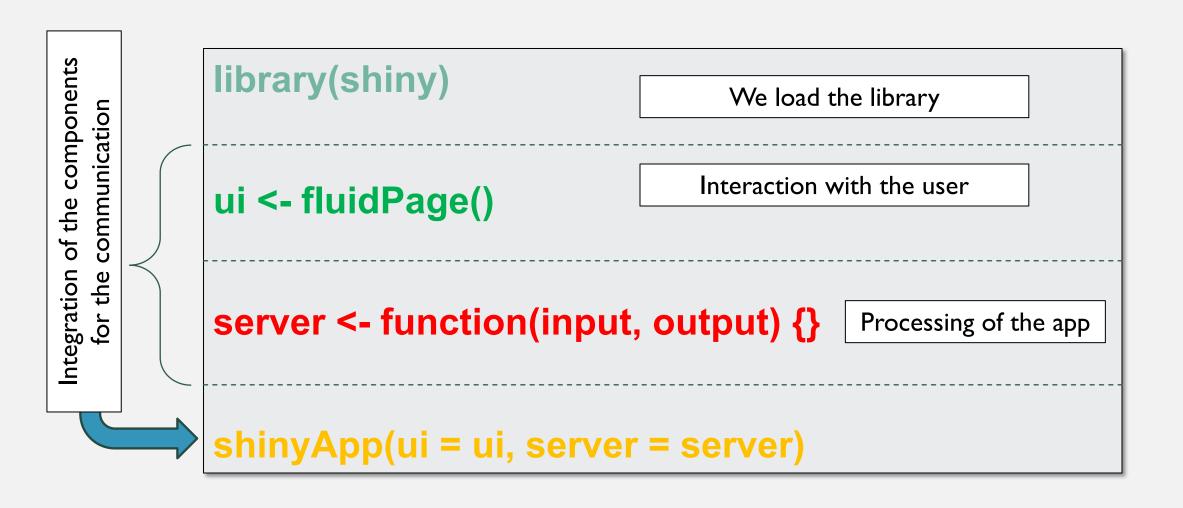
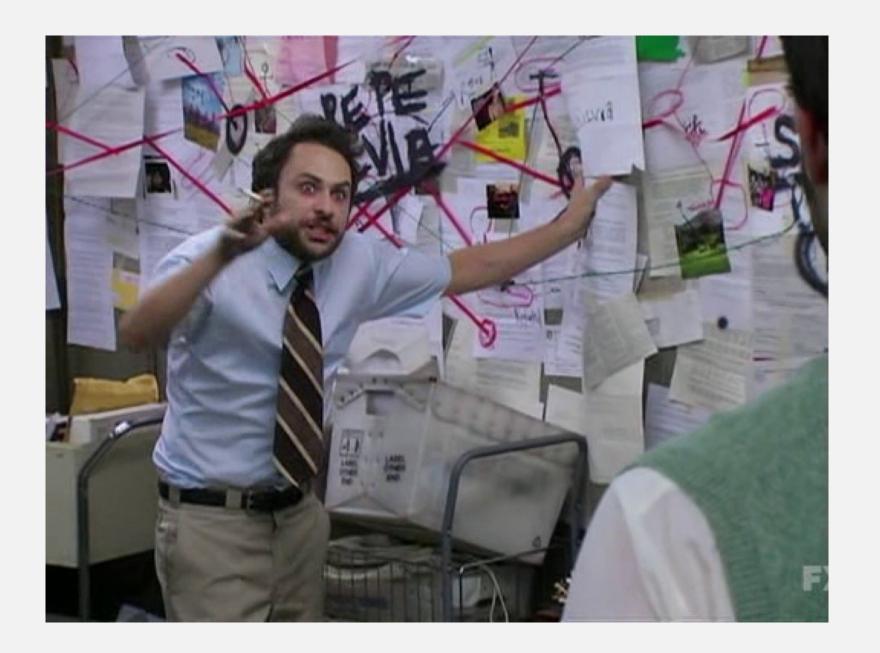
Section Ib

