* Intro
  + Talk about crosstalk;
  + important word is **serverless**
* What is Crosstalk
  + Additional capabilities for widgets (ch, t, m) 🡪
    - Crosstalk: **shared data** and **input controls**
  + code to show how easy
* Crosstalk Compatible Widgets
  + Widget = somewhat independent building block of webpage (ch, t, m, ic)
  + W. libraries can work on their own
* When to Use Crosstalk
* Other Ways to Achieve InteractivityW
  + shiny on local server (non-R users, libraries)
  + shinyapss.io (large companies bureaucracy)
  + Quarto with OJS (bleeding edge, not that many ppl using it)
* Crosstalk Demo
  + (…)
  + Filters
  + Map 🡪 zoom, move, filter
  + Table 🡪 expand rows, filter
  + Chart 🡪 Slightly buggy