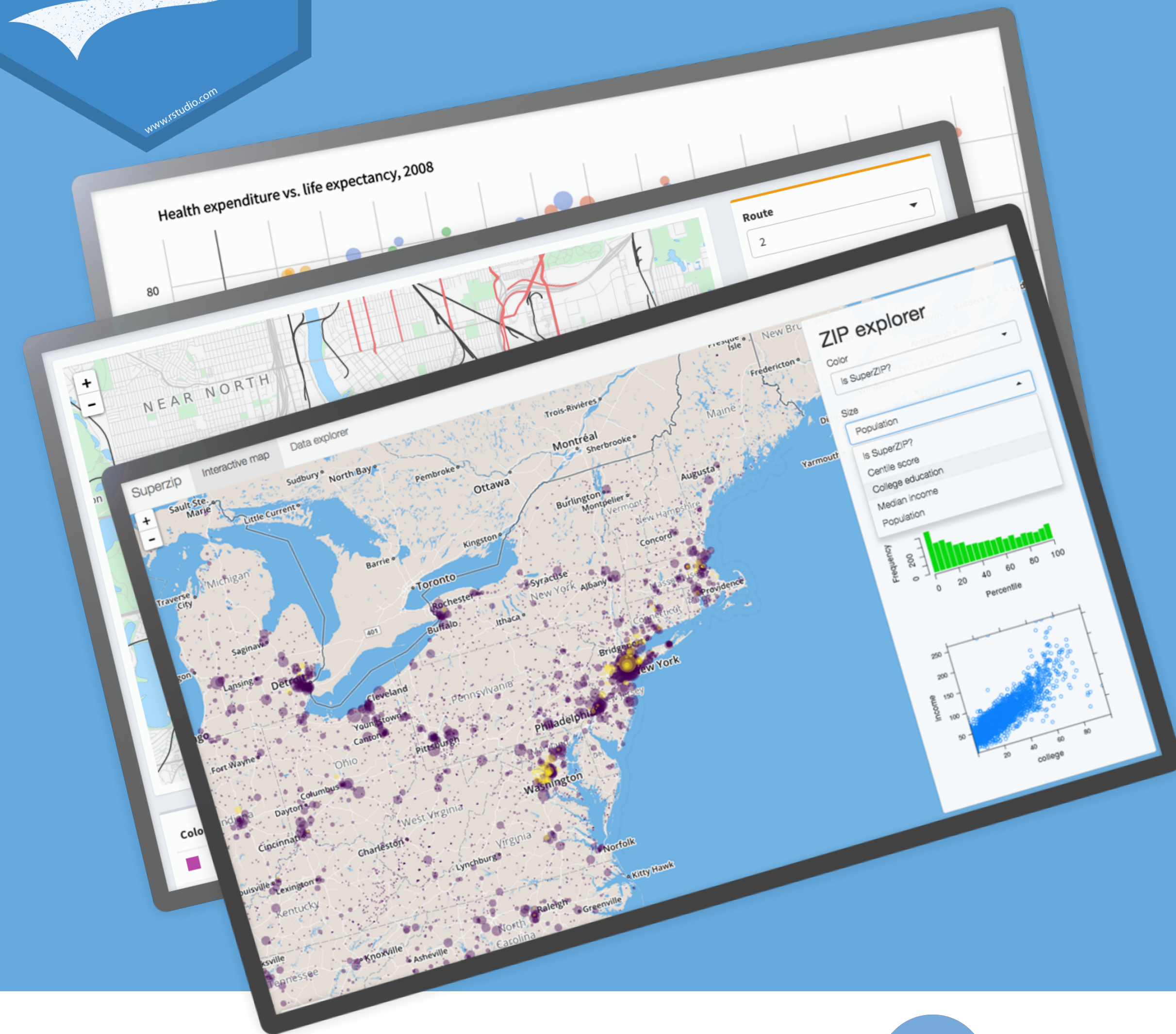


Introduction to



Materials can be found at

bit.ly/intro-to-shiny-webinar

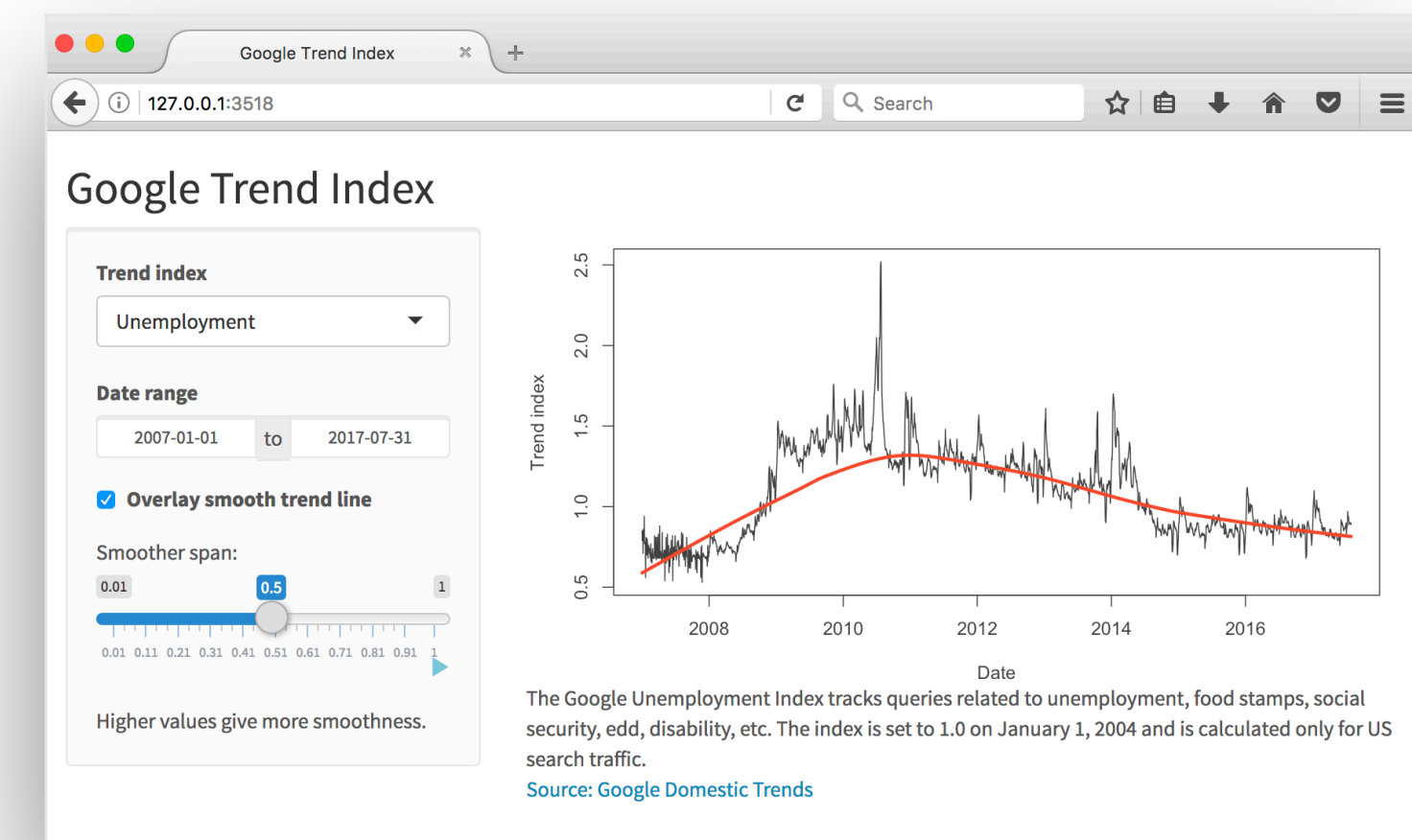
- ▶ High level view
- ▶ Anatomy of a Shiny app
- ▶ Reactivity 101
- ▶ File structure
- ▶ Sharing your app
- ▶ Where to go next

