

Layout

- To create a display with a fluid, unbroken layout, Shiny `ui.R` scripts need the function `fluidPage`. Shiny knows where to put your apps elements when it reads them in the `fluidPage` function.
- The following `ui.R` script creates a user-interface that has a title panel, a sidebar panel, and a main panel. Note that these elements are placed within the `fluidPage` function.

```
# ui.R

shinyUI(fluidPage(
  titlePanel("title panel"),

  sidebarLayout(
    sidebarPanel( "sidebar panel"),
    mainPanel("main panel")
  )
))
```

- `titlePanel` and `sidebarLayout` are the two most popular elements to add to `fluidPage`. They create a basic Shiny app with a sidebar.
 - `sidebarLayout` always takes two arguments:
 - `sidebarPanel` function output
 - `mainPanel` function output
- These functions place content in either the sidebar or the main panels.
- By default the sidebar appears on the left side of your apps display. To move the sidebar to the right, in `sidebarLayout` set `position` to `right`.

```
# ui.R

shinyUI(fluidPage(
  titlePanel("title panel"),

  sidebarLayout(position = "right",    #<- HERE
    sidebarPanel( "sidebar panel"),
    mainPanel("main panel")
  )
))
```