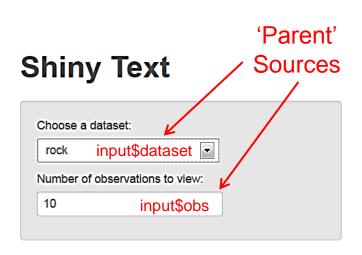
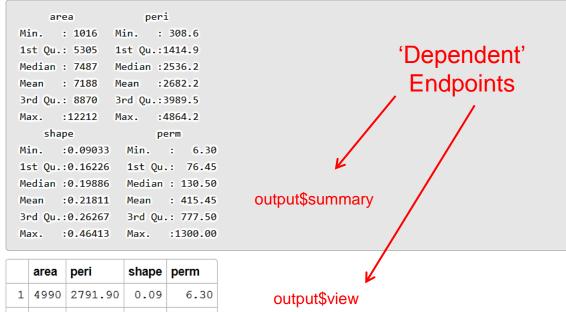


# **Notes on Initial Shiny Examples**



# "Shiny Text" Example 2

# When input\$dataset changes, both output\$summary and output\$view change.



|   | area | peri    | shape | perm  |
|---|------|---------|-------|-------|
| 1 | 4990 | 2791.90 | 0.09  | 6.30  |
| 2 | 7002 | 3892.60 | 0.15  | 6.30  |
| 3 | 7558 | 3930.66 | 0.18  | 6.30  |
| 4 | 7352 | 3869.32 | 0.12  | 6.30  |
| 5 | 7943 | 3948.54 | 0.12  | 17.10 |
| 6 | 7979 | 4010.15 | 0.17  | 17.10 |

But when **input\$obs** changes, only **output\$view** changes.

2

# "Shiny Text" Example 2 ui.R

```
## Shiny Text Example 2 ui.R
library(shiny)
# Define UI for dataset viewer application
shinyUI(pageWithSidebar(
 # Application title
 headerPanel("Shiny Text"),
 # Sidebar with controls to select a dataset and
specify the number
 # of observations to view
 sidebarPanel(
  selectInput("dataset", "Choose a dataset:",
         choices = c("rock", "pressure", "cars")),
  numericInput("obs", "Number of observations to
view:", 10)
 # Show a summary of the dataset and an HTML
table with the requested
 # number of observations
 mainPanel(
  verbatimTextOutput("summary"),
  tableOutput("view")
```

# "Shiny Text" Example 2 server.R

When **input\$dataset** changes, both **output\$summary** and **output\$view** change.

Why? Because datasetInput serves as a *reactive conductor* implemented as a *reactive expression*.

When **input\$obs** changes, only **output\$view** changes.

#### ## Shiny Text Example 2 server.R library(shiny) library(datasets) # Define server logic required to summarize and view the selected dataset shinyServer(function(input, output) { # Return the requested dataset datasetInput <- reactive({ switch input\$dataset, Change to input\$dataset "rock" = rock, changes datasetInput pressure" = pressure, "cars" \(\frac{1}{2}\) cars) }) # Generate a summary of the dataset output\$summary <- renderPrint({ dataset < datasetInput() summary(dataset) datasetInput is called here reactively # Show the first "n" observations output\$view <-\renderTable({

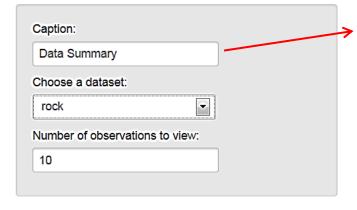
# Show the first "n" observations
output\$view <- renderTable({
 head(datasetInput(), n = input\$obs)
})

datasetInput is called
here reactively

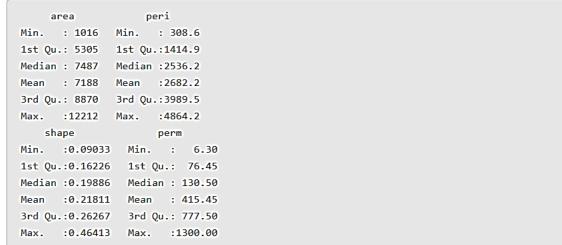
# "Reactivity" Example 3

#### Reactivity

Caption input change immediately updates output "caption" label



#### **Data Summary**



|   | area | peri    | shape | perm |
|---|------|---------|-------|------|
| 1 | 4990 | 2791.90 | 0.09  | 6.30 |
| 2 | 7002 | 3892.60 | 0.15  | 6.30 |
| 3 | 7558 | 3930.66 | 0.18  | 6.30 |
| 4 | 7352 | 3869.32 | 0.12  | 6.30 |

## "Reactivity" Example 3 ui.R

```
Changes from Example 2 "Shiny Text" ui.R file highlighted
## Reactivity Example 3 ui.R
library(shiny)
# Define UI for dataset viewer application
shinyUI(pageWithSidebar(
 # Application title
                                         Using "Reactivity" as header instead of "Shiny Text"
headerPanel("Reactivity")
 # Sidebar with controls to provide a caption, select a dataset, and
 # specify the number of observations to view. Note that changes made
 # to the caption in the textInput control are updated in the output
 # area immediately as you type
 sidebarPanel(
                                                             Added textInput() function added
  textInput("caption", "Caption:", "Data Summary"),
  selectInput("dataset", "Choose a dataset:",
          choices = c("rock", "pressure", "cars")),
  numericInput("obs", "Number of observations to view:", 10)
 ),
```

### "Reactivity" Example 3 ui.R (cont'd)

## "Reactivity" Example 3 server.R

```
## Reactivity Example 3 server.R
library(shiny)
                            Changes from Example 2 "Shiny Text" server. R file highlighted
library(datasets)
# Define server logic required to summarize and view the selected dataset
shinyServer(function(input, output) {
 # By declaring datasetInput as a reactive expression we ensure that:
 #
   1) It is only called when the inputs it depends on changes
   2) The computation and result are shared by all the callers (it
     only executes a single time)
   3) When the inputs change and the expression is re-executed, the
 #
     new result is compared to the previous result; if the two are
 #
     identical, then the callers are not notified
 #
 datasetInput <- reactive({
  switch(input$dataset,
       "rock" = rock,
       "pressure" = pressure,
       "cars" = cars)
 })
```

### "Reactivity" Example 3 server.R

Changes from Example 2 "Shiny Text" server.R file highlighted

```
## Reactivity Example 3 server.R (continued from previous slide)
# The output$caption is computed based on a reactive expression that
# returns input$caption. When the user changes the "caption" field:
#
# 1) This expression is automatically called to recompute the output
# 2) The new caption is pushed back to the browser for re-display
# Note that because the data-oriented reactive expression below don't
# depend on input$caption, those expression are NOT called when
# input$caption changes.
                                              "caption" string in input object (input$caption) immediately
output$caption <- renderText({
 input$caption
                                              assigned to output object (output$caption) in a reactive
                                              expression.
# The output$summary depends on the datasetInput reactive expression,
# so will be re-executed whenever datasetInput is re-executed
# (i.e. whenever the input$dataset changes)
output$summary <- renderPrint({
 dataset <- datasetInput()
 summary(dataset)
})
# The output$view depends on both the databaseInput reactive expression
# and input$obs, so will be re-executed whenever input$dataset or
# input$obs is changed.
output$view <- renderTable({
 head(datasetInput(), n = input$obs)
```