

## Basics of Shiny

- To create an shiny app, create a subfolder with the name of the shiy app in your working directory (**Appname**).
- There are two components (i.e. script files) of a shiny app.
- These are called (and must be called) **ui.R** and **server.R**. Also they must be also in the same subfolder.
- Input elements are defined in **ui.R** and processed by **server.R**, which sends to **ui.R**.
- When the Shiny Package is ready, you simply type **runApp("Appname")**.

## ui.R for a minimal example

```
library(shiny)

#OLD LAYOUT - REPLACING WITH "fluidpage"

shinyUI(pageWithSidebar(

.....

))
```

## Components of this layout

- **sidebarPanel()**
- **headerPanel()**
- **mainPanel()**

```
library(shiny)

shinyUI(pageWithSidebar(

headerPanel(.....),
sidebarPanel(.....),
mainPanel(.....)

))
```

## Tabbed Panels

```
.....  
mainPanel(  
  tabsetPanel(  
    tabPanel(.....),  
    tabPanel(.....),  
    tabPanel(.....)  
  )  
)  
.....
```

## server.R for a minimal example

```
library(shiny)

shinyServer(function(input,output){

  .....

})
```