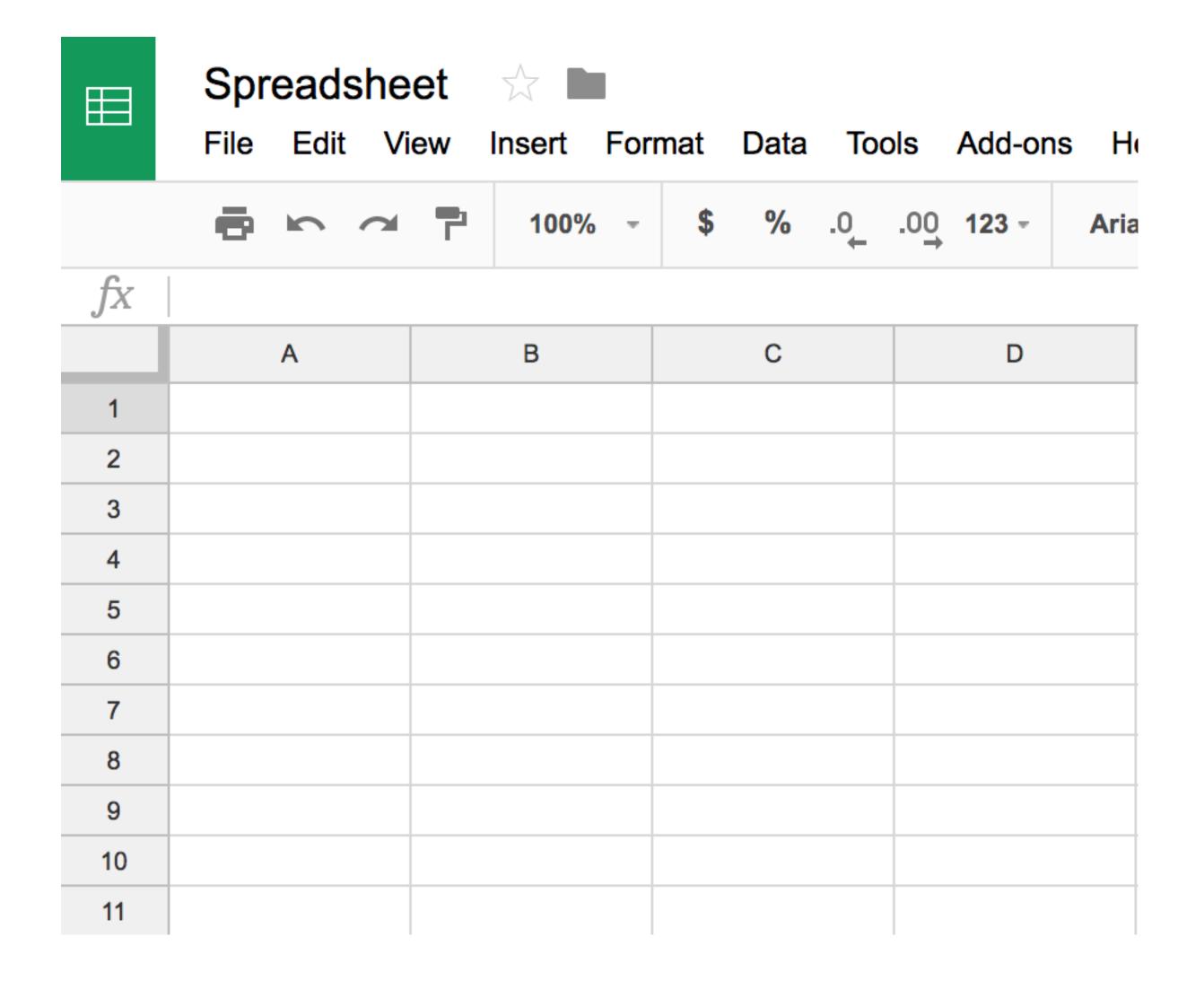




## Reactive flow

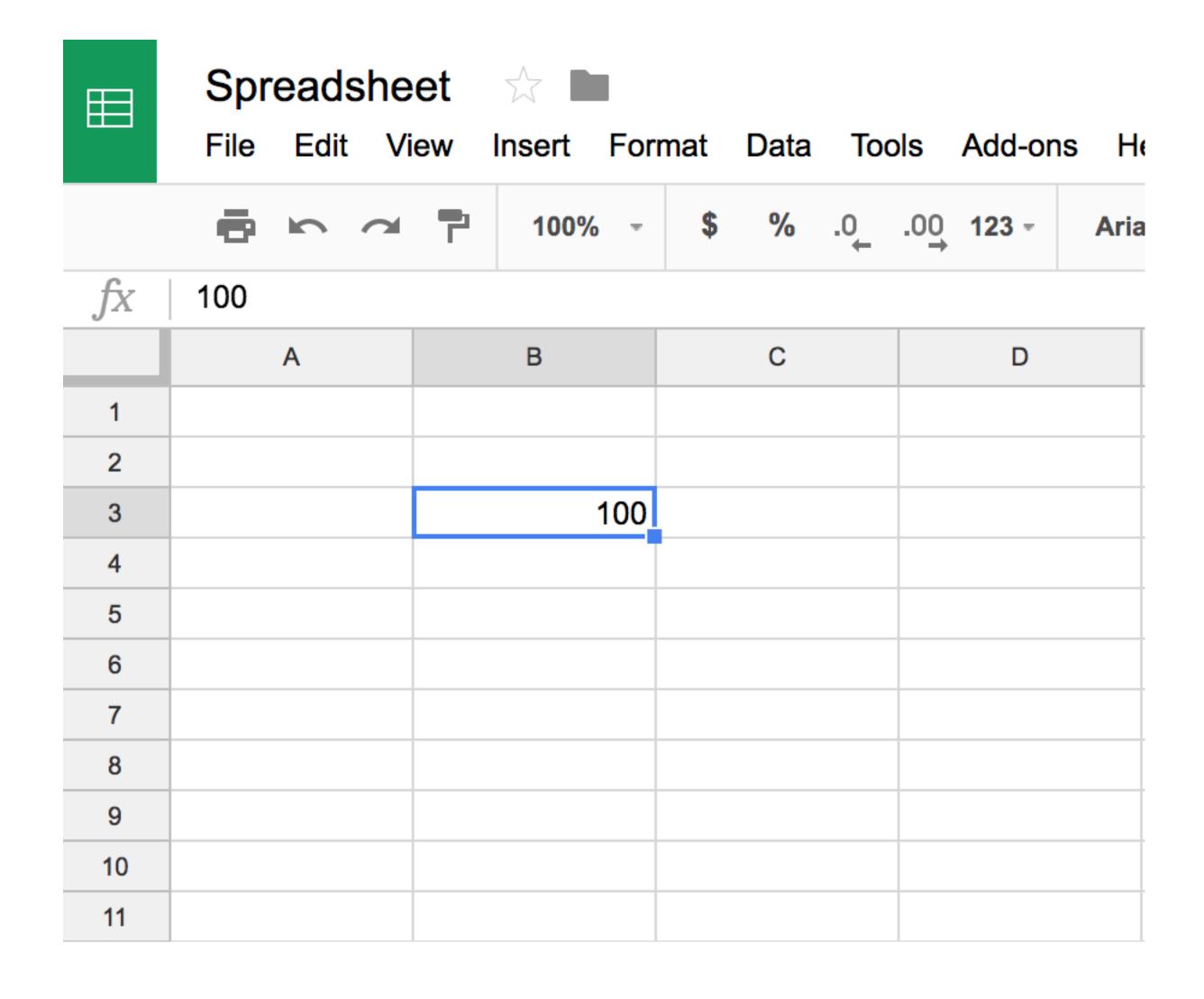






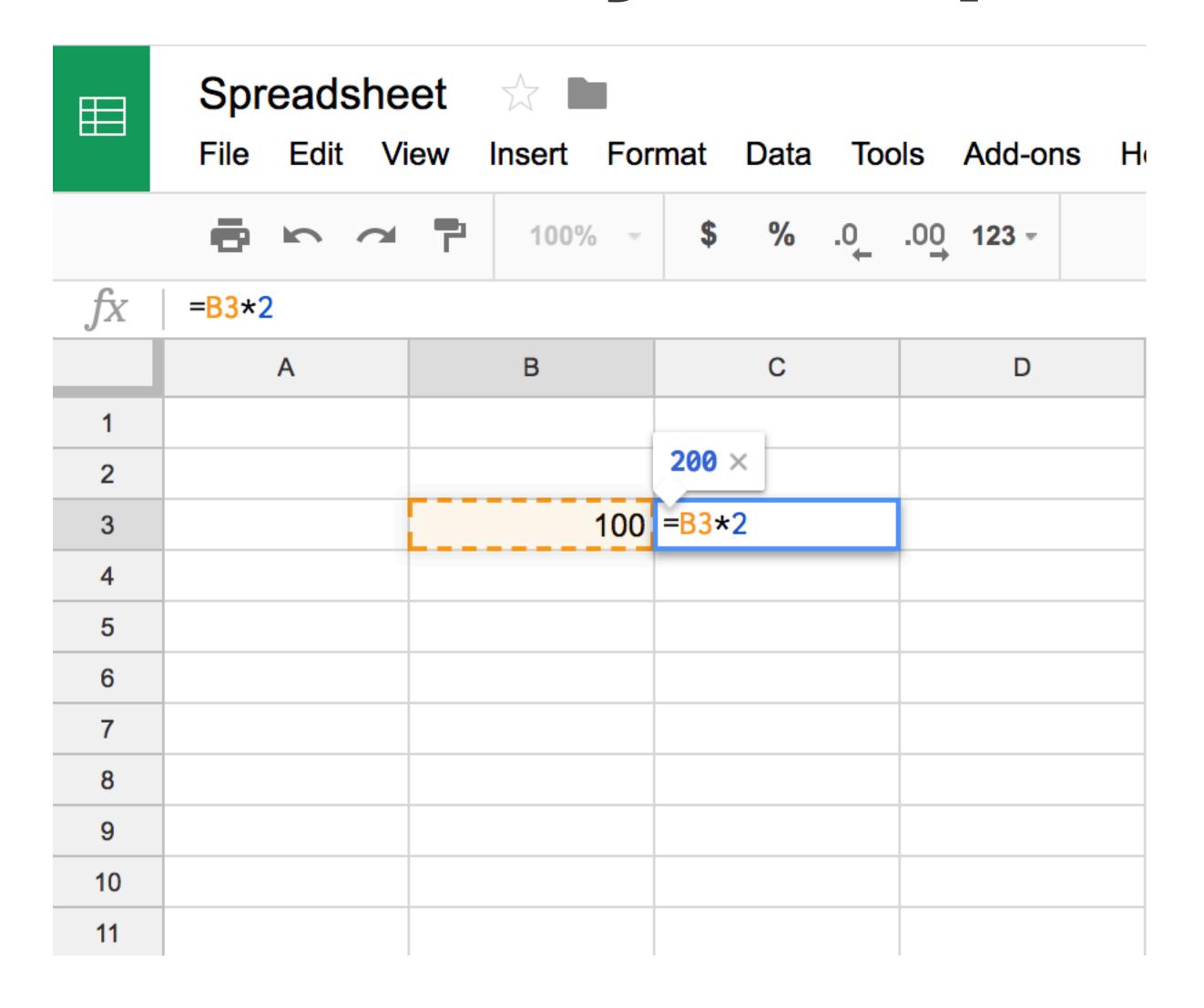






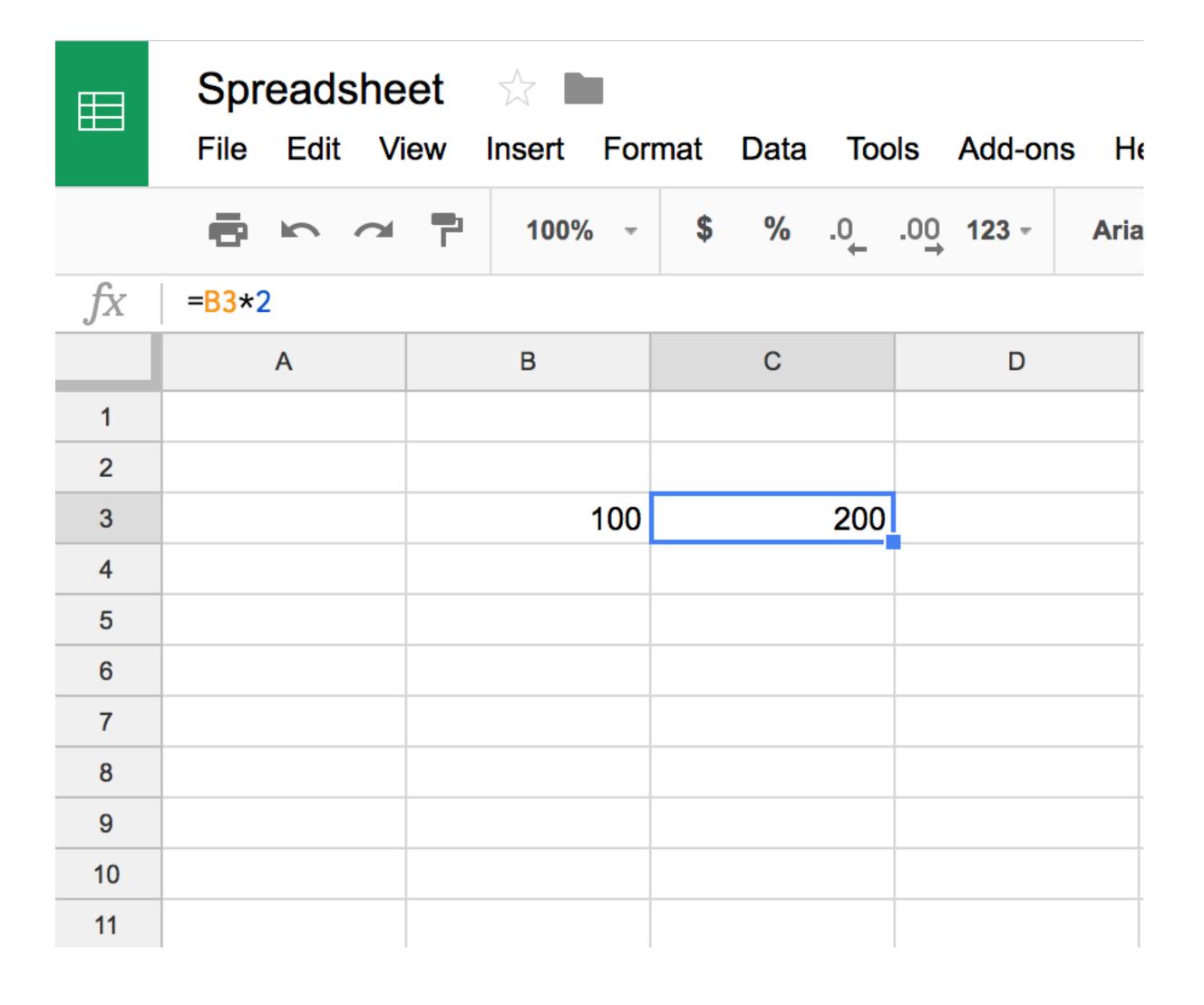






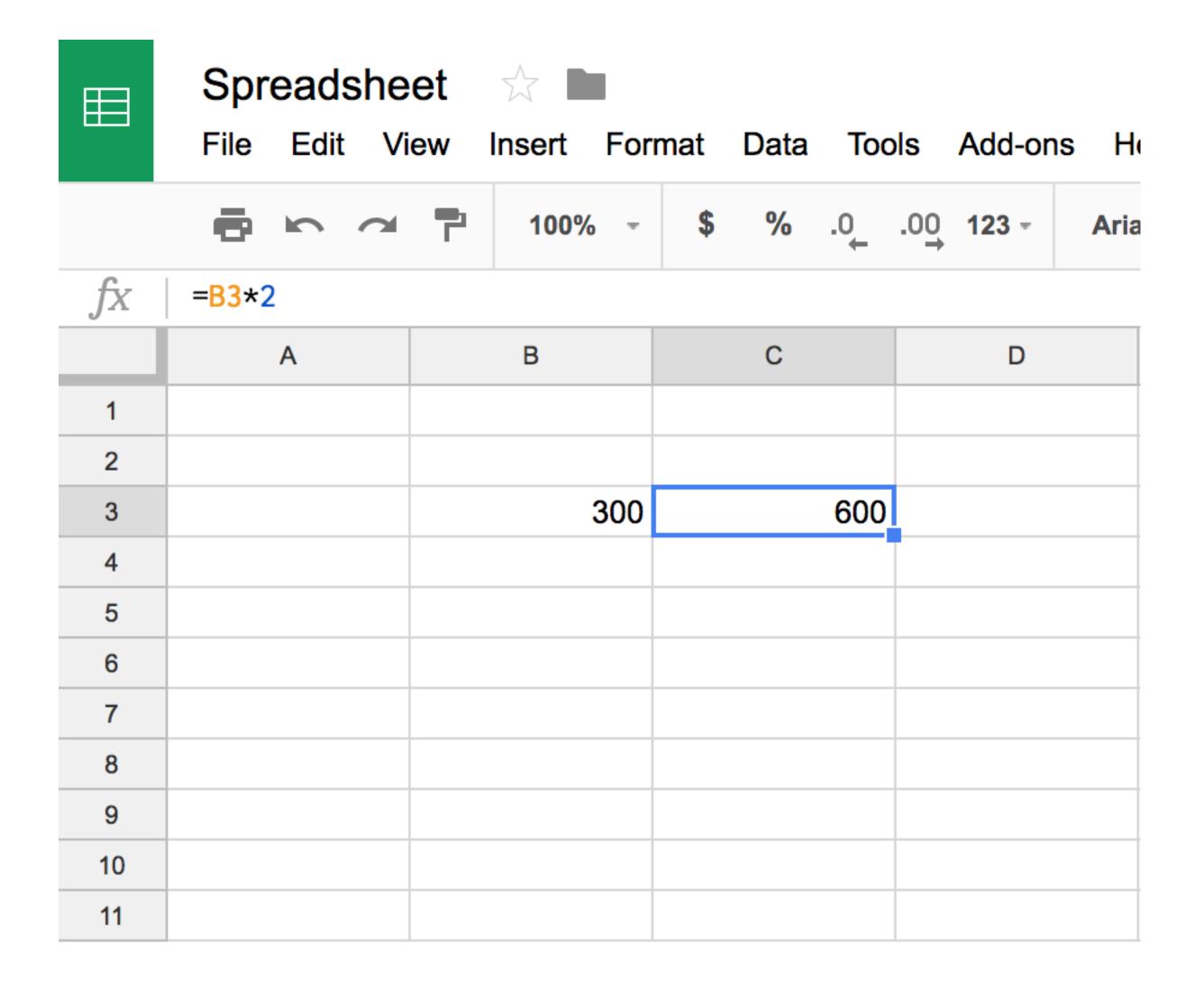












