

Shiny

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```
library(shiny)
```

#Hadley_1

```
ui <- fluidPage(
  titlePanel("Dataset Viewer"),
  sidebarLayout(
    sidebarPanel(
      selectInput("dataset", label = "Select Dataset", choices = ls("package:datasets"))
    ),
    mainPanel(
      verbatimTextOutput("summary"),
      tableOutput("table")
    )
  )
)

server <- function(input, output, session) {
  dataset <- reactive({
    req(input$dataset)
    get(input$dataset, "package:datasets")
  })
  output$summary <- renderPrint({
    summary(dataset())
  })
  output$table <- renderTable({
    dataset()
  })
}

shinyApp(ui, server)
```

Dataset Viewer

Select Dataset

ability.cov



	Length	Class	Mode
cov	36	-none-	numeric
center	6	-none-	numeric
n.obs	1	-none-	numeric

cov.general	cov.picture	cov.blocks	cov.maze	cov.reading	cov.vocab	center
24.64	5.99	33.52	6.02	20.75	29.70	0.00
5.99	6.70	18.14	1.78	4.94	7.20	0.00

#Hadley_2

```
ui <- fluidPage(  
  titlePanel("Explore Built-in Datasets"),  
  sidebarLayout(  
    sidebarPanel(  
      selectInput("dataset", label = "Choose a Dataset", choices = ls("package:datasets"))  
    ),  
    mainPanel(  
      verbatimTextOutput("summary"),  
      tableOutput("table")  
    )  
  )  
)  
  
server <- function(input, output, session) {  
  dataset <- reactive({  
    req(input$dataset)  
    get(input$dataset, "package:datasets")  
  })  
  
  output$summary <- renderPrint({  
    summary(dataset())  
  })  
  
  output$table <- renderTable({  
    head(dataset(), 10)  
  })  
}  
  
shinyApp(ui = ui, server = server)
```

Explore Built-in Datasets

Choose a Dataset

ability.cov

	Length	Class	Mode
cov	36	-none-	numeric
center	6	-none-	numeric
n.obs	1	-none-	numeric

cov.general	cov.picture	cov.blocks	cov.maze	cov.reading	cov.vocab	center
24.64	5.99	33.52	6.02	20.75	29.70	0.00
5.99	6.70	18.14	1.78	4.94	7.20	0.00

#Hadley_1 demonstrates the basic functionality with duplicated dataset retrieval, #while Hadley_2 showcases the use of reactive programming to optimize the app by eliminating redundancy.

2.3.5

1.Which of and should each of the following render functions be paired with?
textOutput()verbatimTextOutput()

- A.renderPrint(summary(mtcars))
- B.renderText(“Good morning!”)
- C.renderPrint(t.test(1:5, 2:6))
- D.renderText(str(lm(mpg ~ wt, data = mtcars)))

A: verbatimTextOutput() B: textOutput() C: verbatimTextOutput() D: textOutput()

2.

