

Web apps in R with Shiny

2022-03-11

apps/goog-index/app.R

Web apps in R

Reactivity



Web apps in R

Reactivity

Design and User Interface (UI)



Web apps in R

Reactivity

Design and User Interface (UI)

Dashboards



Your Turn 1

Open a new Shiny file (file > New File > Shiny Web App)

Run the app

Stop the app from running

Anatomy of a shiny app

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

Anatomy of a shiny app

UI container

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

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

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

user
interface

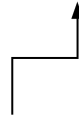
Anatomy of a shiny app

server function

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

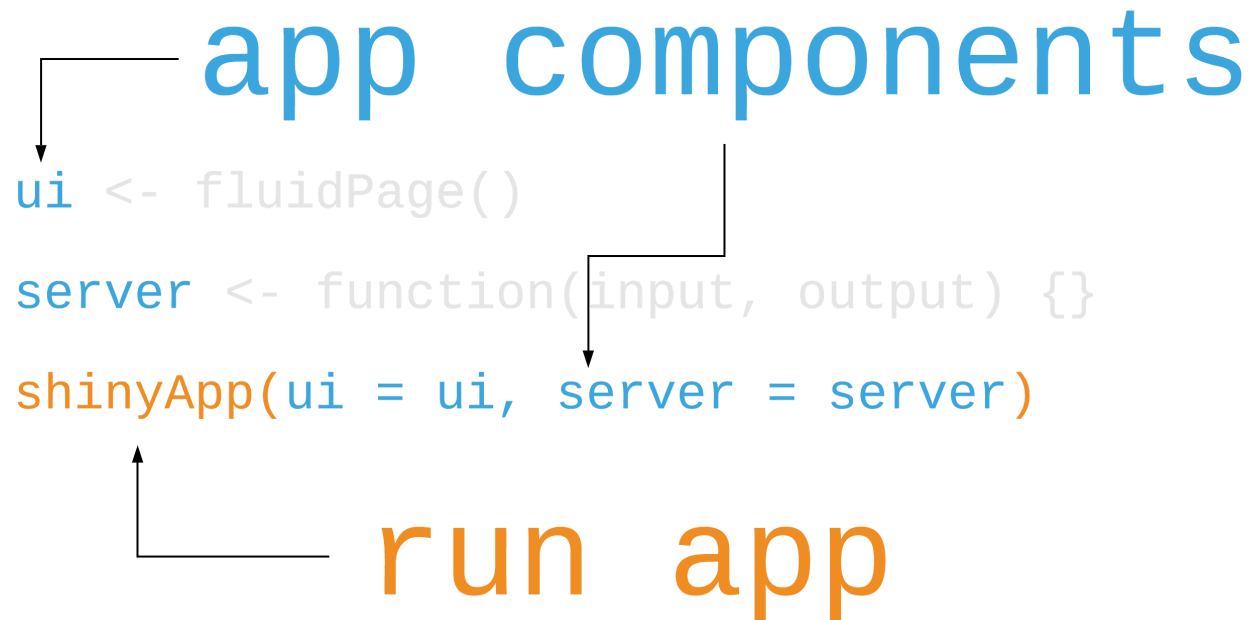


```
server <- function(input, output) {}  
shinyApp(ui = ui, server = server)
```



server logic

Anatomy of a shiny app





new data alert!



movies

Where does it come from?

`movies.Rdata`

	title	title_type	genre	runtime	mpaa_rating	stud
1	Filly Brown	Feature Film	Drama	80	R	Indo
2	The Dish	Feature Film	Drama	101	PG-13	Warr
3	Waiting for Guffman	Feature Film	Comedy	84	R	Sony
4	The Age of Innocence	Feature Film	Drama	139	PG	Colu
5	Malevolence	Feature Film	Horror	90	R	Ancl
6	Old Partner	Documentary	Documentary	78	Unrated	Shca
7	Lady Jane	Feature Film	Drama	142	PG-13	Para
8	Mad Dog Time	Feature Film	Drama	93	R	MCM
9	Beauty Is Embarrassing	Documentary	Documentary	88	Unrated	Inde
10	The Snowtown Murders	Feature Film	Drama	119	Unrated	IFC F
11	Superman II	Feature Film	Action & Adventure	127	PG	Warr
12	Leap of Faith	Feature Film	Drama	108	PG-13	Para
13	The Royal Tenenbaums	Feature Film	Comedy	110	R	Buer
14	School for Scoundrels	Feature Film	Comedy	100	PG-13	MGM
15	Rhinestone	Feature Film	Comedy	111	PG	20th
16	Burn After Reading	Feature Film	Drama	96	R	Focu
17	The Doors	Feature Film	Drama	140	R	Sony
18	The Wood	Feature Film	Drama	106	R	Para
19	Jason X	Feature Film	Horror	91	R	New
20	Dragon Wars	Feature Film	Drama	90	PG-13	Sony
21	Fallen	Feature Film	Drama	124	R	Warr
22	The Gleaners and I	Documentary	Documentary	82	Unrated	Zeitg

