

Building Shiny App exercises

part 3



ADD CONTROL WIDGETS

Welcome to the third part of our series. In this part you will learn how to build and place inside your app the rest of the widgets which were mentioned in [part 2](#).

More specifically we will analyze: 1) helptext, 2) numericInput, 3) radioButtons, 4) selectInput, 5) sliderInput and 6) textInput.

As you already know from [part 2](#) reactivity will be added in the upcoming parts of our series so this is something that you do not have to worry about.

Follow the examples below to understand the logic behind the widgets' functions and then enhance the app you created in [part 1](#) by practising with the exercise set we prepared for you.

Firstly, we will add all the kinds of the widgets in our app, for educational reasons and later we will decide which of them is practical to keep. Let's start!

Answers to the exercises are available [here](#).

If you obtained a different (correct) answer than those listed on the solutions page, please feel free to post your answer as a comment on that page.

To begin with let's create the space inside our sidebarPanel in order to put in there the rest of our widgets.



Learn more about Shiny in the online course [R Shiny Interactive Web Apps – Next Level Data Visualization](#). In this course you will learn how to create advanced Shiny web apps; embed video, pdfs and images; add focus and zooming tools; and

many other functionalities (30 lectures, 3hrs.).

Exercise 1

Use the function `fluidrow` to make sure that all the elements we are going to use will be in the same line. To do this put `fluidrow` just under the “Menu” in your `sidebarPanel` and close its parenthesis just before the `submibutton` (excluding the two `br`).

HELP TEXT

In the example below we create a UI with a `helpText`.

```
# ui.R
shinyUI(fluidPage(
  titlePanel("Widgets"),
  h3("Help Text"),
  helpText("Text that is used to provide some extra details to
the user.)))

# server.R
shinyServer(function(input, output) {
})
```

Exercise 2

Place a `helpText` exactly under the `actionButton`, name it “Help Text” and as text add: “For help”. Hint: Use `h4`.

Exercise 3

Now use `column` function in order to decide the column width for every row and put the two widgets in the same line. To do this place the `column` function twice. Firstly place it just before the “Actionbutton” title with `width = 6` and close its parenthesis exactly after the label “Perform”. Do the same for the `helpInput`. Both of the `column` functions must be inside the same `fluidrow`.

NUMERIC INPUT

In the example below we create a UI with a numericInput.

```
# ui.R
shinyUI(fluidPage(
  titlePanel("Widgets"),
  numericInput("num",
    label = h3("Numeric Input"),
    value = 1)
))

# server.R
shinyServer(function(input, output) {
})
```

Exercise 4

Put a numericInput under helpText, in the same row with submitButton. Name it "numer", give it "Numeric Input" as label and value = 10. Hint: Use h4, fluidrow and column.

RADIO BUTTONS

In the example below we create a UI with a radioButtons.

```
#ui.R
shinyUI(fluidPage(
  titlePanel("Widgets"),
  radioButtons("radio", label = h3("Radio buttons"),
    choices = list("Choice 1" = 1, "Choice 2" = 2,
    "Choice 3" = 3), selected = 1)
))

#server.R
shinyServer(function(input, output) {
})
```

Exercise 5

Add radioButtons under numericInput, in the same row with checkBoxInput. Name it "radiobuttons", put as label "Radio Buttons" and give it two choices with no default. Hint: Use

h4, fluidrow, column and choices.

Exercise 6

Now put “2” as the default of the choices. Hint: Use selected.

SELECT INPUT

In the example below we create a UI with a selectInput.

```
# ui.R
shinyUI(fluidPage(
  titlePanel("Widgets"),
  selectInput("select", label = h3("Select Box"),
    choices = list("Choice 1" = 1, "Choice 2" = 2,
    "Choice 3" = 3), selected = 1)
))
```

```
#server.R
shinyServer(function(input, output) {
})
```

Exercise 7

Place under radiobuttons and in the same row with checkBoxGroupInput a selectinput. Its name should be “select”, its label “Select Box” and you should give it two choices with the second one as default. Hint: Use h4, fluidrow, column, choices and selected.

SLIDER INPUT

In the example below we create a UI with two sliderInput.

```
# ui.R
shinyUI(fluidPage(
  titlePanel("Widgets"),
  sliderInput("slider1", label = h3("Sliders"),
    min = 0, max = 10, value = 5),
  sliderInput("slider2", "",
    min = 0, max = 10, value = c(3, 7))
))
```

```
#server.R
shinyServer(function(input, output) {
})
```

Exercise 8

Under the `selectInput` and in the same row with the `dateInput` place a `sliderInput` with `name = slider1`, `label = "Sliders"`, `min = 0`, `max = 100` and `value = 50`. Hint: Use `fluidrow`, `columns` and `h4`.

Exercise 9

Replace the value with a default range "10-90" and see the difference.

TEXT INPUT

In the example below we create a UI with a `textInput`.

```
# ui.R
shinyUI(fluidPage(
  titlePanel("Widgets"),
  textInput("text", label = h3("Text Input"),
    value = "Text...")
))
```

```
#server.R
shinyServer(function(input, output) {
})
```

Exercise 10

Finally put a `textInput` under `sliderInput` and in the same row with the `dateRangeInput`. Name it "text", put as label "Text Input" and as value "Some Text". Hint: Use `fluidrow`, `column` and `h4`.