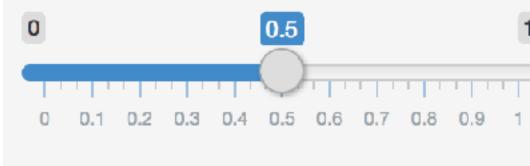


### Reactions

The input\$ list stores the current value of each input object under its name.

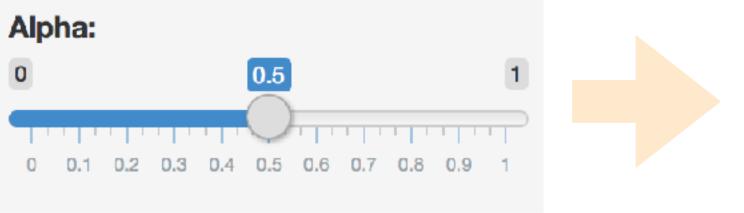
Alpha:

```
# Set alpha level
sliderInput(inputId = "alpha",
            label = "Alpha:",
            min = 0, max = 1,
            value = 0.5
```



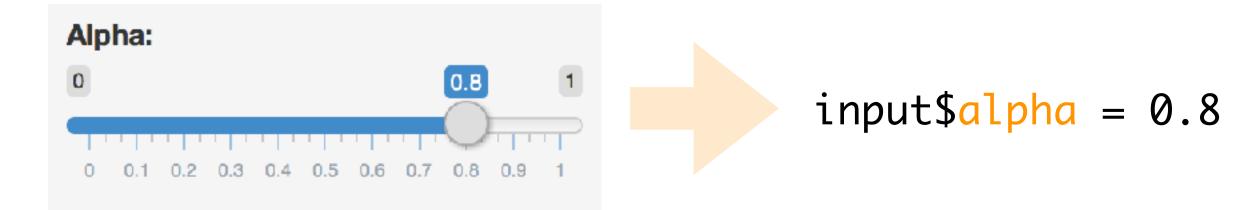
0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8







input\$alpha





# Reactivity 101

Reactivity automatically occurs when an input value is used to render an output object.