```

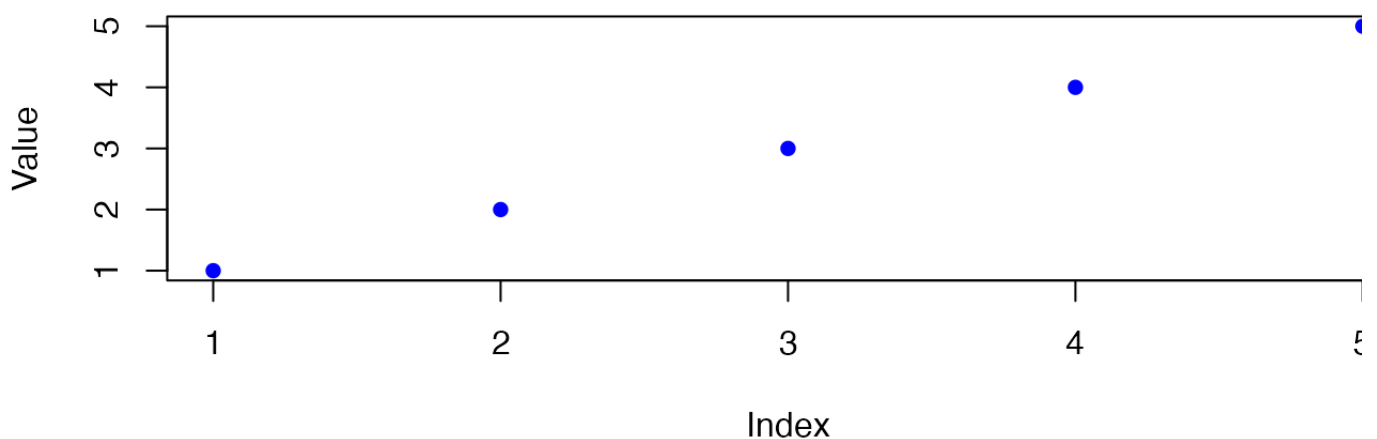
library(shiny)
ui <- fluidPage(
  titlePanel("Scatter Plot Example"),
  mainPanel(
    textOutput("plot_description"),
    plotOutput("plot", height = "300px", width = "700px")
  )
)
server <- function(input, output, session) {
  output$plot <- renderPlot({
    plot(1:5, xlab = "Index", ylab = "Value", main = "Scatter Plot of Values", pch
= 16, col = "blue")
  }, res = 96)
  output$plot_description <- renderText({
    "This scatter plot displays five points with values ranging from 1 to 5 along
both axes."
  })
}
shinyApp(ui, server)

```

Scatter Plot Example











This scatter plot displays five points with values ranging from 1 to 5 along both axes.

Scatter Plot of Values



```
library(shiny)
library(DT)
ui <- fluidPage(
  titlePanel("Mtcars Data Table"),
  mainPanel(
    DTOutput("table")
  )
)

server <- function(input, output, session) {
  output$table <- renderDT({
    datatable(
      mtcars,
      options = list(pageLength = 5, autoWidth = TRUE)
    )
  })
}
shinyApp(ui, server)
```

	mpg 	cyl 	disp 	hp 	drat 	wt 	qsec 	vs 	am 	gear 
Mazda RX4	21	6	160	110	3.9	2.62	16.46	0	1	4
Mazda RX4 Wag	21	6	160	110	3.9	2.875	17.02	0	1	4
Datsun 710	22.8	4	108	93	3.85	2.32	18.61	1	1	4
Hornet 4 Drive	21.4	6	258	110	3.08	3.215	19.44	1	0	3
Hornet Sportabout	18.7	8	360	175	3.15	3.44	17.02	0	0	3
Showing 1 to 5 of 32 entries										
Previous 1 2 3 4 5 6 7 Next										

```
library(shiny)
ui <- fluidPage(
  titlePanel("Greeting App"),
  sidebarLayout(
    sidebarPanel(
      textInput("name", "What's your name?")
    ),
    mainPanel(
      textOutput("greeting")
    )
  )
)
server <- function(input, output, session) {
  output$greeting <- renderText({
    paste("Hello,", input$name, "!")
  })
}

shinyApp(ui, server)
```

Greeting App

What's your name?

Hello, !