High level view

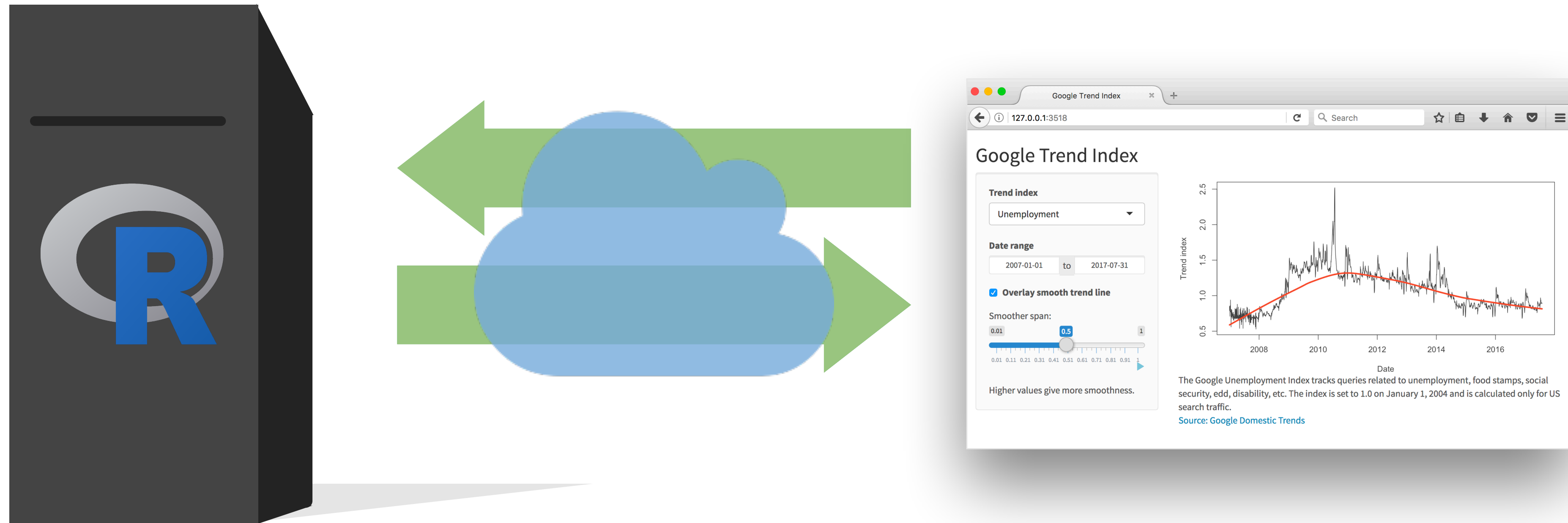
Every Shiny app has a webpage that the user visits,
and behind this webpage there is a computer
that serves this webpage by running R.

