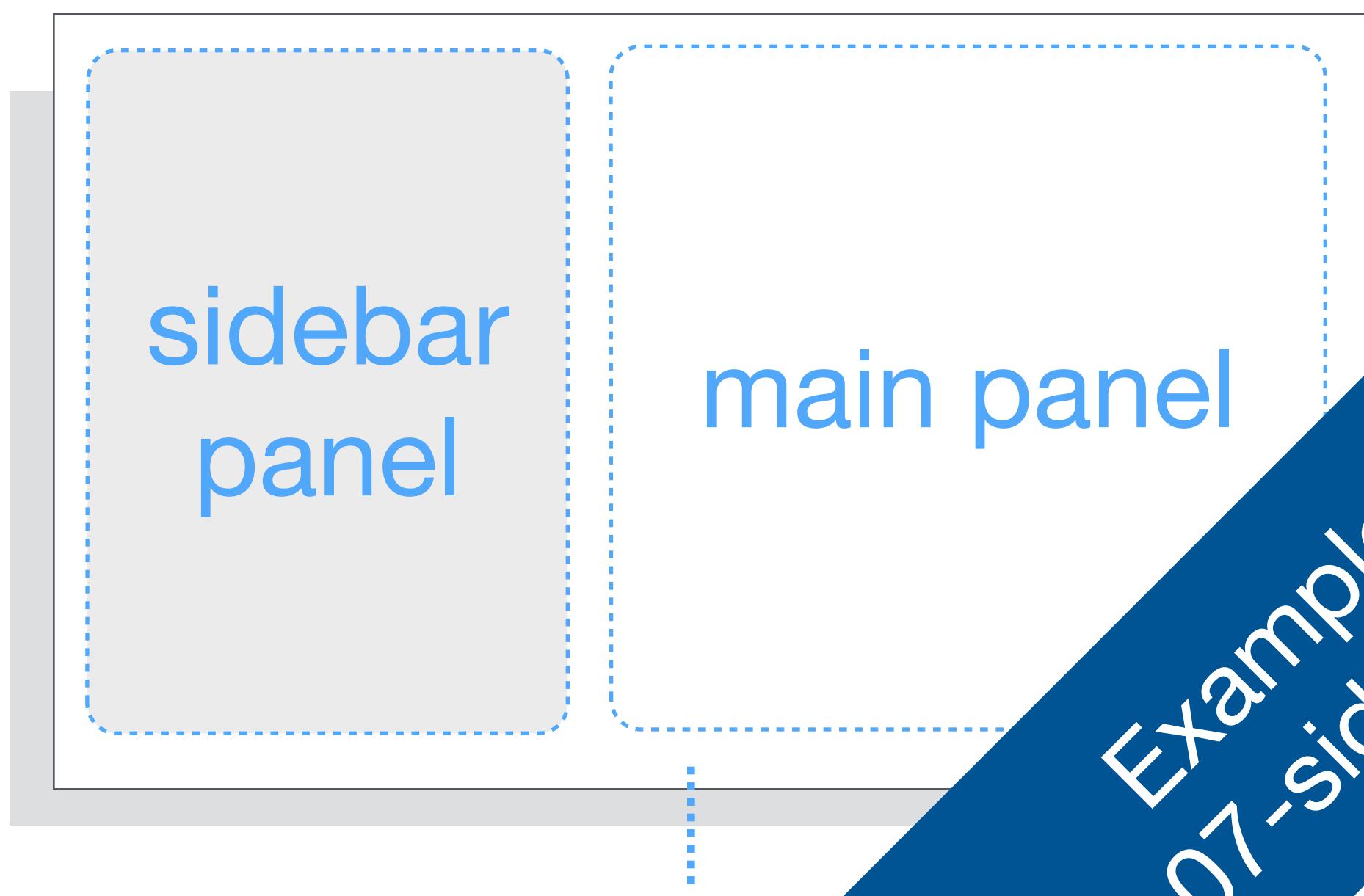
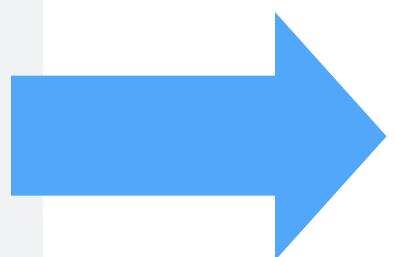


Use a
prepackaged
layout

sidebarLayout()

Use with `sidebarPanel()` and `mainPanel()` to divide app into two sections.