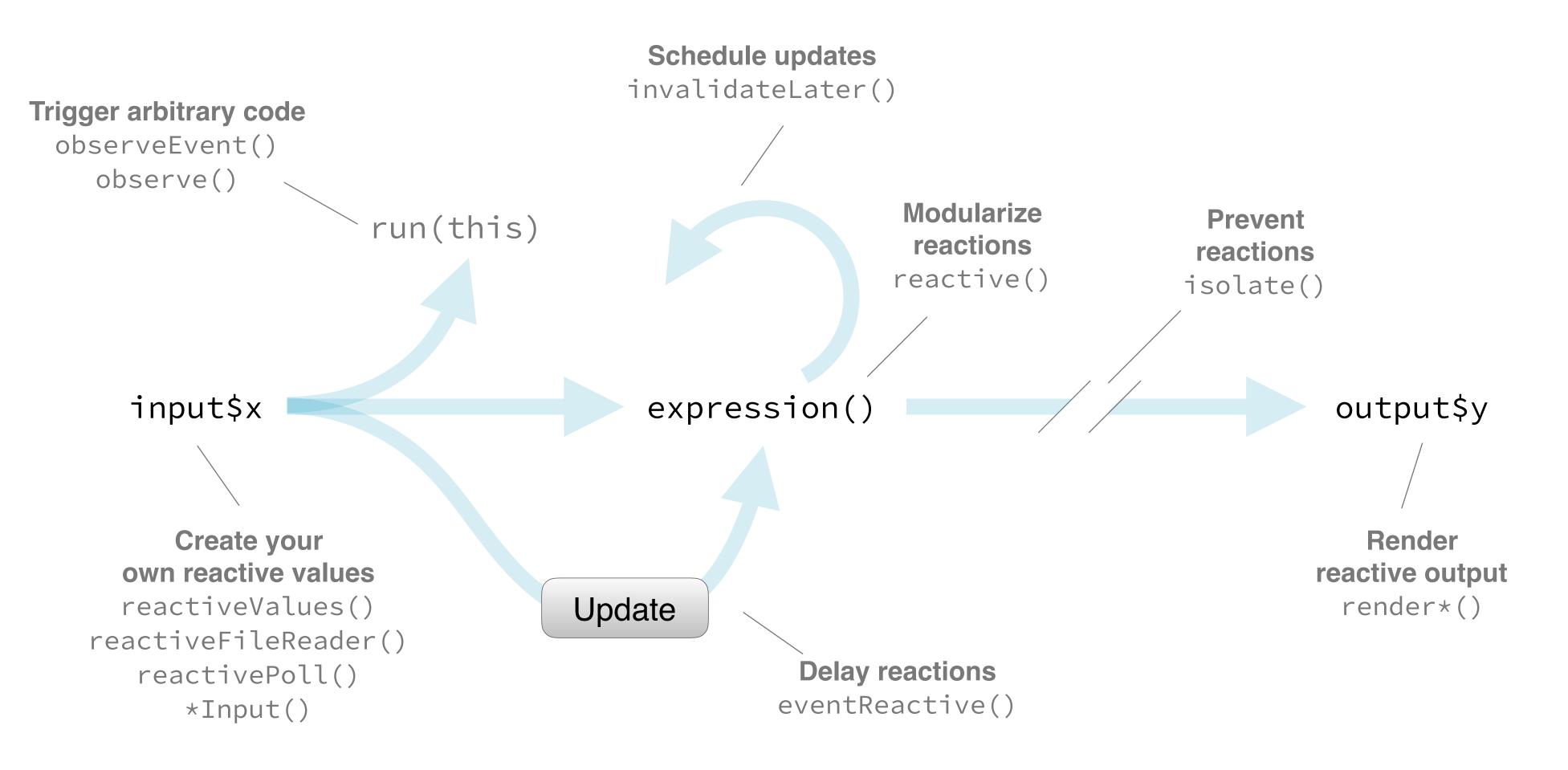
```
# Define server function required to create the scatterplot
server <- function(input, output) {

# Create the scatterplot object the plotOutput function is expecting
output$scatterplot <- renderPlot({
    ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
        geom_point(alpha = input$alpha)
    })
}</pre>
```





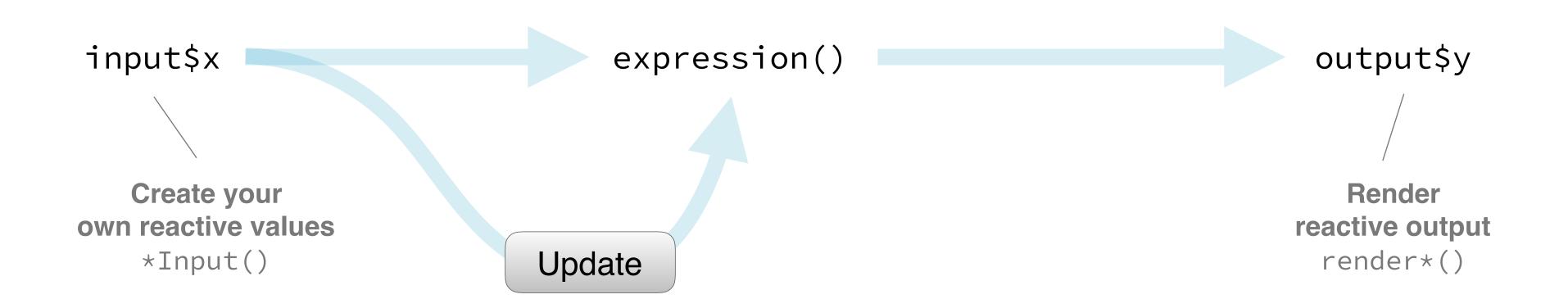
### Reactive flow







# Reactive flow, simplified







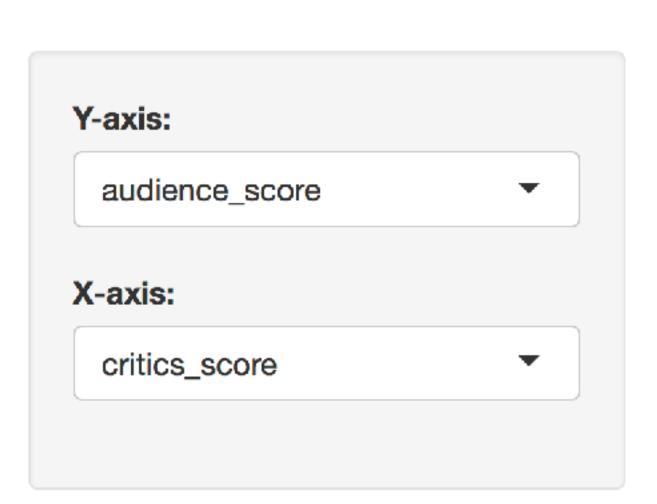
# Let's practice!