INPUT OUTPUT SERVER

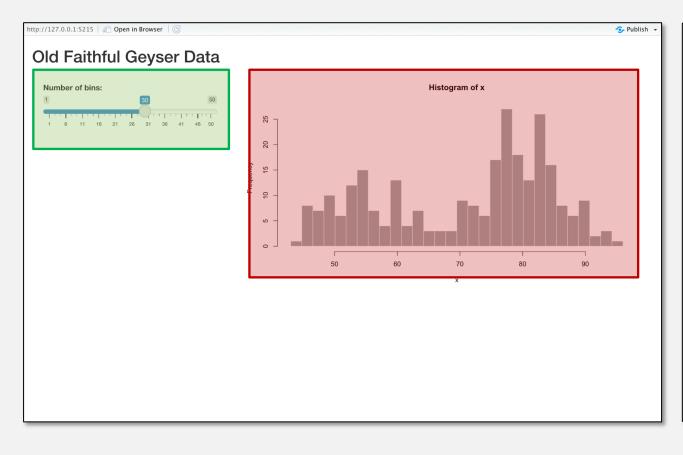
BASIC COMPONENTS





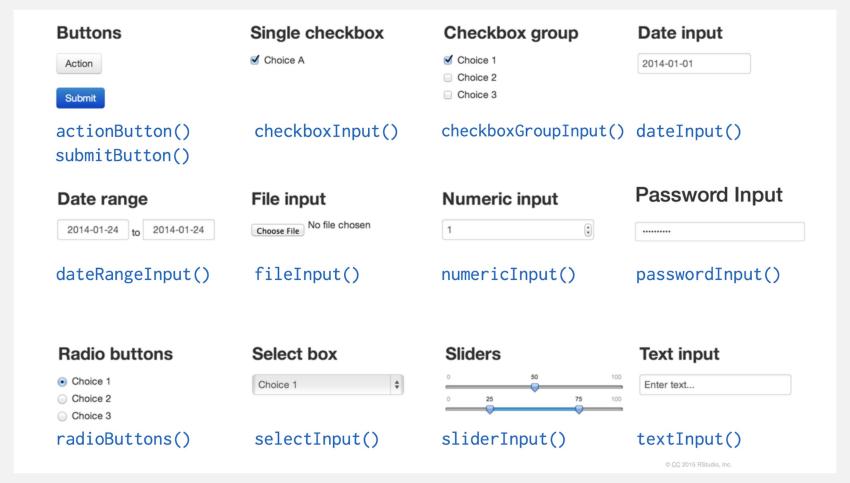
BUILDING YOUR APP

Shiny apps are built using elements such as inputs y outputs



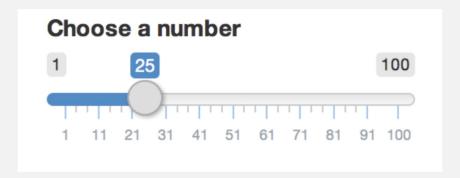
```
library(shiny)
ui <- fluidPage(
...Input()
...Output()
server <- function(input, output) {}</pre>
shinyApp(ui = ui, server = server)
```