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



sidebar la

Example in
07-Sidebar.R



fixedPage()

Creates a page that defaults to a width of 724, 940, or 1170 pixels (depending on browser window)

```
ui <- fixedPage(  
  fixedRow(  
    column(5, # etc.)  
  )  
)
```

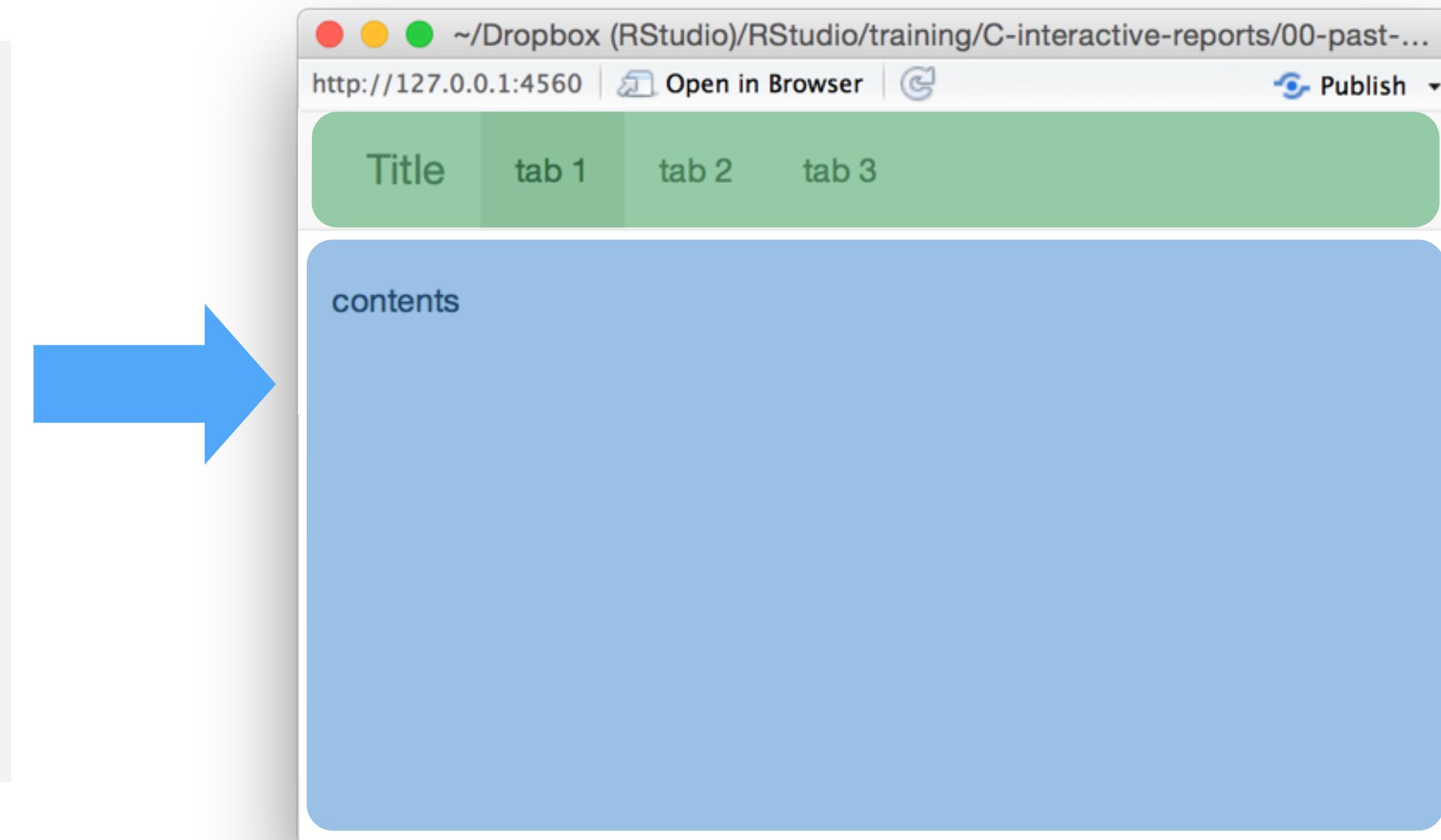
Use with **fixedRow()**

Compare to `fluidPage()` and `fluidRow()` which adjust to browser window

navbarPage()

`navbarPage()` combines tabs into a single *page*.
navbarPage() replaces *fluidPage()*. Requires *title*.

```
navbarPage(title = "Title",  
           tabPanel("tab 1", "contents"),  
           tabPanel("tab 2", "contents"),  
           tabPanel("tab 3", "contents"))
```



