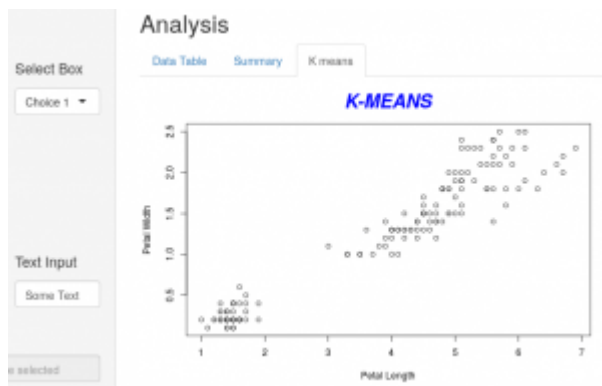


Building Shiny App exercises part 6



RENDER FUNCTIONS

In the sixth part of our series we will talk about the `renderPlot` and the `renderUI` function and then we will be ready to create our first visualization. (Find part 1-5 [here](#)).

We are going to create a simple interactive scatterplot that will help us see the clusters that are created when we run the k-means algorithm on our dataset. Read the examples below to understand how to activate a `renderPlot` function and the test your skills with the exercise set we prepared for you. Lets begin!

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.

DESCRIPTIVE STATISTICS

As in every statistical application it is wise to apply descriptive statistics on your dataset and also provide this information to user in an easy-readable way. So, first of all we will place a Data Table inside the “SUMMARY” `tabPanel`. The example below can be your guide.

```
#ui.R
library(shiny)
```

```
shinyUI(fluidPage(
  sidebarLayout(
    sidebarPanel(
    ),
    mainPanel(
      dataTableOutput("Table")
    )
  ))
#server.R
shinyServer(function(input, output, session) {
  sum<-as.data.frame.array(summary(iris))
  output$Table <- renderDataTable(sum)
})
```



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

Create a Data Table("Table2") with the descriptive statistics of your dataset. HINT: Use summary, as.data.frame.array and renderDataTable.

renderPlot

The renderPlot function renders a reactive plot that is suitable for assigning to an output slot. The general form of the function that generates the plot is below:

```
renderPlot(expr, width = "auto", height = "auto", res = 72,
  ...,
  env = parent.frame(), quoted = FALSE, execOnResize = FALSE,
  outputArgs = list())
```

The example below shows you how to create a simple scatterplot between two variables of the iris dataset("Sepal Length" and

```
"Sepal Width").
```

```
# ui.R
library(shiny)
shinyUI(fluidPage(
  sidebarLayout(
    sidebarPanel(
    ),
    mainPanel(
      plotOutput("plot1")
    )
  ))
#server.R
shinyServer(function(input, output, session) {
  output$plot1 <- renderPlot({
    plot(iris$Sepal.Length,iris$Sepal.Width)
  })
})
```

Initially remove `renderImage` and `radioButtons` from the `tabPanel "K means"`.

Exercise 2

Add a scatterplot inside the `tabPanel "K Means"` between two variables of the `iris` dataset.

INTERACTIVE PLOTS

Shiny has built-in support for interacting with static plots generated by R's base graphics functions, this makes it easy to add features like selecting points and regions, as well as zooming in and out of images.

To get the position of the mouse when a plot is clicked, you simply need to use the `click` option with the `plotOutput`. For example, this app will print out the x and y coordinate position of the mouse cursor when a click occurs.

```
#ui.R
```

```

library(shiny)
shinyUI(fluidPage(
  sidebarLayout(
    sidebarPanel(),
    mainPanel(
      plotOutput("plot1", click = "plot_click"),
      verbatimTextOutput("info")
    )
  ))
#server.R
shinyServer(function(input, output, session) {
  output$plot1 <- renderPlot({
    plot(iris$Sepal.Length,iris$Sepal.Width)
  })
  output$info <- renderText({
    paste0("x=", input$plot_click$x, "\ny=", input$plot_click$y)
  })
})

```

Exercise 3

Add `click` inside the `plotOutput` you just created. Name it `"mouse"`.

Exercise 4

Add a `verbatimTextOutput` inside the `"K Means"` `tabPanel`, under the `plotOutput` you created before. Name it `"coord"`.