```
library(shiny)
generic_server <- function(input, output, session) {
  output$greeting <- renderText({
    paste0("Hello ", input$name)
  })
}
server1 <- generic_server
server2 <- generic_server
server3 <- generic_server
ui <- fluidPage(
  textInput("name", "What's your name?"),
  textOutput("greeting")
)
shinyApp(ui, server1)
```

What's your name?

Hello

2. reactive graph1

```
inputa inputb || V V reactive(c) (c <- inputa + inputb) | V inputd reactive(e) (e <- -c() + inputd) || V V
output$f (renderText(e))
```

reactive graph2

```
inputx1 inputx2 inputx3 ||| V V V reactive(x) (x <- -inputx1 + inputx2 + inputx3)
```

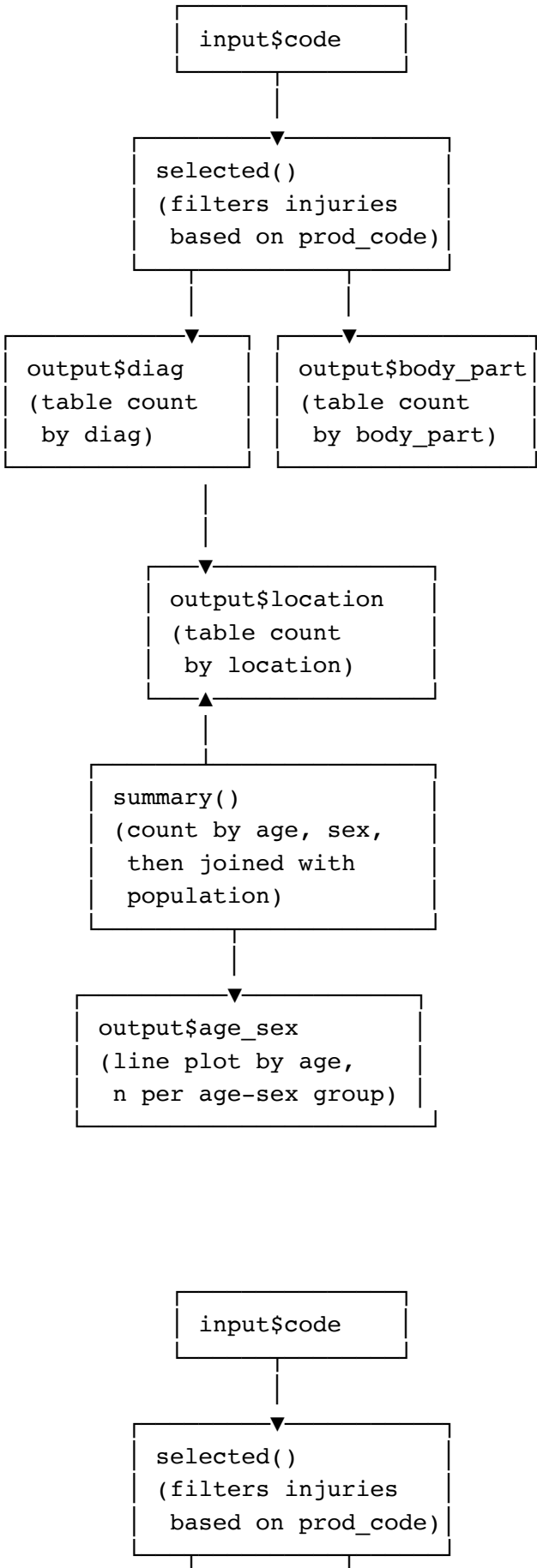
```