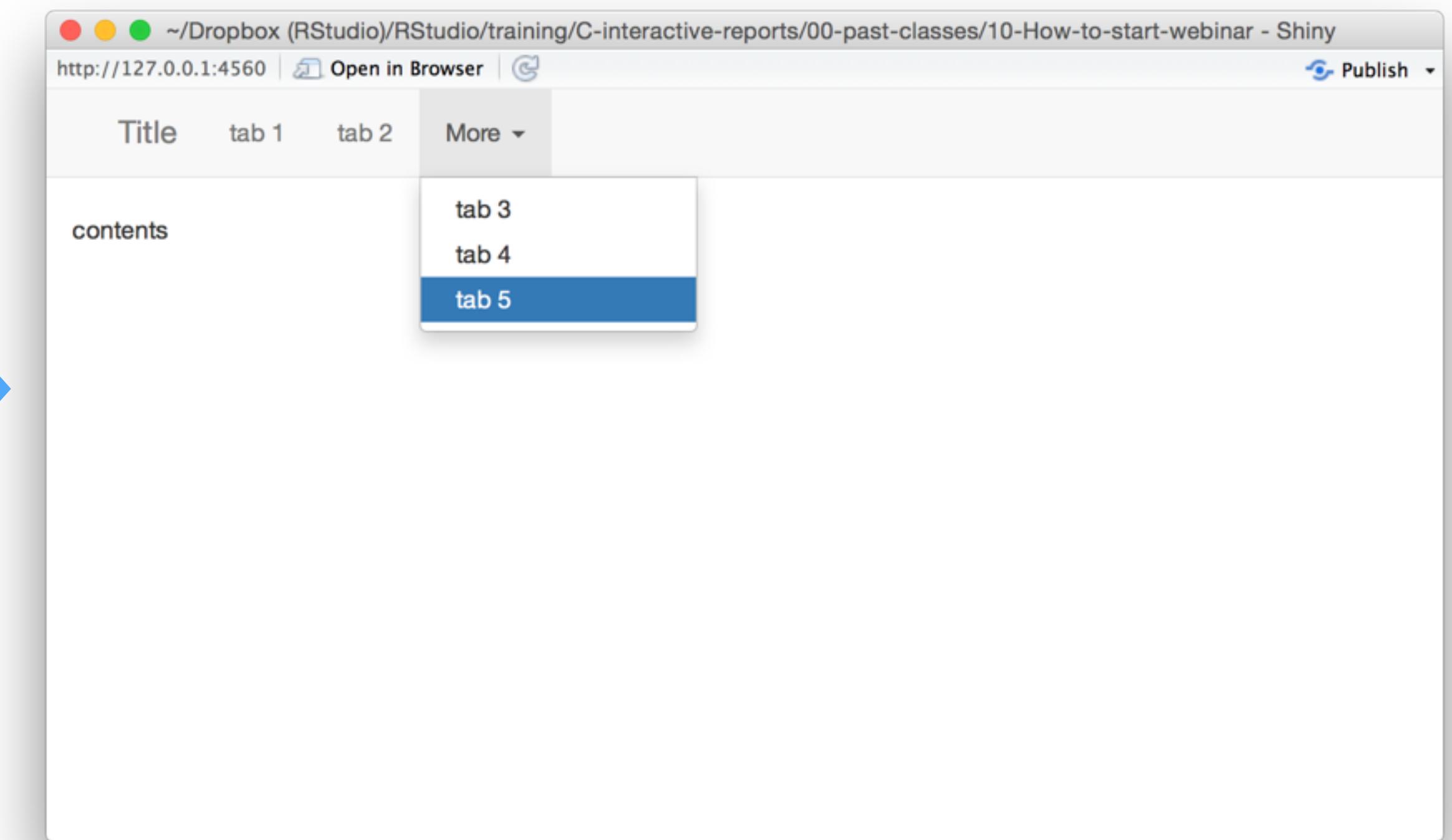
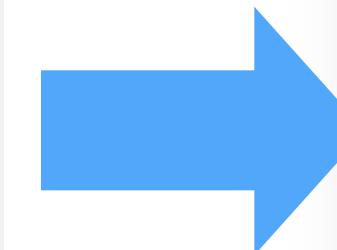
Navigation

Content

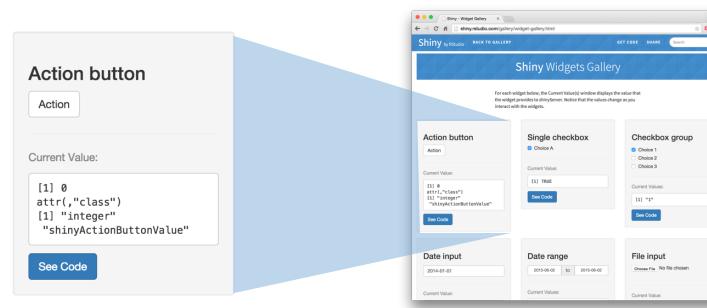
navbarMenu()

`navbarMenu()` combines tab links into a dropdown menu for `navbarPage()`

```
navbarPage(title = "Title",
  tabPanel("tab 1", "contents"),
  tabPanel("tab 2", "contents"),
  navbarMenu(title = "More",
    tabPanel("tab 3", "contents"),
    tabPanel("tab 4", "contents"),
    tabPanel("tab 5", "contents"))
)
```



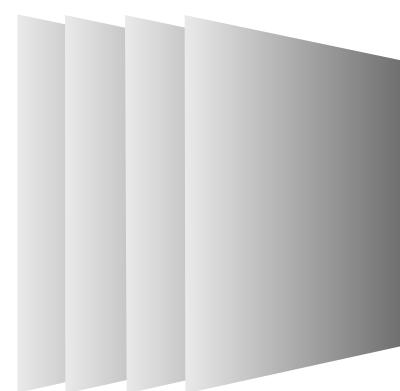
Recap: Prepackaged Layouts



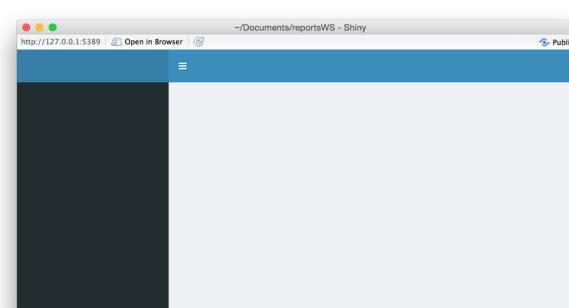
Use **sidebarLayout()** with **sidebarPanel()** and **mainPanel()** to quickly create a sidebar design.



