

# Mastering Shiny

Wickham, H. (2021). Mastering shiny. O'Reilly Media, Inc.

## 1 Your First Shiny App

For a basic app, create file `app.R` and add

1. `library(shiny)` to load the shiny package
2. `ui <- fluidPage("Hello, world!")` to define the user interface (UI)
3. `server <- function(input, output, session)` to define the server function
4. `shinyApp(ui, server)` to construct and start the application

To run the app, source the document (there are other options).

To stop the document, activate the console window and press *Esc* (there are other options).

## 2 Basic UI

The UI consists of inputs and outputs.

### 2.1 Inputs

Insert input controls to UI by adding `{type}Input()` functions to `ui`:

- free text inputs with `textInput()`, `passwordInput()`, `textAreaInput()`
- numeric inputs with `numericInput()`, `sliderInput()`
- dates with `dateInput()`, `dateRangeInput()`
- limited choices with `selectInput()`, `radioButtons()`, `checkboxGroupInput()`
- file uploads with `fileInput()`
- action buttons with `actionButton()`, `actionLink()`

All input functions have the same first argument `inputId`. If some input function has ID `name`, than the input can be accessed in the server with `input$name`. Input functions have additional (unique) arguments to adjust their appearance.

### 2.2 Outputs

Outputs in the UI create placeholders that are later filled by the server function. Like inputs, their first argument is always an ID `outputId`. If some output function has ID `plot`, than the output can be accessed in the server with `output$plot`.

Insert output placeholders to UI by adding `{type}Output()` functions to `ui`. Each `{type}Output()` function is coupled with a `render{Type}` function in `server`:

- text outputs with `textOutput()` (`renderText()`),
- R code output with `verbatimTextOutput()` (`renderPrint()`)
- static tables with `tableOutput()` (`renderTable()`)
- dynamic tables with `dataTableOutput()` (`renderDataTable()`)
- plots with `plotOutput()` (`renderPlot()`)
- images with `imageOutput()` (`renderImage()`)

## 3 Basic Reactivity

To connect inputs with outputs, Shiny uses a concept called *reactive expressions*.

### 3.1 Reactive Expressions

Reactive expressions mean: when an input changes, all related outputs automatically update. Shiny knows when the update should be run. The code `output$greeting <- renderText(paste("hi", input$name))` informs Shiny how it could update the greeting if it needs to (e.g., if `input$name` changed). With this concept, code is no longer executed from top to bottom, but follows a graph of dependencies, which describes how inputs and outputs are connected.

### 3.2 Modularity

However, Shiny updates outputs always as a whole. This can lead to undesired effects:

```
output$plot <- renderPlot({
  x <- rnorm(n = input$n)
  plot(x, xlim = input$range)
})
```

The random vector `x` is drawn again, when `input$range` changes. Better put the computation of `x` into a separate reactive environment. Now the value of `x` must be accessed via `x()`:

```
x <- reactive(rnorm(n = input$n))
output$plot <- renderPlot(plot(x(), xlim = input$range))
```

If `x` should be drawn after an event (e.g., the user clicked a button), but not when `input$n` changes, use `x <- eventReactive(input$simulate, rnorm(n = input$n))`.

## 4 Case Study: ER Injuries

Development of a richer Shiny app with the concepts seen so far. [Demo Source](#)

## 5 Workflow

One of the reasons that I've been able to accomplish so much is that I devote time to analysing and improving my workflow. I highly encourage you to do the same! – Hadley Wickham

## 5.1 Development

- Type *shinyapp* in .R file and use *Tab* to insert Shiny app snippet
- Keyboard shortcut to run the app: *Ctrl+Shift+Enter*
- Relaunch app after every save with background job:

1. add script `shiny-run.R` to folder with `app.R`:

```
options(shiny.autoreload = TRUE)
shiny::runApp()
```

2. with active `shiny-run.R`, RStudio > Tools > Background Jobs > Start Background Job
3. copy URL from Jobs pane and run `rstudioapi::viewer("<URL>")`

## 5.2 Debugging

- Shiny automatically prints the traceback to the console.
- Use `message()`, `str()` calls to understand when a part of the code is evaluated and to show values.
- To access values of reactive expressions, use interactive debugger with `browser()` in source.
- Getting help: first make a *reprex* (*minimal reproducible example*).