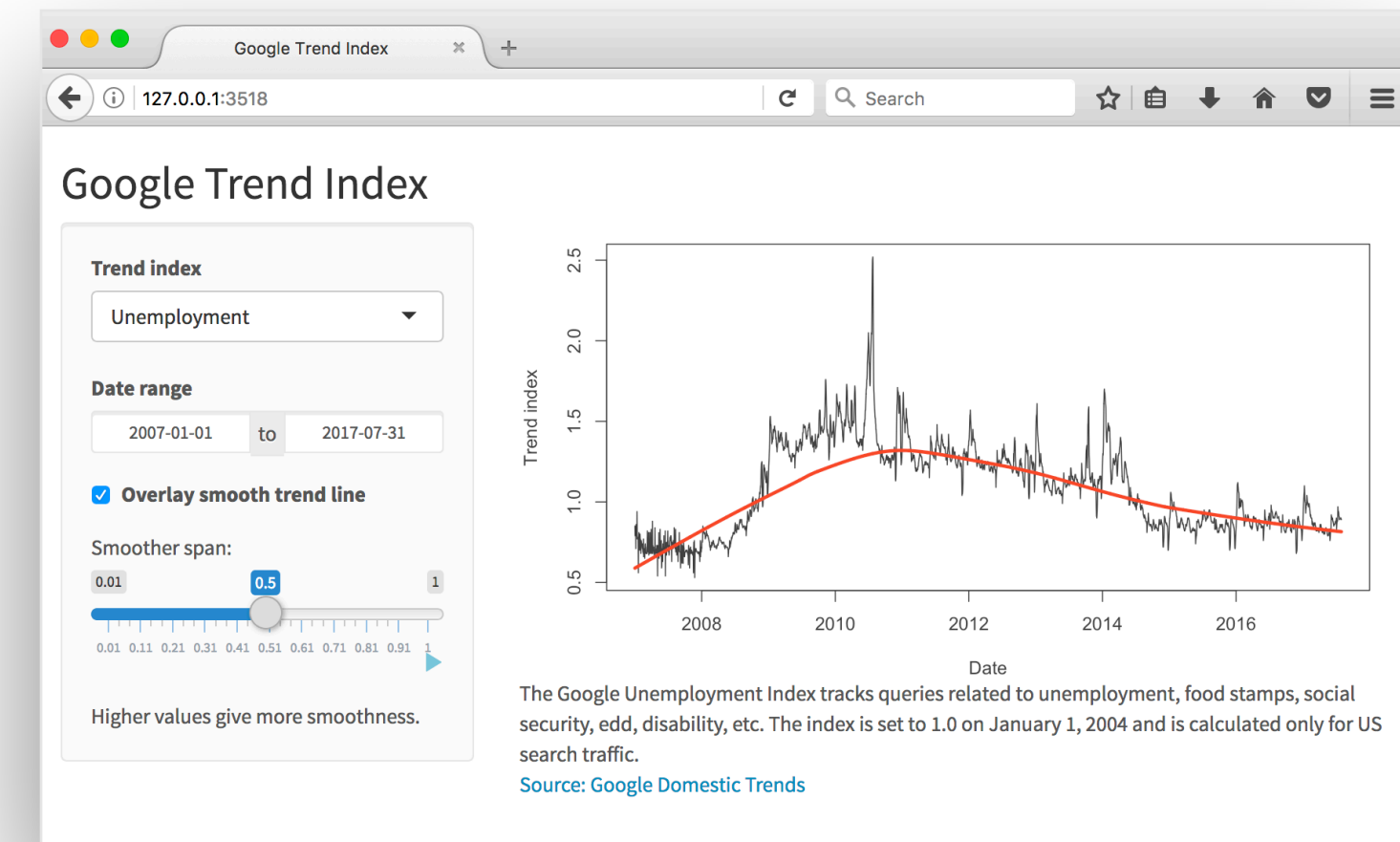
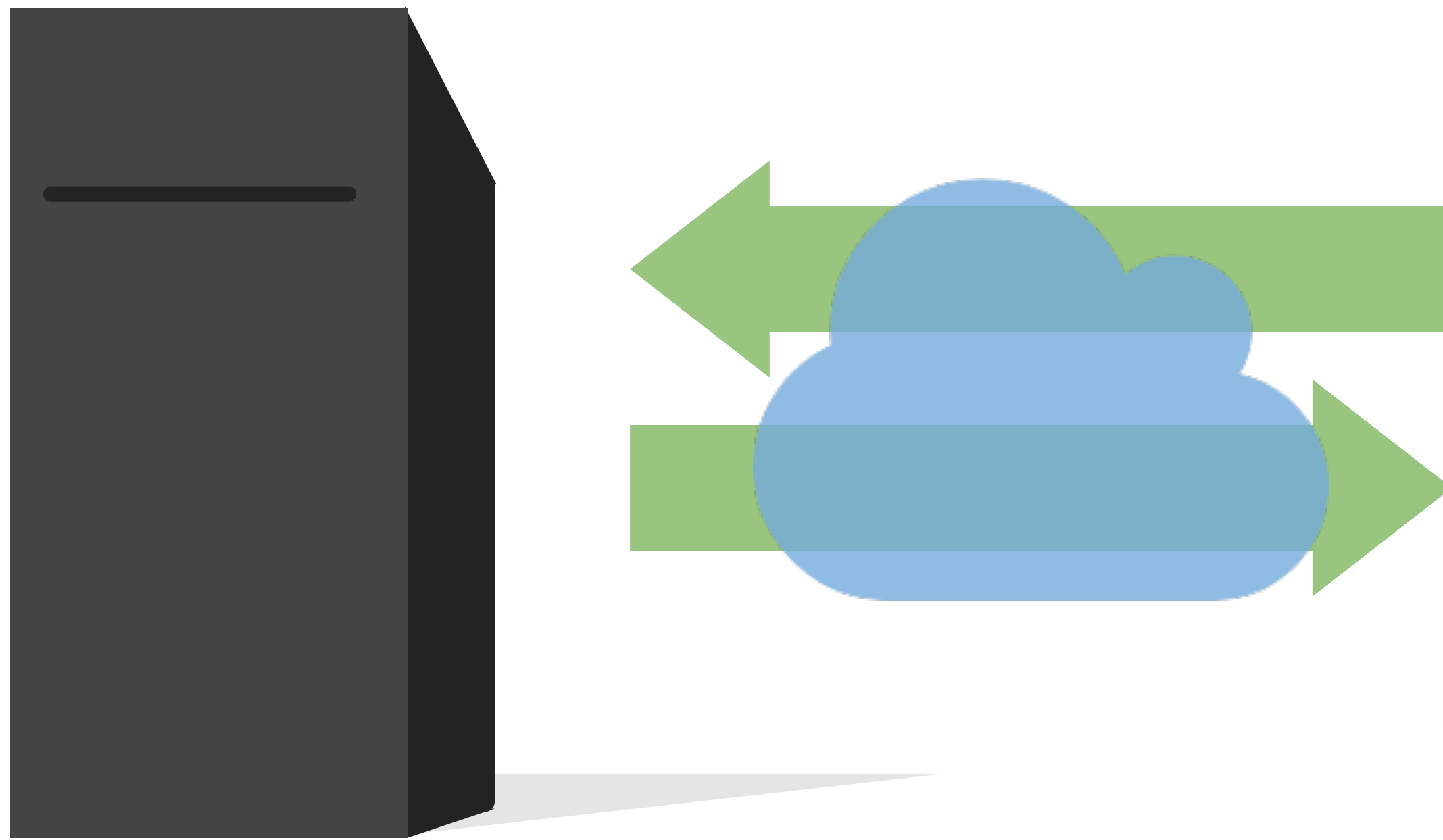