Use **fixedPanel()** with **fixedRow()** to create a fixed (non-fluid) design



Use **navbarPage()** with **navbarMenu()** to create "multipage" app



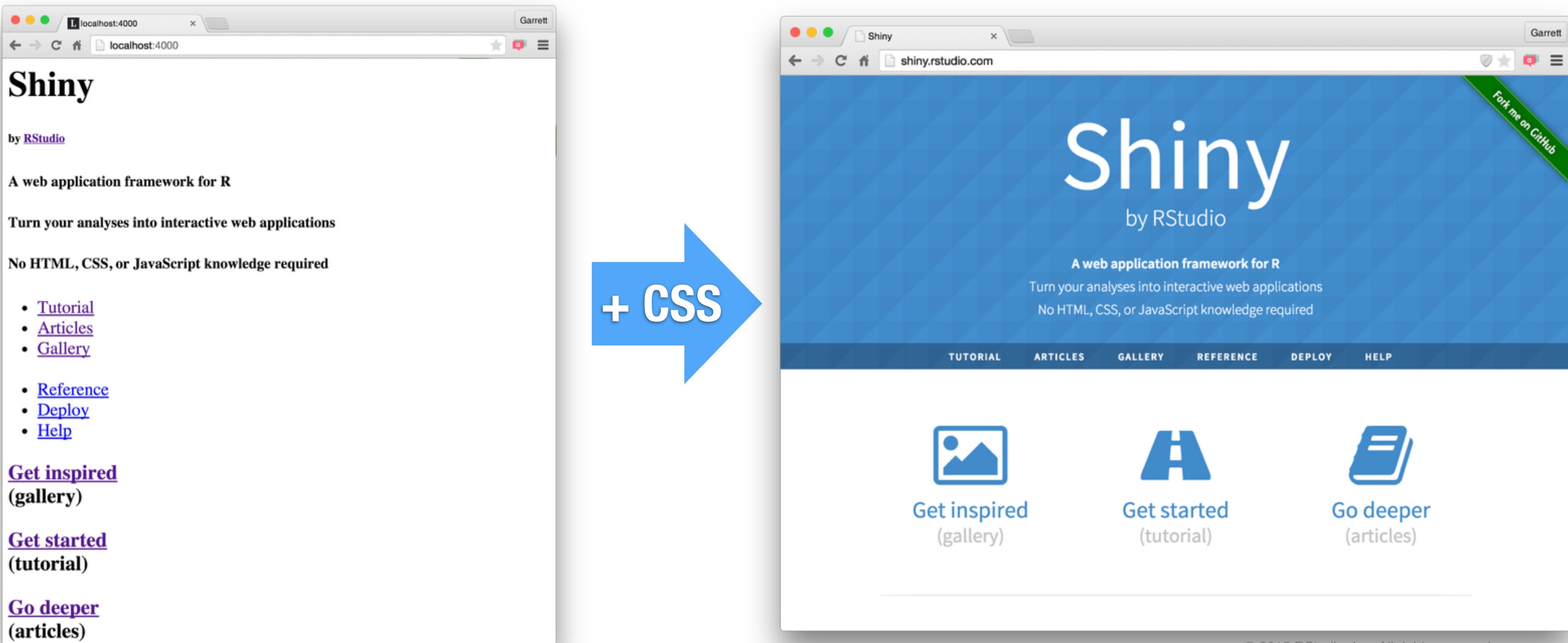
Use the **shinyDashboard** package to create dashboard layouts

(Not discussed)

**Style with
css**

What is CSS?

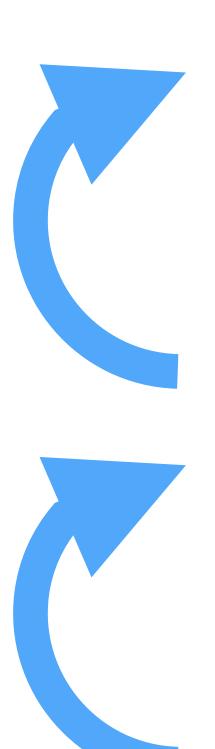
Cascading Style Sheets (CSS) are a framework for customizing the appearance of elements in a web page.



Style a web page in three ways:

