The Family of *Shiny Functions*

Shiny is great for building interactive web apps with R. There's really nothing quite like it. The **gt** package includes two functions that work nicely with Shiny: a table render function `render_gt()` (for the `server`) and a table output element `gt_output()` (for the `ui`).

`render_gt()` : A **gt** display table render function for use in Shiny

`gt_output()` : Create a **gt** display table output element for Shiny

```r
library(shiny)

# Here is a Shiny app (contained within
# a single file) that (1) prepares a
# gt table, (2) sets up the `ui` with
# `gt_output()`, and (3) sets up the
# `server` with a `render_gt()` that
# uses the `gt_tbl` object as the input
# expression
gt_tbl <-
  gtcars %>%
  gt() %>%
  cols_hide(contains("_"))

ui <- fluidPage(gt_output(outputId = "table"))

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

  output$table <-
    render_gt(
      expr = gt_tbl,
      height = px(600),
      width = px(600)
    )
}

if (FALSE) {
  shinyApp(ui, server)
}
```