How can I use it?

```
load("movies.Rdata")  
View(movies)
```



*this loads it in your
global environment*

Your Turn 2

Open apps/movies_01.R

Try to identify the components of the app

Run the app

Stop the app

movies_01.R

`fluidPage()`

`headerPanel()`



`sidebarLayout()`

`sidebarPanel()`



`mainPanel()`

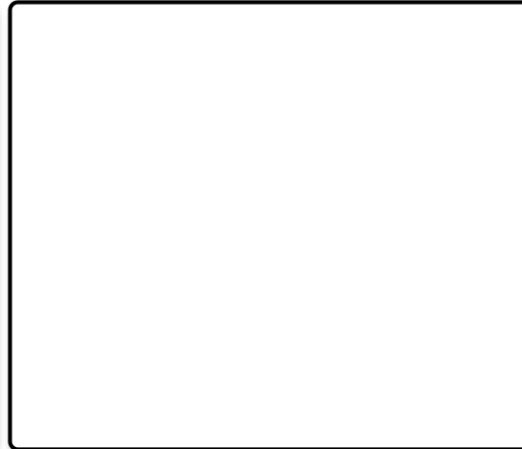


Image by Hadley Wickham

Sidebar layouts

```
ui <- fluidPage(  
  headerPanel(),  
  sidebarLayout(  
    sidebarPanel(  
      # Inputs  
    ),  
    mainPanel(  
      # Outputs  
    )  
  )  
)
```

Sidebar inputs

```
sidebarPanel(  
  selectInput(  
    inputId = "y",  
    label = "Y-axis:",  
    choices = c("..."),  
    selected = "audience_score"  
  ),  
  selectInput(  
    inputId = "x",  
    label = "X-axis:",  
    choices = c("..."),  
    selected = "critics_score"  
  )  
)
```

Sidebar inputs

```
sidebarPanel(  
  selectInput(  
    inputId = "y",  
    label = "Y-axis:",  
    choices = c("..."),  
    selected = "audience_score"  
  ),  
  selectInput(  
    inputId = "x",  
    label = "X-axis:",  
    choices = c("..."),  
    selected = "critics_score"  
  )  
)
```


Sidebar inputs

```
sidebarPanel(  
  selectInput(  
    inputId = "y",  
    label = "Y-axis:",  
    choices = c("..."),  
    selected = "audience_score"  
  ),  
  selectInput(  
    inputId = "x",  
    label = "X-axis:",  
    choices = c("..."),  
    selected = "critics_score"  
  )  
)
```

Main panel outputs

```
mainPanel(  
  plotOutput(outputId = "scatterplot")  
)
```

Main panel outputs

```
mainPanel(  
  plotOutput(outputId = "scatterplot")  
)
```

Server

```
server <- function(input, output) {  
  output$scatterplot <- renderPlot({  
    ggplot(  
      data = movies,  
      aes_string(x = input$x, y = input$y)  
    ) +  
      geom_point()  
  })  
}
```

Server

```
server <- function(input, output) {  
  output$scatterplot <- renderPlot({  
    ggplot(  
      data = movies,  
      aes_string(x = input$x, y = input$y)  
    ) +  
      geom_point()  
  })  
}
```

Main panel outputs

```
mainPanel(  
  plotOutput(outputId = "scatterplot")  
)
```

Server

```
server <- function(input, output) {  
  output$scatterplot <- renderPlot({  
    ggplot(  
      data = movies,  
      aes_string(x = input$x, y = input$y)  
    ) +  
      geom_point()  
  })  
}
```

Server

```
server <- function(input, output) {  
  output$scatterplot <- renderPlot({  
    ggplot(  
      data = movies,  
      aes_string(x = input$x, y = input$y)  
    ) +  
    geom_point()  
  })  
}
```