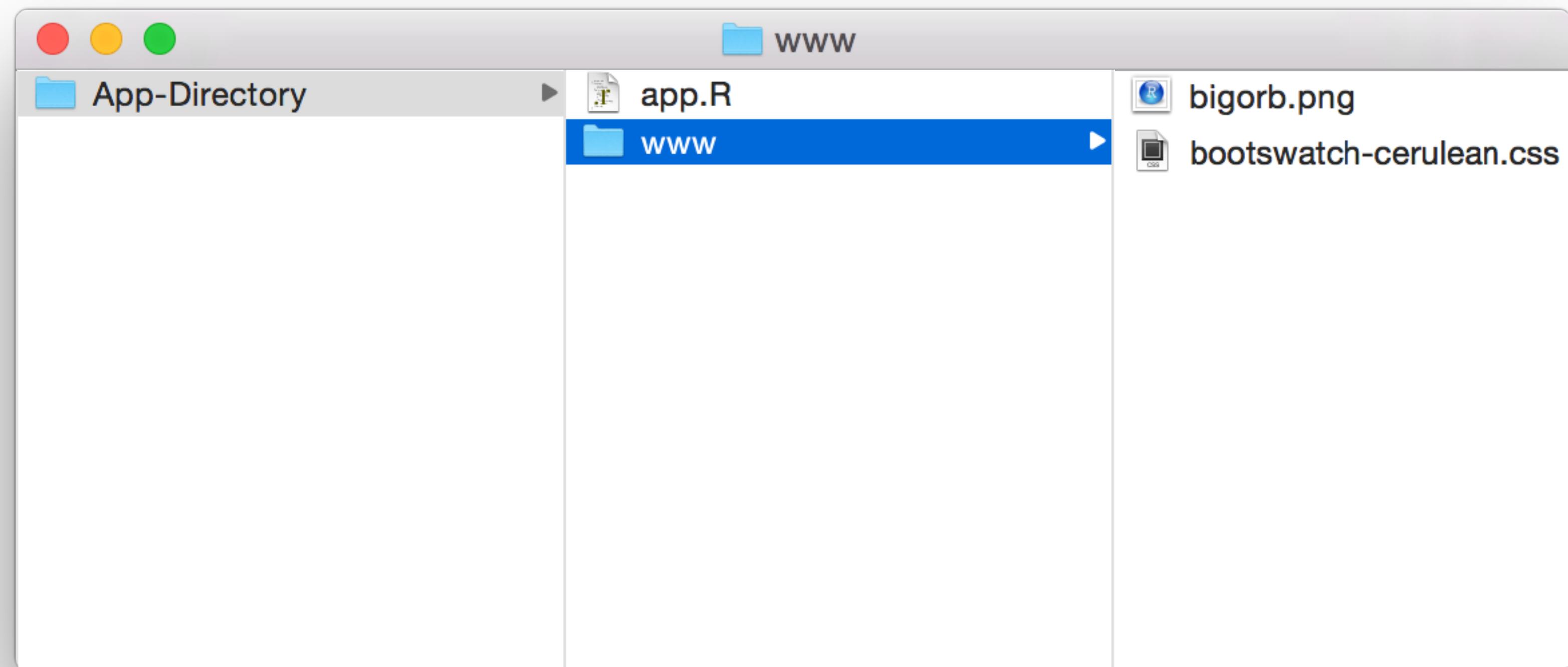
- 
- 1** Link to an external CSS file
 - 2** Write global CSS in header
 - 3** Write individual CSS in a tag's style attribute
- Overrides**

Match styling to:

- 
- 1** Tag
 - 2** Class
 - 3** id
- Overrides**

1 Link to an external CSS file

Place .css files in the **www** folder of your app directory



Shiny will share a file with your user's browser if the file appears in www. Shiny will not share files that you do not place in www.

1 Link to an external CSS file

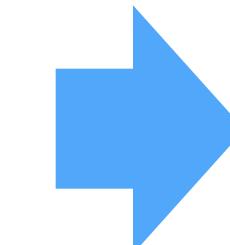
Set the theme argument of fluidPage() to the .css filename,
or...

```
ui <- fluidPage(  
  theme = "bootswatch-cerulean.css",  
  sidebarLayout(  
    sidebarPanel(),  
    mainPanel()  
  )  
)
```

1 Link to an external CSS file

Or place a link in the app's header with to the file with
tags\$head() and **tags\$link()**

```
ui <- fluidPage(  
  tags$head(  
    tags$link(  
      rel = "stylesheet",  
      type = "text/css",  
      href = "file.css"  
    )  
  )  
)
```

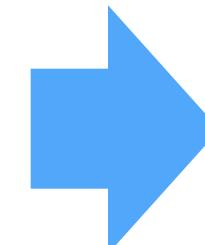


```
<head>  
  <link type="text/css" rel="stylesheet" href="file.css"/>  
</head>  
<body>  
  <div class="container-fluid">  
  </div>  
</body>
```

2 Write global CSS in header

Write global CSS with **tags\$head()** and **tags\$style()** and **HTML()**

```
ui <- fluidPage(  
  tags$head(  
    tags$style(HTML("'  
      p {  
        color:red;  
      }  
    "'))  
  )  
)
```



```
<head>  
  <style>  
    p {  
      color:red;  
    }  
  </style>  
</head>  
  
<body>  
  <div class="container-fluid">  
  </div>  
</body>
```