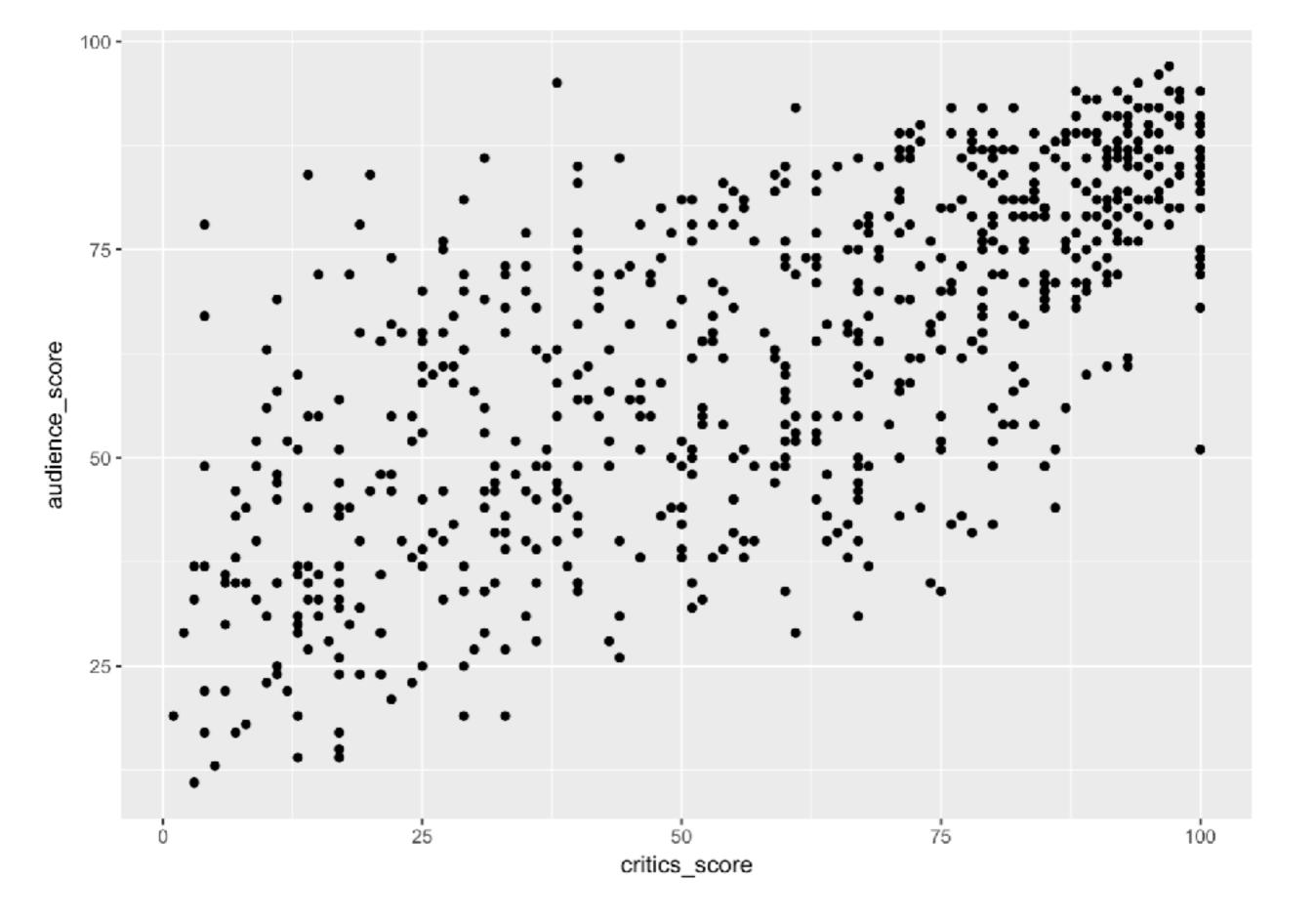




# Ul inputs







#### Inputs

collect values from the user

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

Action

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

Link

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

checkboxGroupInput(inputId, label,

- Choice 1
- Choice 2
- Choice 3
- Check me

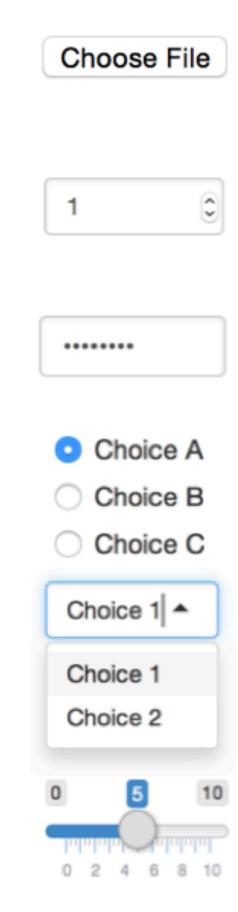
**checkboxInput**(inputId, label, value)

choices, selected, inline)

5 6 7 8 9 10 11

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

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



**fileInput**(inputId, label, multiple, accept) numericInput(inputId, label, value, min, max, step) passwordInput(inputId, label, value)

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

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

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



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

Enter text

textInput(inputId, label, value)



# checkboxInput

Add a checkbox input to specify whether the data plotted should be shown in a data table.

- 1. **ui:** Add an input widget that the user can interact with to check/uncheck the box.
- 2. **ui:** Add an output defining where the data table should appear.
- 3. **server:** Add a reactive expression that creates the data table *if* the checkbox is checked.





## checkboxInput

Add a checkbox input to specify whether the data plotted should be shown in a data table.

1. **ui:** Add an input widget that the user can interact with to check/uncheck the box.





### Watch for commas!

## checkboxlnput

Add a checkbox input to specify whether the data plotted should be shown in a data table.

2. **ui:** Add an output to the UI defining where the data table should appear.

```
mainPanel(
    # Show scatterplot
    plotOutput(outputId = "scatterplot"),
    # Show data table
    DT::dataTableOutput(outputId = "moviestable")
)
```



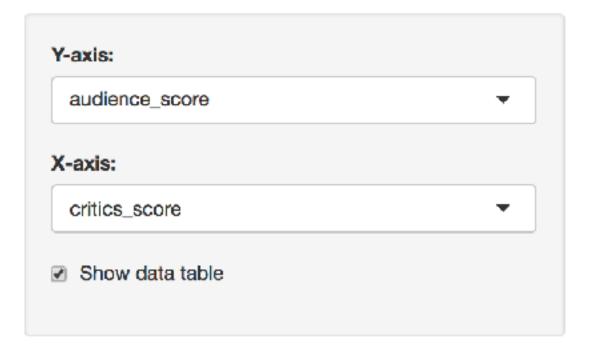
## checkboxlnput

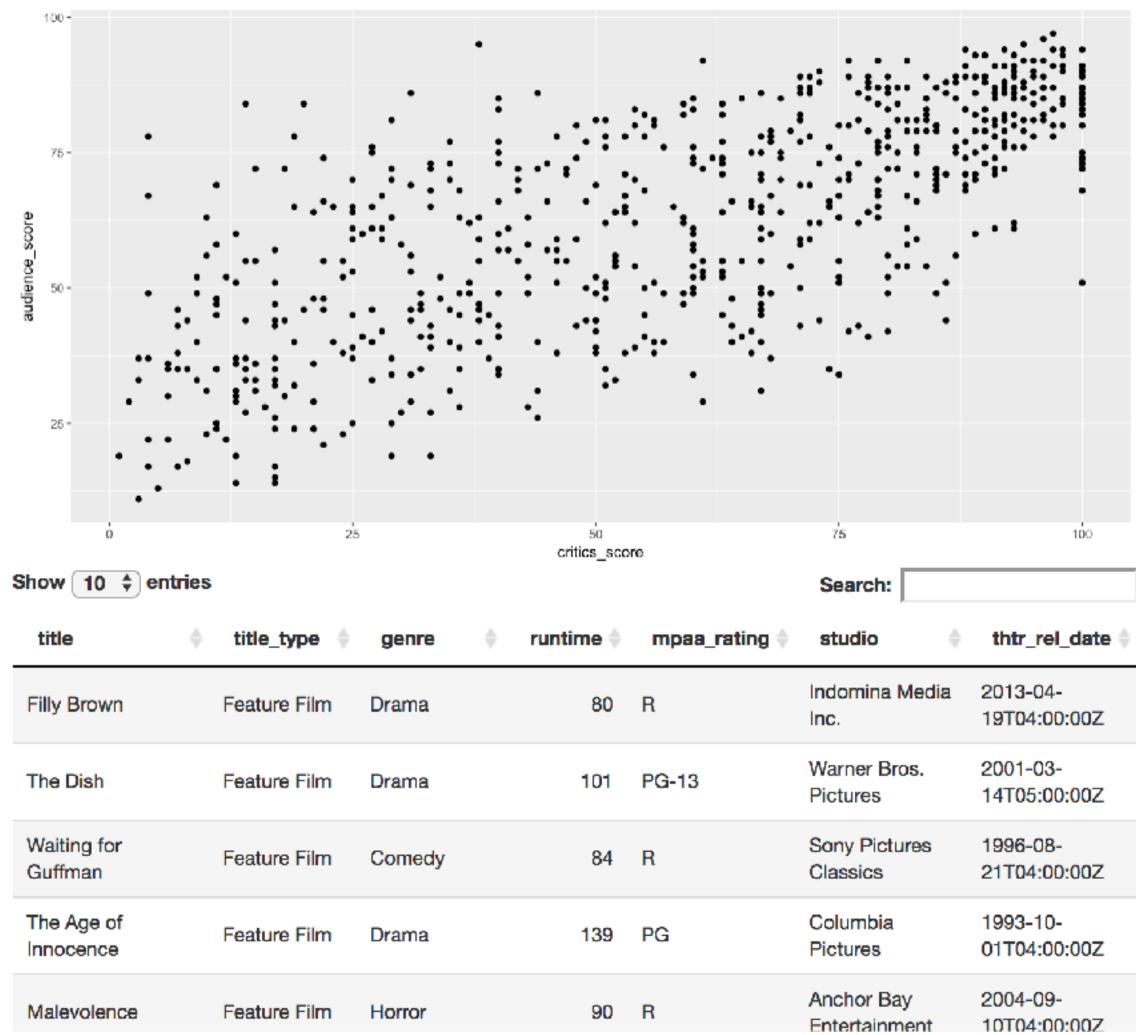
Add a checkbox input to specify whether the data plotted should be shown in a data table.