Sidebar inputs

```
sidebarPanel(  
  selectInput(  
    inputId = "y",  
    label = "Y-axis:",  
    choices = c("..."),  
    selected = "audience_score"  
  ),  
  selectInput(  
    inputId = "x",  
    label = "X-axis:",  
    choices = c("..."),  
    selected = "critics_score"  
  )  
)
```

Server

```
server <- function(input, output) {  
  output$scatterplot <- renderPlot({  
    ggplot(  
      data = movies,  
      aes_string(x = input$x, y = input$y)  
    ) +  
    geom_point()  
  })  
}
```

Run the app

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

Your Turn 3

Add new select menu to color the points. Use the following arguments: `inputId = "z", label = "Color by:", choices = c("title_type", "genre", "mpaa_rating", "critics_rating", "audience_rating"), selected = "mpaa_rating"`

Use this variable in the aesthetics of the ggplot function as the color argument

Run the app in the Viewer Pane

Your Turn 3 (solution: movies_02.R)

```
# in sidebarPanel()
selectInput(
  inputId = "z",
  label = "Color by:",
  choices = c("..."), # truncated
  selected = "mpaa_rating"
)
```

```
# in server <- function(input, output) {}
output$scatterplot <- renderPlot({
  ggplot(
    data = movies,
    aes_string(x = input$x, y = input$y, color = input$z)
  ) +
    geom_point()
})
```

Shiny : : CHEAT SHEET

Basics

A **Shiny** app is a web page (UI) connected to a computer running a live R session (**Server**)



Users can manipulate the UI, which will cause the server to update the UI's display (by running R code).

APP TEMPLATE

Begin writing a new app with this template. Preview the app by running the code at the R command line.

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

- ui** - nested R functions that assemble an HTML user interface for your app
- server** - a function with instructions on how to build and rebuild the R objects displayed in the UI
- shinyApp** - combines ui and server into an app. Wrap with **runApp()** if calling from a sourced script or inside a function.

SHARE YOUR APP - in three ways:

- Host it on shinyapps.io**, a cloud based service from RStudio. To do so:
 - Create a free or professional account at <http://shinyapps.io>
 - Click the Publish icon in RStudio IDE, or run `rsconnect::deployApp()` ("path to directory")
- Purchase RStudio Connect**, a publishing platform for R and Python. www.rstudio.com/products/connect/
- Build your own Shiny Server** www.rstudio.com/products/shiny-server/



Building an App

Complete the template by adding arguments to **fluidPage()** and a body to the **server** function.

- Add inputs to the UI with "input" functions.
- Add outputs with "Output" functions.
- Tell server how to render outputs with R in the server function. To do this:
 - Refer to outputs with **output\$<id>**
 - Wrap code in a **render()** function before saving to output

Save your template as **app.R**. Alternatively, split your template into two files named **ui.R** and **server.R**.

```
library(shiny)
ui <- fluidPage(
  header<input>(inputId = "m",
    "Sample size", value = 25),
  plotOutput(outputId = "m1")
)
server <- function(input, output){
  output$m1 <- renderPlot({
    hist(rnorm(1000))
  })
  shinyApp(ui = ui, server = server)
}
```

Save each app in a directory that holds an **app.R** file (or a **server.R** file and a **ui.R** file) plus optional extra files.

- app-name** - The directory name is the name of the app (optional) defines objects available to both ui.R and server.R
- DESCRIPTION** - (optional) used in showcase mode
- README** - (optional) data, scripts, etc.
- other files** - (optional) directory of files to share with web browsers (images, CSS, js, etc.) Must be named "www"

Outputs - "render()" and "Output" functions work together to add R output to the UI

- renderDataTable**(expr, options, callback, escape, env, quoted)
- renderImage**(expr, env, quoted, displayId)
- renderPlot**(expr, width, height, res, ..., env, quoted, func)
- renderPrint**(expr, env, quoted, func, width)
- renderTable**(expr, ..., env, quoted, func)
- renderText**(expr, env, quoted, func)
- renderUI**(expr, env, quoted, func)
- dataTableOutput**(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, ...)

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, choices, selected, inline)

checkboxInput(inputId, label, value)

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, selected, width, size) *(size selection required)*

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

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

textInput(inputId, label, value)

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, ...)

☒ Choice 1

☒ Choice 2

☐ Choice 3

☒ Check me

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

checkboxInput(inputId, label, value)

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

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

Choose File

fileInput(inputId, label, multiple,

Your Turn 4

Add a slider input to control the alpha level of the scatterplot points. Don't forget to label it!