inputy1 inputy2 || V V reactive(y) (y <- inputy1 + inputy2) | V output$z (renderText(x() / y()))
```

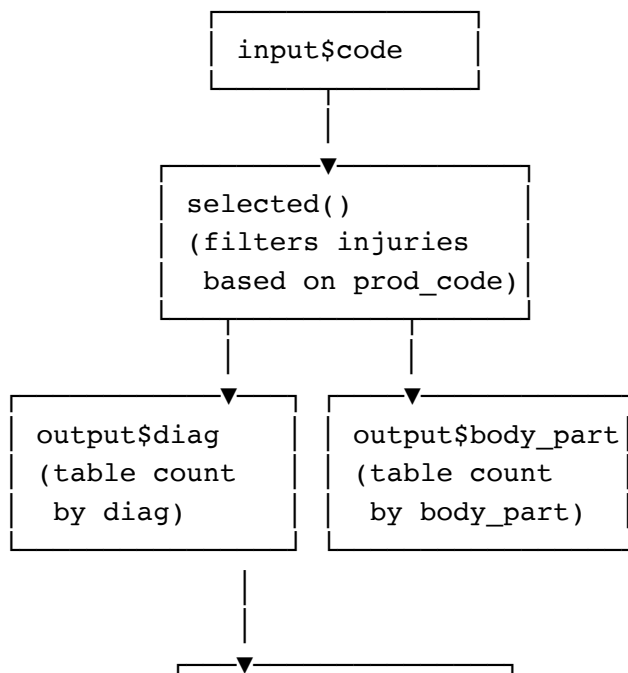
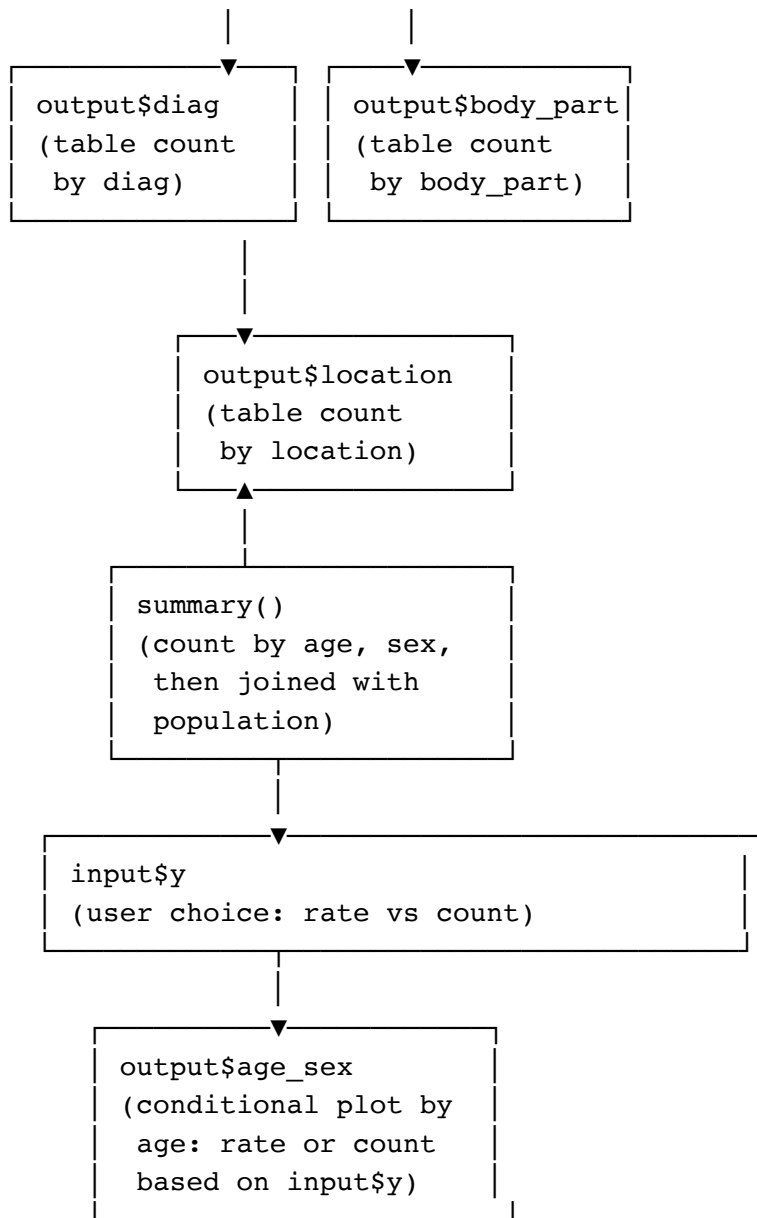
```
reactive graph3 inputa inputb inputc inputd ||| V V V V reactive(a) reactive(b) reactive(c) reactive(d) (a <-
inputa * 10) (b <- -a() + inputb) (c <- b() / inputc) (d <- -c() ^ inputd)
```

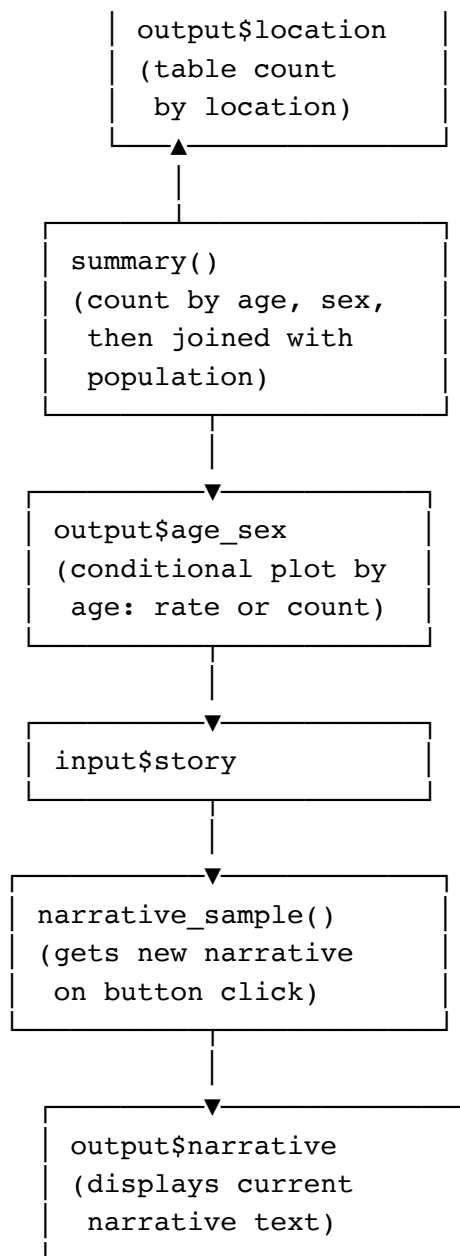
- This code will fail because of a naming conflict. In R, range is the name of a base R function, so defining a reactive variable called range will lead to unexpected behavior or errors. It's best to rename this reactive expression to avoid overriding the base function.