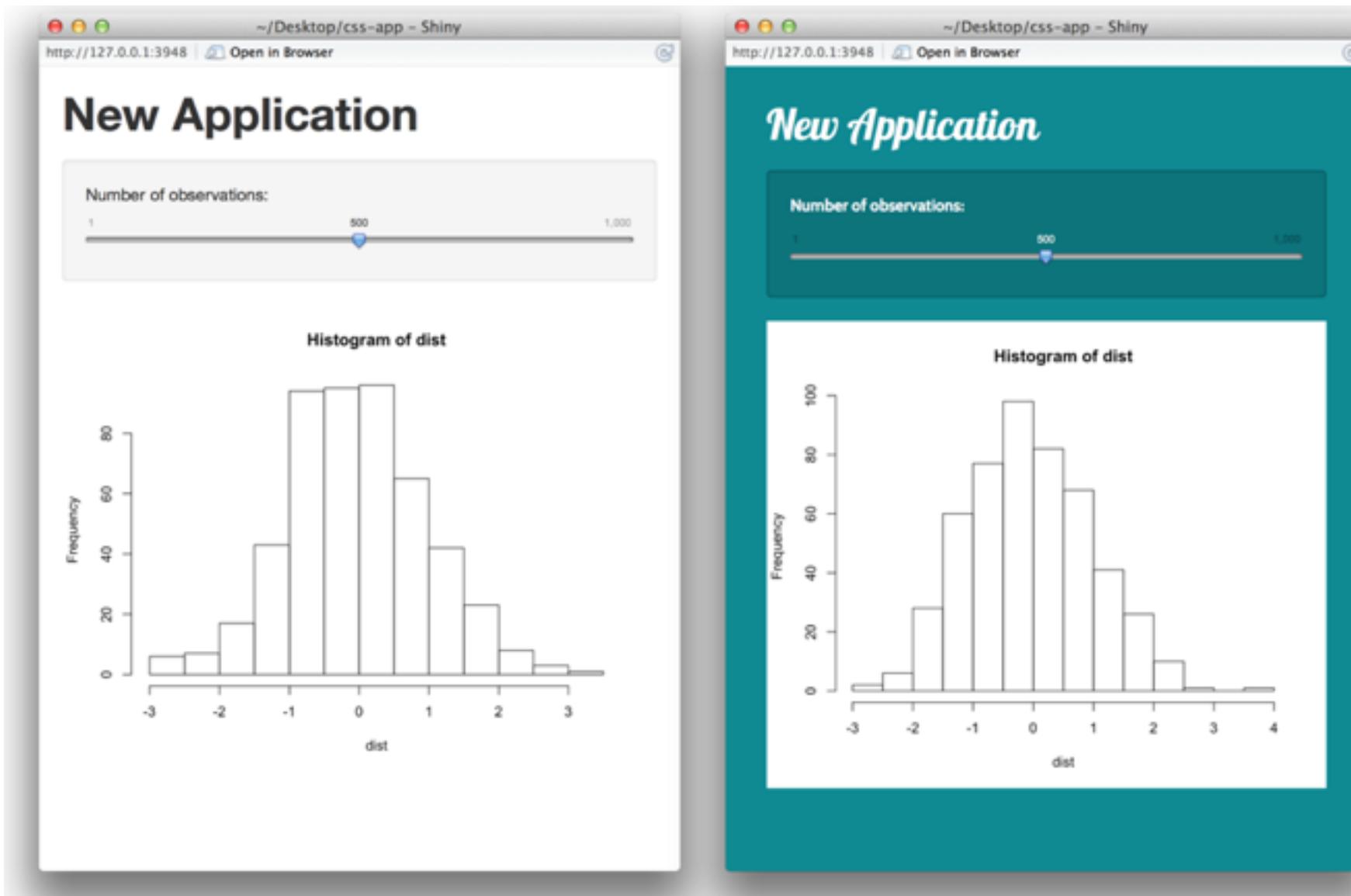
3 Write individual CSS in a tag's style attribute

Set the `style` argument in Shiny's tag functions

```
ui <- fluidPage(  
  tags$h1("Title", style = "color:red;")  
)
```

Customize your apps with HTML, CSS, and Javascript

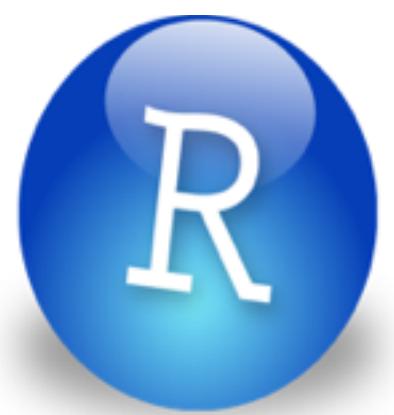
<http://shiny.rstudio.com/articles/css.html>



You can pair any app with whatever web technologies you wish. The above guide explains how to style your app with CSS.