When running your app locally,
the computer serving your app is your computer.



When your app is deployed,
the computer serving your app is a web server.

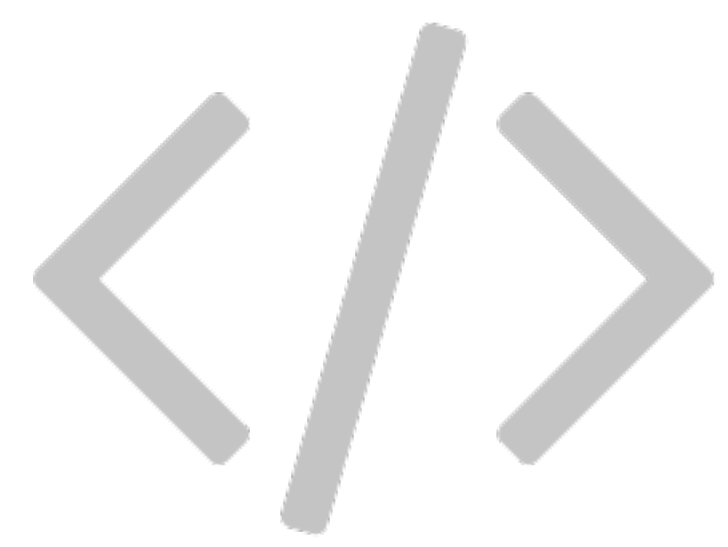




Server instructions



User interface



`apps/goog-index/app.R`

Anatomy of a Shiny app

What's in a Shiny app?

```
library(shiny)
```

```
ui <- fluidPage()
```

```
server <- function(input, output) {}
```

```
shinyApp(ui = ui, server = server)
```