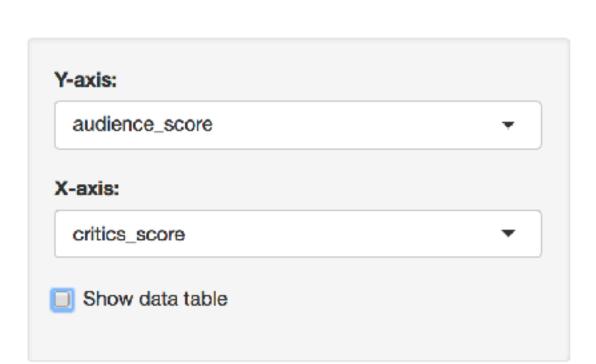
3. **server:** Add a reactive expression that creates the data table *if* the checkbox is checked.

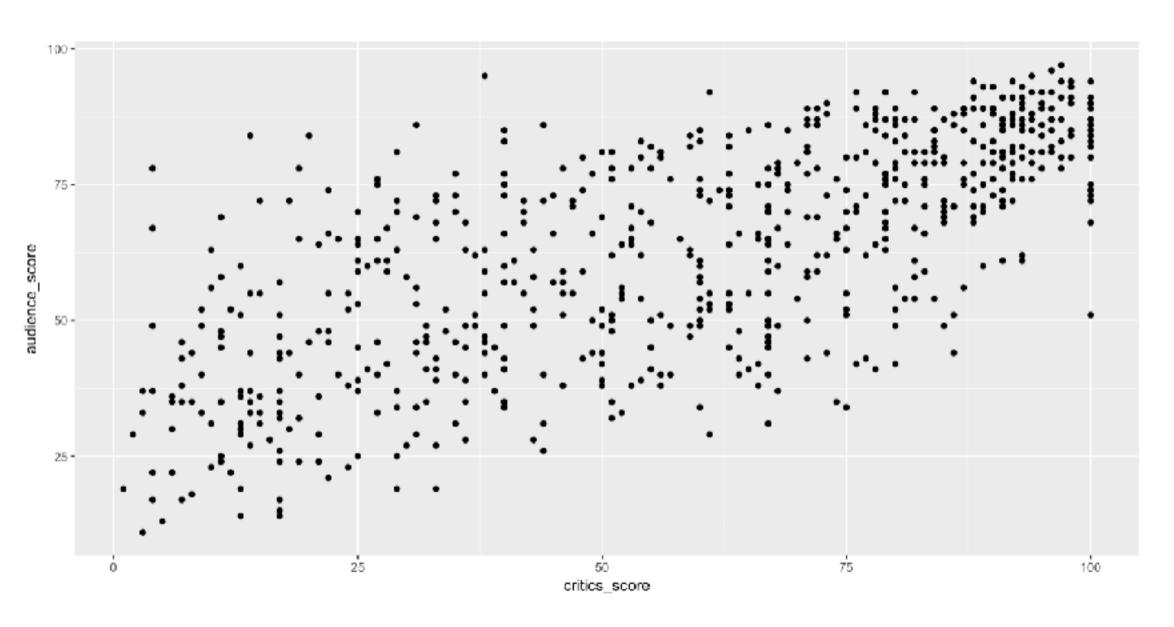
```
# Print data table if checked
output$moviestable <- DT::renderDataTable({
   if(input$show_data){
     DT::datatable(data = movies %>% select(1:7),
     options = list(pageLength = 10),
     rownames = FALSE)
   }
})
```













- We saw that the data loaded on top of the Shiny app is visible to the server.
- It is also visible to the UI.





# Let's practice!

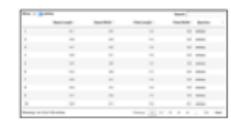




# Rendering functions



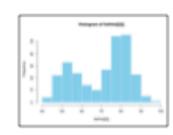




DT::renderDataTable(expr, option) callback, escape, env, quoted)



renderImage(expr, env, quoted, deleteFile)



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



	Sepal Langth	Sepal Meth	Petal Langth	Petal William	Species
b	9-11	3,50	1.46	0.00	selona
b	6.90	3.40	1.40	0.31	-
b	6.70	3.40	1.00	0.20	seriosas
÷	0.41	3-10	5.50	0.01	mine
b	3.44	3.40	1.40	0.31	and the last
٠	5.40	0.10	0.70	0.40	and trees

foo

1111	

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

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

renderText(expr, env, quoted, func)

renderUI(expr, env, quoted, func)

works with ataTableOutput(outputId, icon, ...)

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

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

verbatimTextOutput(outputId)

tableOutput(outputId)

textOutput(outputId, container, inline)

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





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



DT::renderDataTable(expr, option) callback, escape, env, quoted)



renderImage(expr, env, quoted, deleteFile)



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



foo



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

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

renderText(expr, env, quoted, func)

renderUI(expr, env, quoted, func)

ataTableOutput(outputId, icon, ...)

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

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

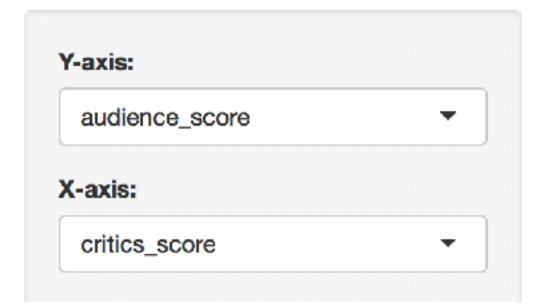
verbatimTextOutput(outputId)

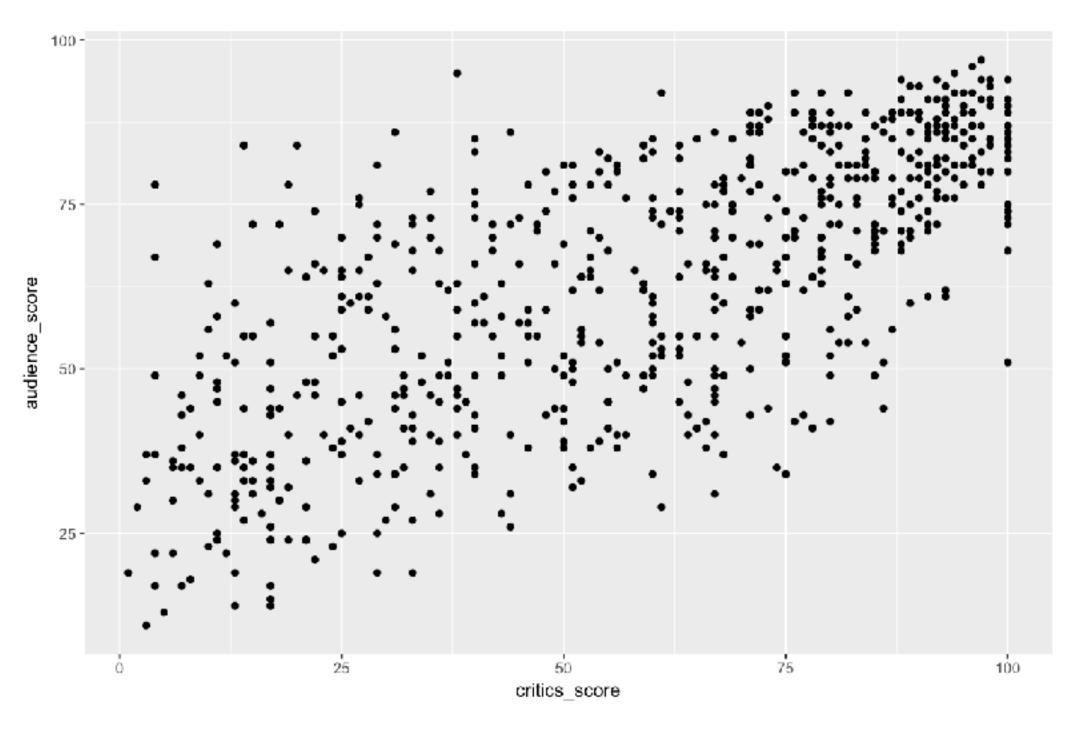
#### tableOutput(outputId)

textOutput(outputId, container, inline)
uiOutput(outputId, inline, container, ...)
htmlOutput(outputId, inline, container, ...)