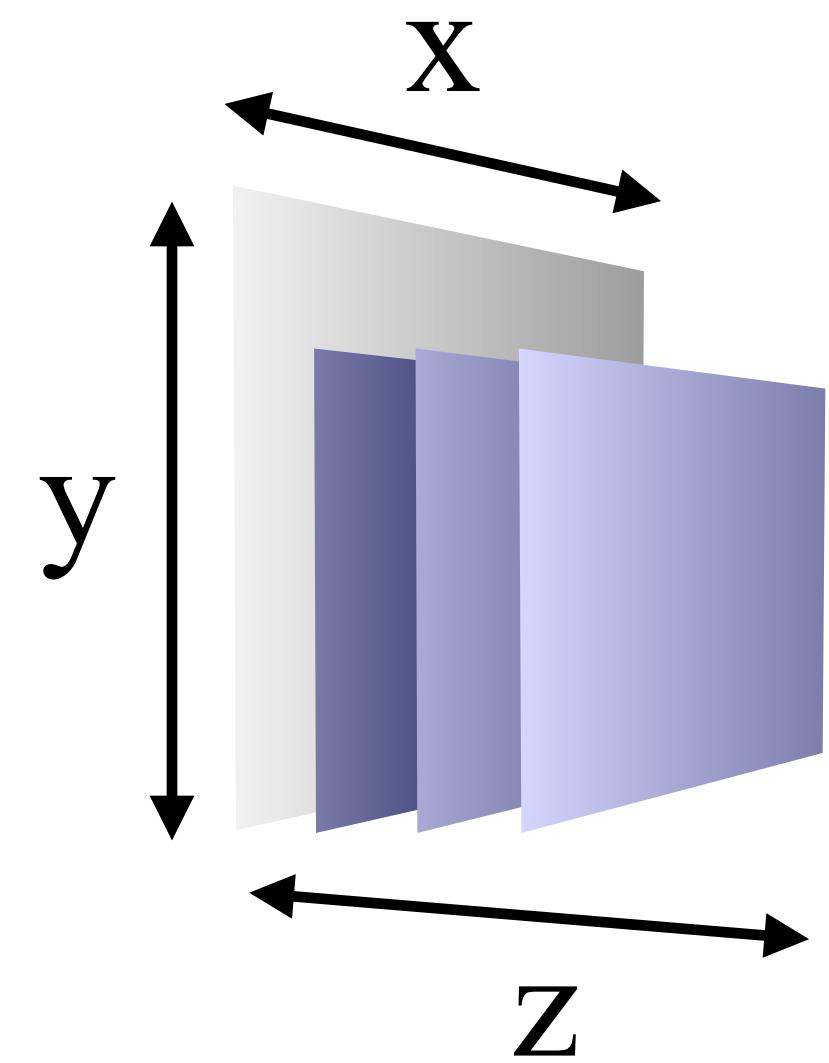
You now how to

My Shiny App

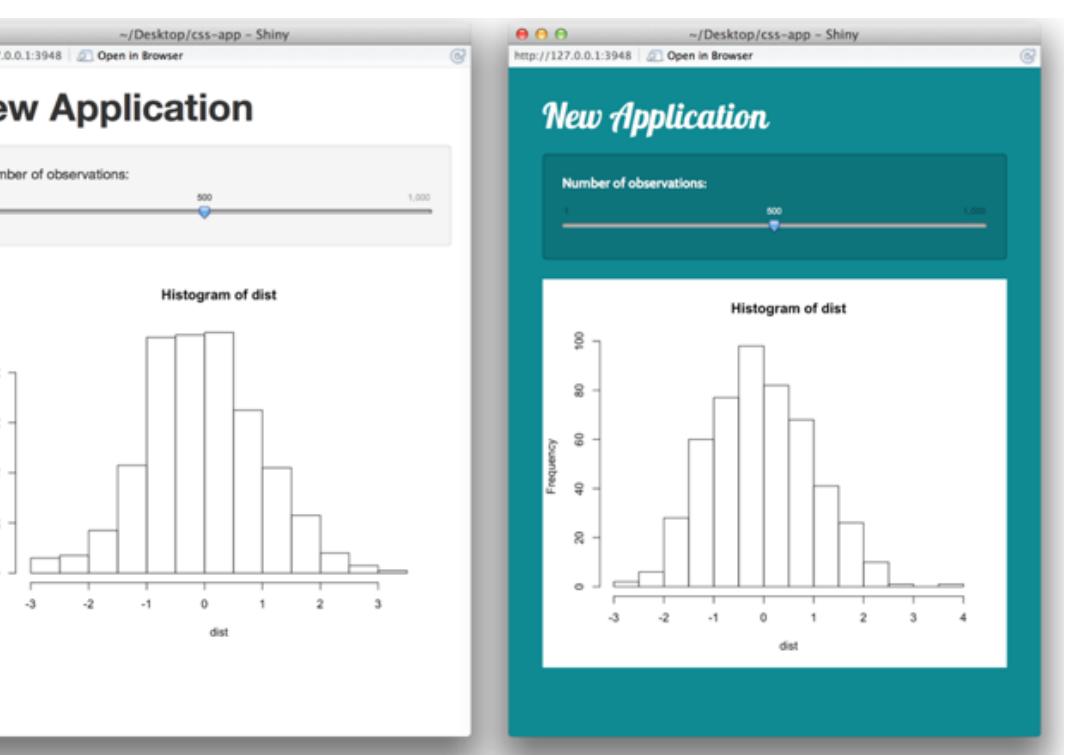


See other apps in
the [Shiny Showcase](#)

