



Input and Output



Video: Input and Output with Shiny

11 min



Reading: Shiny Documentation

20 min



Reading: Shiny function reference - UI Inputs and UI Outputs

10 min



Reading: Shiny Reference: Using Sliders

10 min

Controlling Layouts in Shiny



Video: Layouts in Shiny

6 min



Reading: Shiny Themes

10 min



Reading: Shiny Reference: Application Layout guide

45 min



Practice Quiz: Input, Output, and Layout Quiz

10 questions

Practicing Your Skills



Peer-graded Assignment:

A (Much) More Complex Shiny App

2h



Review Your Peers: A (Much) More Complex Shiny App

Shiny Documentation

If you haven't yet, this is a good time to visit the Shiny homepage and browse through it in greater detail. It's an incredible reference source, with a Getting Started Guide (which should be review of your by now), the Shiny Gallery, an extensive tutorial, reference pages, and more.

It might have been overwhelming at first, but now you should have the skills to peruse this with a little more ease.

<https://shiny.rstudio.com/>

Here's the order I would use in digesting this site:

(1) In the "Get Started" page, the video lecture is very useful, but a bit long and duplicative of the videos for this course. You might consider watching the first 40 minutes if you want a deeper review.

(2) I would read the Written Tutorials, lessons 1-7.

<https://shiny.rstudio.com/tutorial/written-tutorial/lesson1/>. These should be almost completely review for you, but it is nice to see similar content in a different format.

(3) If you haven't reviewed the Shiny Gallery yet, definitely do that. I would start with the "Shiny Demos" section. Look at the code for an example like this: <https://shiny.rstudio.com/gallery/telephones-by-region.html>. Are you able to puzzle out the basics of how this figure works? If not, this is an indication that you need to continue to review the material.

(4) The "Articles" section provides a great deal of information, but you can probably make this a lower priority. I do call out a few individual pages of this section later in our course.

(5) The function reference page is available when