Set min to 0 and max to 1. Choose a default for value

Use the value from this input in the plot

Run the app

Your Turn 4 (solution: movies_03.R)

```
# in sidebarPanel()
sliderInput(
  inputId = "alpha",
  label = "Alpha:",
  min = 0,
  max = 1,
  value = 0.5
)
```

```
# in server <- function(input, output) {}
output$scatterplot <- renderPlot({
  ggplot(
    data = movies,
    aes_string(x = input$x, y = input$y, color = input$z)
  ) +
    geom_point(alpha = input$alpha)
})
```


Shiny : : CHEAT SHEET

Basics

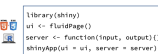
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Building an App

Complete the template by adding arguments to **fluidPage()** and a body to the **server** function.

Add inputs to the UI with "input" functions. Add outputs with "Output" functions. Tell server how to render outputs with R in the server function. To do this:

1. Refer to outputs with **output\$** id.
2. Refer to inputs with **input\$id**.
3. Wrap code in a **render*** function before saving to output.

Save your template as an **app.R**. Alternatively, split your template into two files named **ui.R** and **server.R**.

ui.R contains everything you would save to ui. **server.R** ends with the function you would save to server. No need to call **shinyApp()**.

Save each app as a directory that holds an **app.R** file (or a **server.R** file and a **ui.R** file) plus optional extra files. Launch apps with **runApp()** (path to directory).

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

DT: **renderDataTable**(expr, options, callback, escape, env, quoted) **dataTableOutput**(outputId, icon, ...)

renderImage(expr, env, quoted, deleteFile) **imageOutput**(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)

renderPlot(expr, width, height, res, ..., env, quoted, func) **plotOutput**(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)

renderPrint(expr, env, quoted, func, deleteFile) **verbatimTextOutput**(outputId)

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

renderText(expr, env, quoted, func, deleteFile) **textOutput**(outputId, container, inline)

renderUI(expr, env, quoted, func) **uiOutput**(outputId, inline, container, ...) **htmlOutput**(outputId, inline, container, ...)

Inputs

collect values from the user. Access the current value of an input object with **input\$**. Input values are **reactive**.

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

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

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

checkboxInput(inputId, label, value)

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, selection, width, size) (also **selectizeInput()**)

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

submitButton(inputId, icon) (Prevents reactions across entire app)

textInput(inputId, label, value)

Outputs - render*() and *Output() functions work together to add

DT: **renderDataTable**(expr, options, callback, escape, env, quoted) **dataTableOutput**

renderImage(expr, env, quoted, deleteFile) **imageOutput**(ou click, dblclick, hover, hoverDelayType)

renderPlot(expr, width, height, res, ..., env, quoted, func) **plotOutput**(outp dbclick, hover, hoverDelayType)

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

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

renderText(expr, env, quoted, func) **textOutput**(output

renderUI(expr, env, quoted, func) **uiOutput**(output **htmlOutput**(outp

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Your Turn 5

Add a new `output` in server using `DT::renderDataTable()`. Inside of the render function, create a data table with `DT::datatable()`

Set `data = movies[, 1:7]`, `options = list(pageLength = 10)`, and `rownames = FALSE`

Add the output to `mainPanel()` in ui using `DT::dataTableOutput()`

Run the app

Your Turn 5 (solution: movies_04.R)

```
# in mainPanel()  
DT::dataTableOutput(outputId = "moviestable")
```

```
# in server <- function(input, output) {}  
output$moviestable <- DT::renderDataTable({  
  DT::datatable(  
    data = movies[, 1:7],  
    options = list(pageLength = 10),  
    rownames = FALSE  
  )  
})
```

Your Turn 6

Add a title to your app with `headerPanel()`

Make the input choices nicer by making the vector named, e.g. `choices = c("IMDB rating" = "imdb_rating", ...)`

Clean up your axes titles with:

`str_replace_all()` to replace `_` with `" "`

`str_to_title()` to change to title case

Your Turn 6

`str_replace_all()` takes three arguments,

```
str_replace_all(  
  string = "lord_of_the_rings",  
  pattern = "_",  
  replacement = " "  
)
```

`str_to_title()` converts the case of a string to title case.

```
str_to_title("lord of the rings")
```