Add static
elements

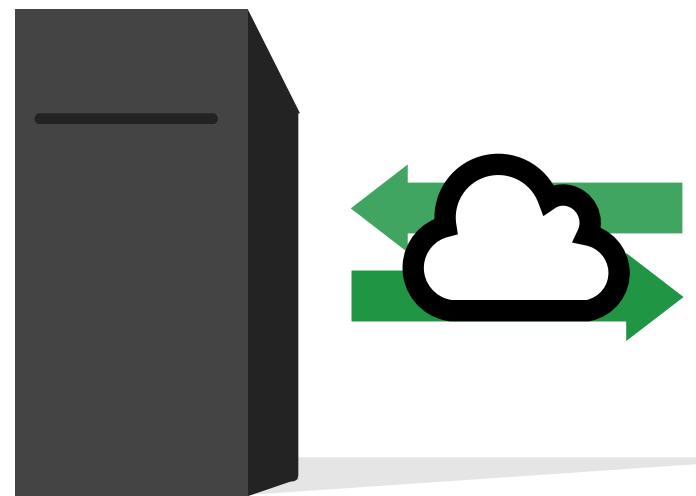


Lay out
elements

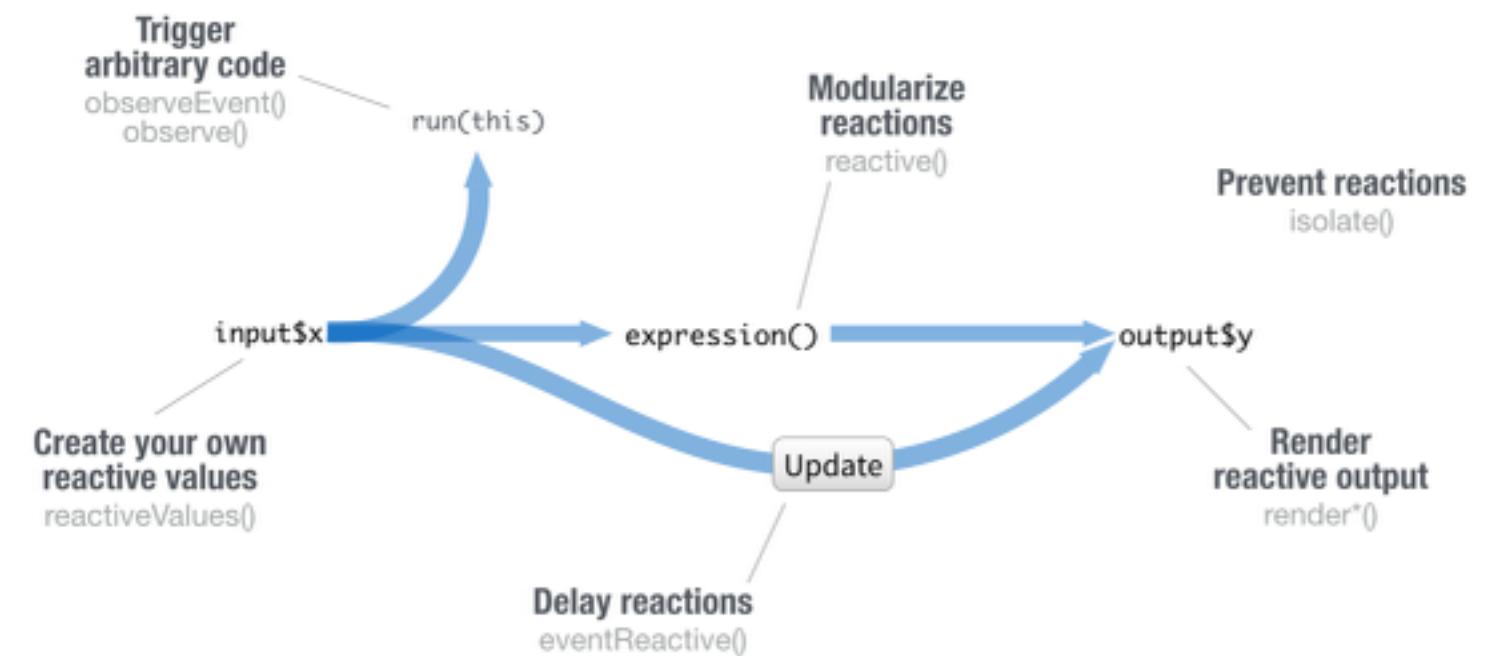
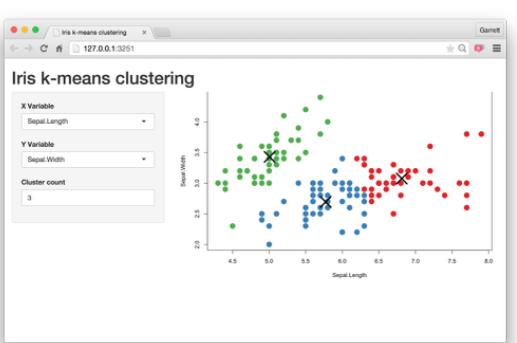


Style elements
with CSS

How to start with Shiny



Build and
share apps
(Part 1)



Control
reactions
(Part 2)

The screenshot displays the Shiny Widgets Gallery, a collection of various interactive components. It includes:

- Action button: Shows current value [1] 0 and R code.
- Single checkbox: Shows current value Choice A and R code.
- Checkbox group: Shows current values Choice 1, Choice 2, and Choice 3.
- Date input: Shows current value 2014-01-01 and R code.
- Date range: Shows current values 2014-01-01 to 2014-01-02 and R code.
- File input: Shows current value No file chosen and R code.

Customize
appearance
(Part 3)