```
var <- reactive(df[[input$var]])
var_range <- reactive(range(var(), na.rm = TRUE))
```

4.8 1.







2. If you flip `fct_infreq()` and `fct_lump()`, the code will lump all values first, then order by frequency. This would lead to a less accurate table where less common factors may end up lumped with more common ones, affecting the interpretability and accuracy of the summarized table.

3.

```
#column(4, sliderInput("num_rows", "Number of rows:", min = 1, max = 10, value = 5)), #column(4,
tableOutput("diag")), #column(4, tableOutput("body_part")), #column(4, tableOutput("location")) #server <-
function(input, output, session) { # Define a helper function to render tables #render_count_table <-
function(column_name) { #renderTable({ #count_top(selected(), !!sym(column_name), n = input$num_rows)
}, width = "100%")
```

```

diag <-
render_count_table("diag")
#output body_part <- render_count_table("body_part") #output$location <-
render_count_table("location")

```

4.

```
fluidRow(  
  column(width = 2,  
    actionButton("prev_story", "Previous"),  
    actionButton("next_story", "Next")),  
  column(width = 10,  
    textOutput("narrative"))  
)
```

Previous

Next

```
#narrative_index <- reactiveVal(1)
```

```
#update_index <- function(delta) { narrative_index( pmax(1, pmin(narrative_index() + delta,  
nrow(selected())))) } #observeEvent(input$next_story, { update_index(1) })
```

```
#observeEvent(input$prev_story, { update_index(-1) })
```

```
#output$narrative <- renderText({ selected()[narrative_index(), "narrative"] })
```