Your Turn 6 (solution: movies_05.R)

```
# in fluidPage()  
headerPanel("Movie browser")
```

```
# in sidebarPanel()  
selectInput(  
  ...,  
  choices = c(  
    "IMDB rating" = "imdb_rating",  
    "IMDB number of votes" = "imdb_num_votes",  
    "Critics Score" = "critics_score",  
    "Audience Score" = "audience_score",  
    "Runtime" = "runtime"  
  )  
)
```

Your Turn 6 (solution: movies_05.R)

```
# in server <- function(input, output) {}  
output$scatterplot <- renderPlot({  
  ggplot(  
    data = movies,  
    aes_string(x = input$x, y = input$y, color = input$z)  
  ) +  
    geom_point(alpha = input$alpha) +  
    labs(  
      x = str_to_title(str_replace_all(input$x, "_", " ")),  
      y = str_to_title(str_replace_all(input$y, "_", " ")),  
      color = str_to_title(str_replace_all(input$z, "_", " "))  
    )  
  })
```

Directory Structure

```
| --name_of_app  
  |-- app.R
```

```
| --name_of_app  
  |-- ui.R  
  |-- server.R  
  |-- global.R  
  |-- www  
    |-- image.png
```


Sharing your app

Sharing your app

shinyapps.io

Sharing your app

shinyapps.io

Shiny Server

Sharing your app

shinyapps.io

Shiny Server

RStudio Connect or Shiny Server Pro

Your Turn 7

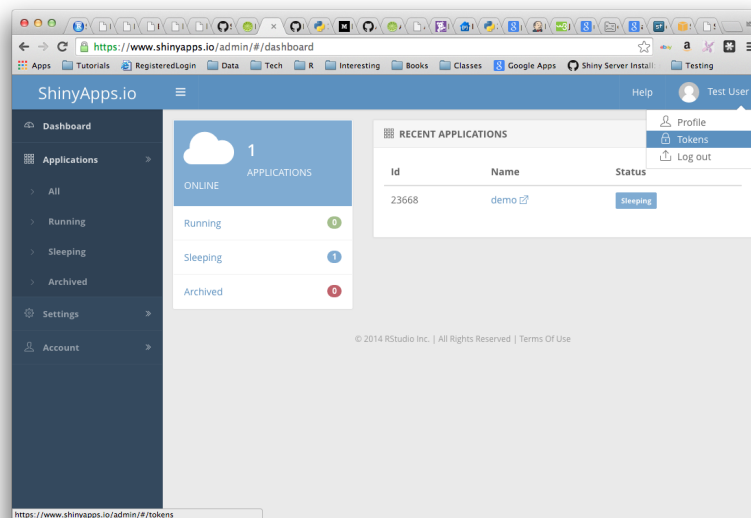
Create folder called `movies_app`

Move any of the (working) app files into this folder, along with `movies.Rdata`

Go to <http://shinyapps.io>. Sign up for an account ([instructions](#)).

Your turn 7

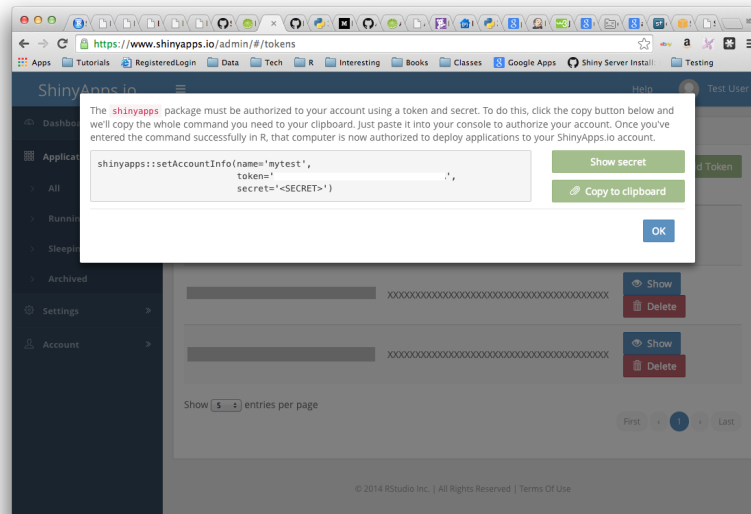
Click on the 'Tokens' option under your username (upper right corner)



Your Turn 7

Click 'Show' button on the 'Token' page

Copy this to the clipboard, paste it into the console in the RStudio IDE, hit Enter



Resources

Shiny Website: A collection of articles
on Shiny

Mastering Shiny: A Work-in-progress
book from Hadley Wickham