Exercise 5

Make `"x"` and `"y"` coordinates appear in the pre-tag you just created. HINT : Use `renderText` and `paste0` and do not forget to activate it with the `submitButton`.

Exercise 6

Set `height = "auto"` and `width = "auto"`.

PLOT ANNOTATION

This function can be used to add labels to a plot. Its first four principal arguments can also be used as arguments in most high-level plotting functions. They must be of type character or expression. In the latter case, quite a bit of mathematical notation is available such as sub- and superscripts, greek letters, fraction, etc.

```
title(main = NULL, sub = NULL, xlab = NULL, ylab = NULL,  
line = NA, outer = FALSE, ...)
```

Look at the example below:

```
# ui.R  
library(shiny)  
shinyUI(fluidPage(  
  sidebarLayout(  
    sidebarPanel(),  
    mainPanel(  
      plotOutput("plot1", click = "plot_click"),  
      verbatimTextOutput("info")  
    )  
  )))  
  
#server.R  
shinyServer(function(input, output, session) {  
  output$plot1 <- renderPlot({  
    plot(iris$Sepal.Length, iris$Sepal.Width, main = "SCATTER  
PLOT", sub = "K Means", xlab="Sepal Length", ylab = "Sepal  
Width")  
  })  
  output$info <- renderText({  
    paste0("x=", input$plot_click$x, "\ny=", input$plot_click$y)  
  })  
})
```

Exercise 7

Set scatterplot title to “K-Means”, the X-axis label to “Petal Length” and the Y-axis label to “Petal Width”. HINT: Use `main`, `xlab`, `ylab`.

You can also modify and set other graphical parameters related

to the title and subtitle like the example below:

```
# ui.R
library(shiny)
shinyUI(fluidPage(
  sidebarLayout(
    sidebarPanel(),
    mainPanel(
      plotOutput("plot1", click = "plot_click"),
      verbatimTextOutput("info")
    )
  )))

#server.R
shinyServer(function(input, output, session) {
  output$plot1 <- renderPlot({
    plot(iris$Sepal.Length, iris$Sepal.Width, main = "SCATTER
    PLOT", sub = "K Means", xlab="Sepal Length", ylab = "Sepal
    Width",
    cex.main = 3, font.main= 5, col.main= "green",
    cex.sub = 0.65, font.sub = 4, col.sub = "orange")
  })
  output$info <- renderText({
    paste0("x=", input$plot_click$x, "\ny=", input$plot_click$y)
  })
})
```

Exercise 8

Give values to the rest of the graphical parameters of the title like the example above and get used to them. HINT: Use `cex.main`, `font.main` and `col.main`.

renderUI

```
renderUI(expr, env = parent.frame(), quoted = FALSE,
outputArgs = list())
```

Makes a reactive version of a function that generates HTML using the Shiny UI library. As you can see in the example

below this expression returns a tag object.

```
# ui.R
library(shiny)
shinyUI(fluidPage(
  sidebarLayout(
    sidebarPanel( uiOutput("Controls")),
    mainPanel(
      plotOutput("plot1", click = "plot_click"),
      verbatimTextOutput("info")
    )
  )))

#server.R
shinyServer(function(input, output, session) {
  output$plot1 <- renderPlot({
    plot(iris$Sepal.Length, iris$Sepal.Width, main = "SCATTER
    PLOT", sub = "K Means", xlab="Sepal Length", ylab = "Sepal
    Width",
    cex.main = 2, font.main= 4, col.main= "blue",
    cex.sub = 0.75, font.sub = 3, col.sub = "red")
  })
  output$info <- renderText({
    paste0("x=", input$plot_click$x, "\ny=", input$plot_click$y)
  })
  output$Controls <- renderUI({
    tagList(
      sliderInput("n", "N", 1, 1000, 500),
      textInput("label", "Label")
    )
  })
})
```

Exercise 9

Put a uiOutput inside tabPanel "K-Means" and name it "All". Then create its output in server.R with a tagList into it. HINT: Use uiOutput, renderUI and tagList.

Exercise 10

Remove the `submitButton` and move the `sliderInput` and the `textOutput` from the `ui.R` into the `tagList`.