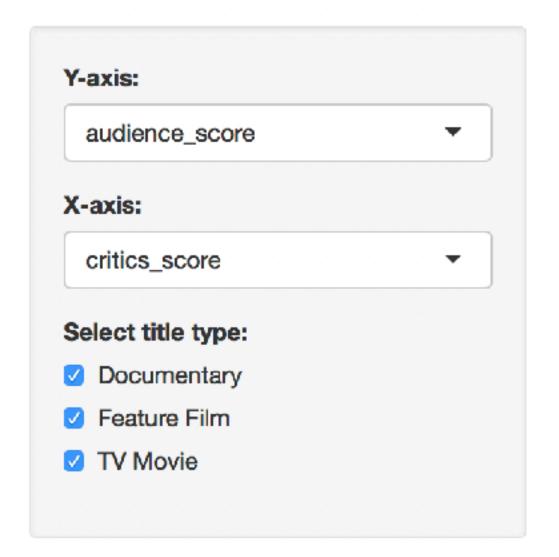


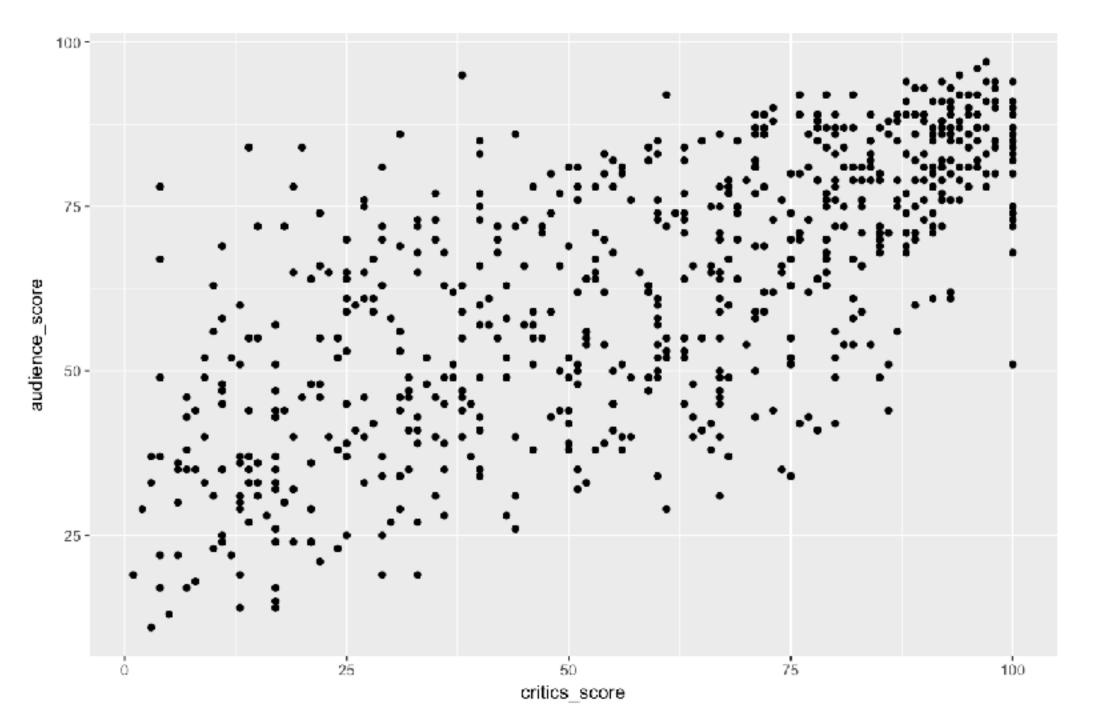












mpaa_rating	Mean	SD	n
G	1.2742	0.8215	19
NC-17	0.7628	0.0888	2
PG	1.4805	1.3242	118
PG-13	1.9962	2.3824	133
R	1.5282	1.7907	329
Unrated	0.9637	0.3054	50

Score ratio (audience / critics' scores) summary statistics by MPAA rating.





Add a table beneath the plot displaying summary statistics for a new variable: score\_ratio = audience\_score / critics\_score.

- 1. Calculate the new variable.
- 2. ui: Add an input widget that the user can interact with to check boxes for selected title types.
- 3. **ui:** Add an output defining where the summary table should appear.
- 4. **server:** Add a reactive expression that creates the summary table.

Add a table beneath the plot displaying summary statistics for a new variable: score\_ratio = audience\_score / critics\_score.

1. Calculate the new variable.

```
# Create new variable:
# ratio of critics and audience scores
movies <- movies %>%
   mutate(score_ratio = audience_score / critics_score)
```



Add a table beneath the plot displaying summary statistics for a new variable: score\_ratio = audience\_score / critics\_score.

2. ui: Add an input widget that the user can interact with to check boxes for selected title types.



Add a table beneath the plot displaying summary statistics for a new variable: score\_ratio = audience\_score / critics\_score.

3. **ui:** Add an output defining where the summary table should appear.

```
mainPanel(
    # Show scatterplot
    plotOutput(outputId = "scatterplot"),
    # Show data table
    tableOutput(outputId = "summarytable")
)
```





Add a table beneath the plot displaying summary statistics for a new variable: score\_ratio = audience\_score / critics\_score.

4. **server:** Add a reactive expression that creates the summary table.



mpaa_rating	Mean	SD	n
G	1.27	0.82	19
NC-17	0.76	0.09	2
PG	1.48	1.32	118
PG-13	2.00	2.38	133
R	1.53	1.79	329
Unrated	0.96	0.31	50

mpaa_rating	Mean	SD	n
G	1.2742	0.8215	19
NC-17	0.7628	0.0888	2
PG	1.4805	1.3242	118
PG-13	1.9962	2.3824	133
R	1.5282	1.7907	329
Unrated	0.9637	0.3054	50

Score ratio (audience / critics' scores) summary statistics by MPAA rating.





Add a table beneath the plot displaying summary statistics for a new variable: score\_ratio = audience\_score / critics\_score.

4. **server:** Add a reactive expression that creates the summary table.

```
output$summarytable <- renderTable(
    {movies %>%
        filter(title_type %in% input$selected_title_type) %>%
        group_by(mpaa_rating) %>%
        summarise(Mean = mean(score_ratio), SD = sd(score_ratio), n = n())},
    striped = TRUE, spacing = "l", align = "lccr", digits = 4, width = "90%",
    caption = "Score ratio (audience / critics' scores) summary statistics by
MPAA rating."
)
```



## Recap

- Shiny has a variety of render\* functions with corresponding \*Output functions to create and display outputs.
- render\* functions can take on multiple arguments,
   the first being the expression for the desired output.
- The expression in the render\* function should be wrapped in curly braces.