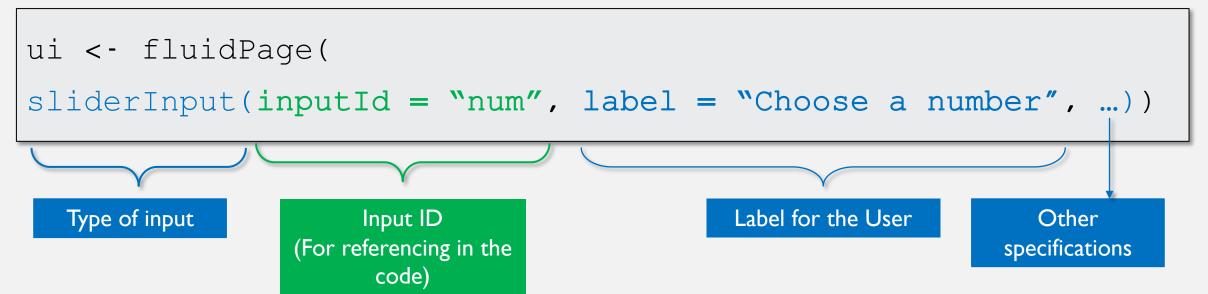
INPUTS





BASIC SINTAX FOR INPUTS

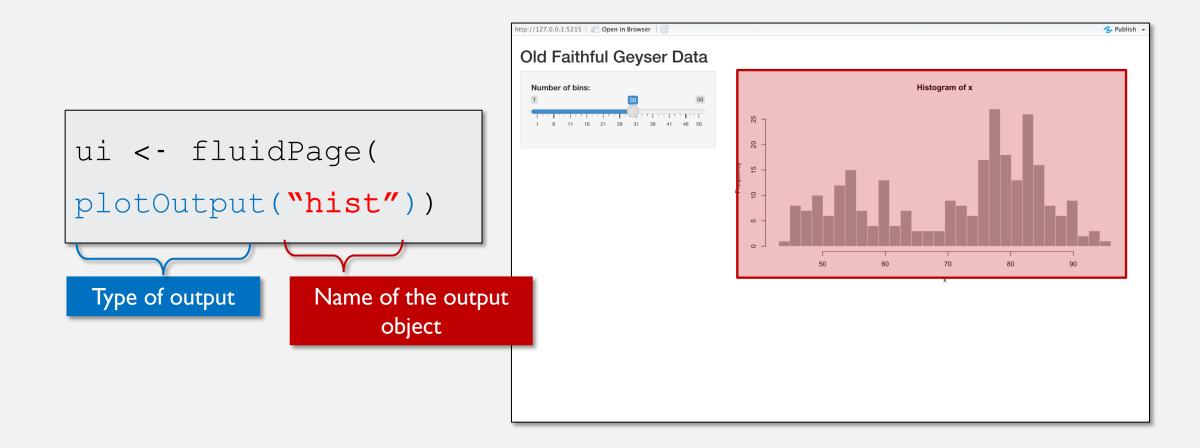




OUTPUTS

Function	Object
dataTableOutput ()	Table
htmlOutput ()	Web page
imageOutput ()	Image
plotOutput ()	plot
tableOutput ()	table
textOutput ()	text
uiOutput ()	UI element
verbatimTextOutput ()	Text
Output ()	Other elements from libraries

OUTPUTS

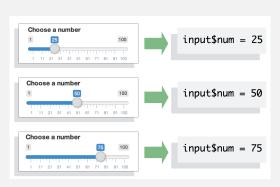


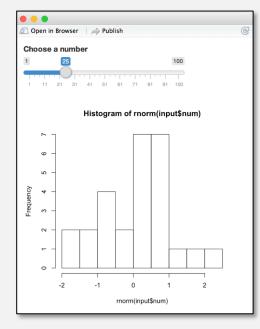
INPUTS AND OUTPUTS IN THE UI

```
Open in Browser
Publish
library(shiny)
                                                          Choose a number
                                                                                 100
ui <- fluidPage(</pre>
       sliderInput(inputId = "num",
       label = "Choose a number",
       value = 25, min = 1, max = 100),
      plotOutput("hist")
                                                             We must build the "hist"
                                                              object in the server()
server <- function(input, output) {}</pre>
shinyApp(ui = ui, server = server)
```

INPUTS AND OUTPUTS IN THE SERVER

```
library(shiny)
ui <- fluidPage(</pre>
sliderInput(inputId = "num",
label = "Choose a number",
value = 25, min = 1, max = 100),
plotOutput("hist")
server <- function(input, cutput) {</pre>
    output$hist <- renderPlot ({</pre>
    hist(rnom(input$num))
    })
shinyApp(ui = ui, server = server)
```





RENDERING THE OUTPUT

```
library(shiny)
ui <- fluidPage(</pre>
sliderInput(inputId = "num",
label = "Choose a number",
value = 25, min = 1, max = 100),
plotOutput("hist")
server <- function(input, output) {</pre>
    output$hist <- renderPlot ({</pre>
    })
shinyApp(ui = ui, server = server)
```

Function	Object
renderDataTable ()	Interactive table
renderlmage ()	Image
renderPlot ()	Plot
renderPrint ()	Code block
renderTable ()	Table
renderText ()	String of text
renderUI ()	Element of Shiny UI