## 6 Layout, Themes, HTML

The input and output functions just return HTML, which the developer can create themselves, but Shiny offers helper functions. The `fluidPage()` provides basic HTML for the UI (alternatives are `fixedPage()` and `fillPage()`). Other functions modify the visual appearance:

- App with sidebar (most common app design):

```
ui <- fluidPage(
  titlePanel(
    # app title/description
  ),
  sidebarLayout(
    sidebarPanel(
      # inputs
    ),
    mainPanel(
      # outputs
    )
  )
)
```

- Multiple rows (number of columns should add up to 12):

```

ui <- fluidPage(
  fluidRow(
    column(4,
      ...
    ),
    column(8,
      ...
    )
  )
)

```

- Tabsets (for multipage layout, alternatives are Navlists and Navbars):

```

ui <- fluidPage(
  tabsetPanel(
    tabPanel("Import data",
      ...
    ),
    tabPanel("Visualize data",
      ...
    )
  )
)

```

Shiny uses the Bootstrap CSS and javascript style framework. The style can be modified via `theme = bslib::bs_theme()` as argument to `fluidPage()`. Use `bslib::bs_theme_preview(theme)` to preview the theme. Use `thematic::thematic_shiny()` inside `server()` adapt the theme to plots.

## 7 Graphics

`plotOutput()` can serve as an input that tracks pointer events, leading to interactive plots. Add the following arguments:

- click: `plotOutput("id", click = "plot_click")` makes coordinates `input$plot_click` available in `server()` (e.g., use `nearPoints(<dataset>, input$plot_click)` to get data points near to the click)
- double-click: `plotOutput("id", dblclick = "plot_click")` (similar to click)
- hover: `plotOutput("id", hover = "plot_click")` (similar to click)
- rectangular selection tool: `plotOutput("id", brush = "plot_brush")` makes coordinates `input$plot_brush` available (e.g., use `brushedPoints(<dataset>, input$plot_brush)` to get the selected data points)

## 8 User Feedback

Thoughtful communication about what's happening with the app can have a huge impact on the quality of the user experience.

## 8.1 Validation

Use the `{shinyFeedback}` package to put feedback next to an invalid input:

```
ui <- fluidPage(
  shiny::useShinyFeedback(),
  numericInput("n", "n", value = 10)
)
server <- function(input, output, session) {
  square_root <- reactive({
    shinyFeedback::feedbackWarning("n", input$n < 0, "Please select a positive number.")
    req(input$n >= 0)
    sqrt(input$n)
  })
}
```

The function `req()` stops bad or missing inputs from triggering reactive changes. Alternatives to `feedbackWarning()` are `feedback()`, `feedbackDanger()`, and `feedbackSuccess()`. Alternative to `{shinyFeedback}` is the Shiny built-in function `validate()`.

## 8.2 Notifications

To let the user know what's happening, display a notification via `showNotification("<text>")` inside `server()`. It can be transient, removed on completion, or progressively updated.

## 8.3 Progress Bars

Progress bars help the user to estimate the time to completion. Inside `server()`:

```
eventReactive(input$go, {
  withProgress(message = "Computing random number", {
    for (i in 1:steps) {
      x <- function_that_takes_a_long_time(x)
      incProgress(1 / steps)
    }
  })
})
```

The `eventReactive()` environment is not required, but it is good practice to allow the user to control when the time consuming task starts. The `{waiter}` package offers more visual options (like, e.g., spinners).

## 8.4 Dialogues

Create dialog boxes with `modalDialog()` to get, e.g., explicit confirmation from user for a potentially destructive action. Use `showModal()` and `removeModal()` to show and remove the dialog, respectively.

**9 Uploads and Downloads**

**10 Dynamic UI**

**11 Bookmarking**

**12 Tidy Evaluation**