# Let's practice!



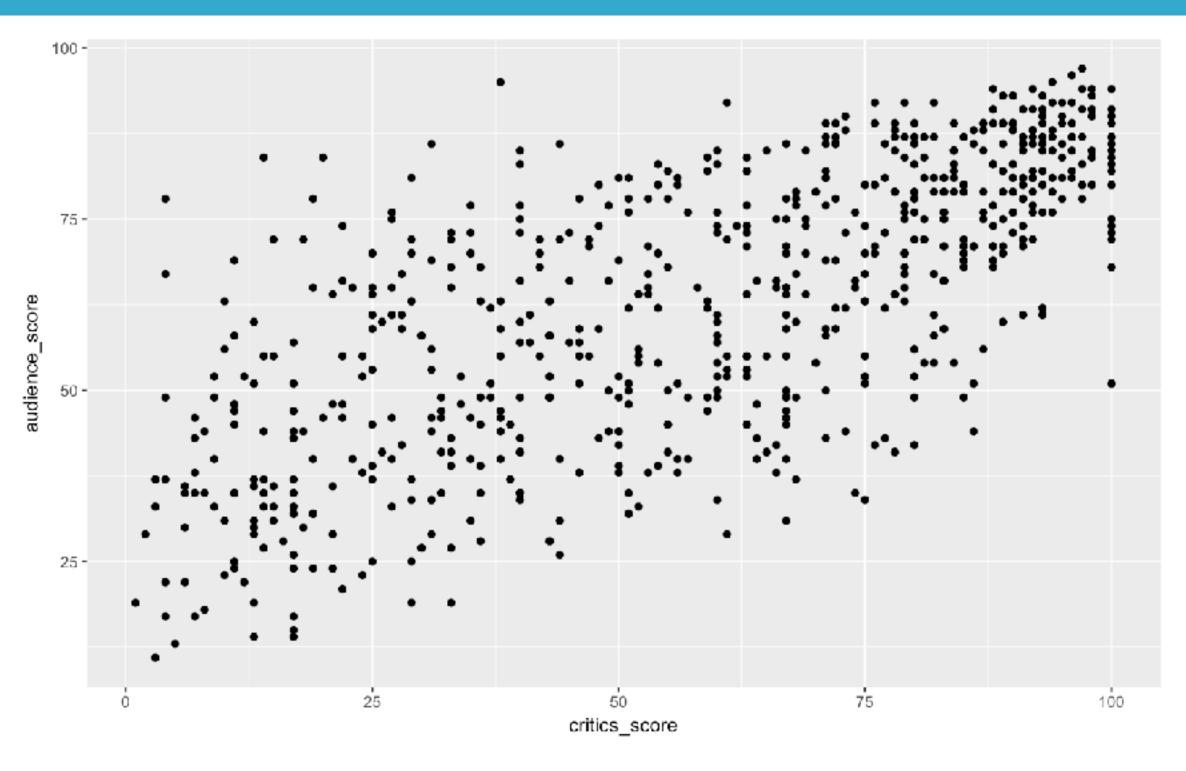


# UI outputs

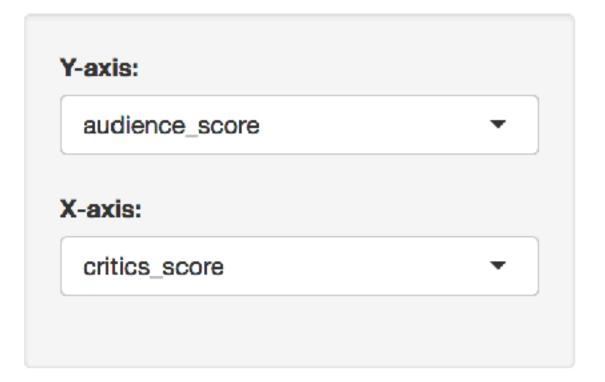


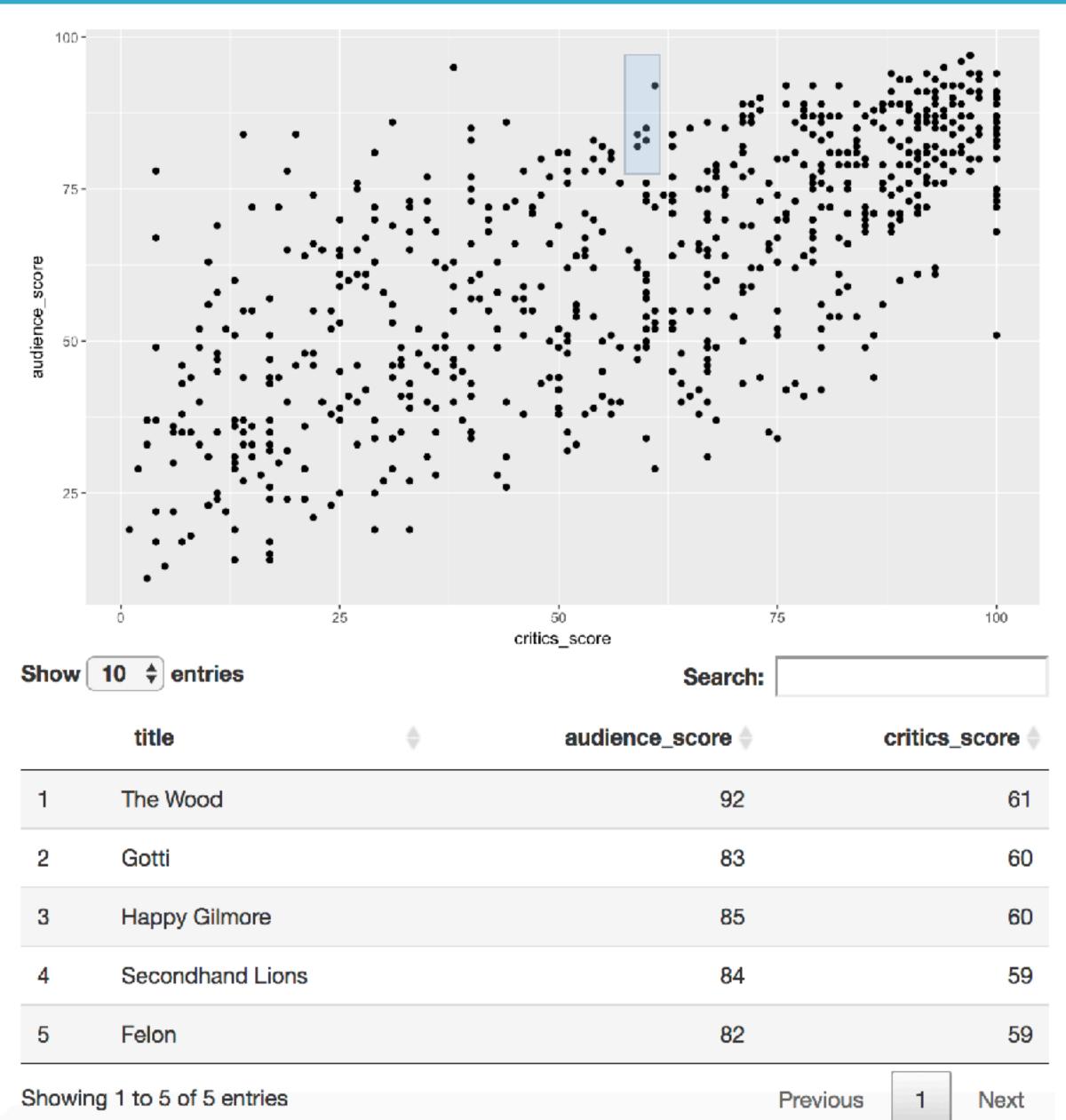














Select points on the plot via brushing, and report the selected points in a data table underneath the plot.

- 1. **ui:** Add functionality to plot0utput to select points via brushing.
- 2. **ui:** Add an output defining where the data table should appear.
- 3. **server:** Add a reactive expression that creates the data table for the selected points.



Select points on the plot via brushing, and report the selected points in a data table underneath the plot.

1. **ui:** Add functionality to plot0utput to select points via brushing.

```
# Show scatterplot with brushing capability
plotOutput(outputId = "scatterplot", brush = "plot_brush")
```



Select points on the plot via brushing, and report the selected points in a data table underneath the plot.

2. **ui:** Add an output defining where the data table should appear.

```
# Show data table
DT::dataTableOutput(outputId = "moviestable")
```

Select points on the plot via brushing, and report the selected points in a data table underneath the plot.

3. **server:** Add a reactive expression that creates the data table for the selected points.

```
# Print data table
output$moviestable <- DT::renderDataTable({
    brushedPoints(movies, input$plot_brush) %>%
    select(title, audience_score, critics_score)
})
```





# Let's practice!