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Shiny Basics

TOTAL POINTS 10

1. What is the purpose of the `shinyApp()` function?

1 / 1 point

- ☐ `shinyApp()` will accept HTML and CSS files into your RStudio session, including them in your final application.
- ☒ At the end of the application file, `shinyApp()` takes the user interface and server objects and combines them into an application.
- ☐ `shinyApp()` is the first line in a Shiny application, and it indicates the following code will set up the user interface and server function.



Correct

Correct! `shinyApp(ui,server)` is typically the last line of code in a Shiny application.

2. What software is most typically used to write and run a Shiny App?

1 / 1 point

- ☐ ShinyEditor
- ☐ A JavaScript editor
- ☐ A HTML editor
- ☒ RStudio



Correct

Correct!

3. Which objects must be created in a Shiny app to create a Shiny application with input and output? (hint: assume the objects are given the names provided in the video)

1 / 1 point

- ☐ HTML layout
- ☒ server function



Correct

Correct! The server function will take care of creating the R objects in the user interface.

- ☐ CSS style sheet
- ☒ user interface



Correct

Correct! The user interface is what the user will see. It generates the HTML code for the interface.

- ☐ JavaScript source

4. Which of these most closely reflects the basic purpose of Shiny?

1 / 1 point

- ☐ Shiny is a platform for hosting data that users can access for writing R code.
- ☐ Shiny is an advanced set of aesthetic options for R figures to make them publication quality.
- ☒ Shiny is an approach for designing interactive web applications based on R.



Correct

Correct! Shiny's main use is to create interactive visualizations that users can customize.

5. What is the role of the `fluidPage()` function in a Shiny application?

1 / 1 point

- ☐ `fluidPage()` goes in the server function in the R application, and it is a wrapper that tells the application to accept R graphics figures.
- ☒ `fluidPage()` sets up the layout for an application.
- ☐ `fluidPage()` allows you to select from a set of pre-made layouts for Shiny applications, with a complete list available in the function documentation.



Correct

Correct! `fluidPage()` is used to accept a series of functions as arguments, like `titlePanel()` and `sidebarLayout()`, which will set up the visual arrangement of the user interface.

6. What is the first argument in any input function in Shiny, e.g., `sliderInput()`, `selectInput()`, `numericInput()`?

1 / 1 point

- ☒ `inputId`
- ☐ `name`
- ☐ `value`



Correct

Correct! The `inputId` is the identifier for connecting the user input with the output created in the server function.

7. Say you use a function like `sliderInput` to have the user input some information into a Shiny application. You assign the `inputId` to "my_input". How do you call that input in the server function?

1 / 1 point

- ☐ The user input will be assigned to the value `sliderInput$my_input`.
- ☒ The user input will be assigned to the value `input$my_input`.
- ☐ The user input will be assigned to the value `my_input$slider_input`.



Correct

Correct! The value from `sliderInput` function will be available in the server function by using `input$[the inputId specified in the sliderInput() function]`.

8. What is the purpose of `plotOutput()`?

1 / 1 point

- ☒ `plotOutput()` can be included as part of the `fluidPage` function in the UI section of a Shiny app to display a plot object created in the server function.
- ☐ `plotOutput()` should be included in the UI section of Shiny app, and the user includes the code for creating the plot within that `plotOutput` function.
- ☐ `plotOutput()` should be included in the server function of a Shiny app when you want to save an object for display in the user interface.



Correct

Correct! You save the output of a plotting function in the server function, then you can display that in the user interface by feeding that object into `plotOutput()`.

9. What is the purpose of the `renderPlot()` function?

1 / 1 point

- ☒ `renderPlot()` takes an expression that generates a plot (like `ggplot()`) and will assign that to an output slot that can be used in `plotOutput()`
- ☐ `renderPlot()` is a function to include in the UI section of the app, indicating that the application should generate the plot included in the argument.
- ☐ `renderPlot()` is a unique function for generating plots in Shiny, creating interactive versions of `ggplot` figures, similarly to `ggplotly()`.



Correct

Correct! You should put code for creating a plot inside the `renderPlot()` function, and assign the output of `renderPlot` to something like `output$myplot`. You will then have "myplot" available for `plotOutput()` in the UI.

10. Which of these are appropriate ways to run a Shiny app?

1 / 1 point

- ☒ After you've written all the code, select all the code and execute it, with `shinyApp()` being the last line.



Correct

Correct!

- ☐ Save the `.r` file with the app, then use the `ShinyViewer` program to launch it and upload to the Internet
- ☐ Export the app to a HTML file, then open it from your computer's file system.
- ☒ After you've written all the code, click "Run App" in RStudio



Correct

Correct!