User interface

controls the layout and appearance of app

Server function

contains instructions needed to build app

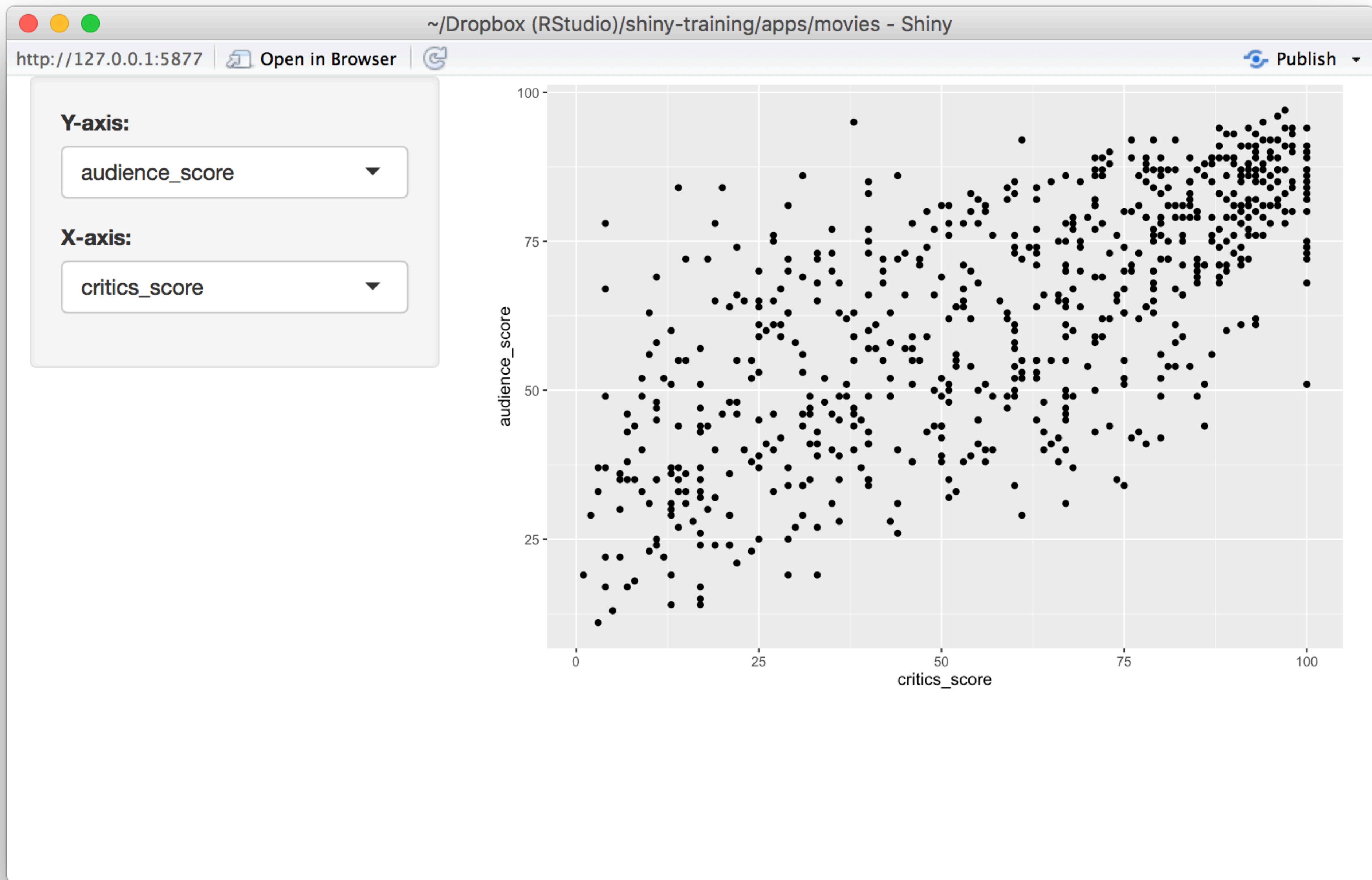


Let's build a simple movie browser app!



`data/movies.Rdata`

Data from IMDB and Rotten Tomatoes on random sample of 651 movies released in the US between 1970 and 2014




```
library(shiny)
library(ggplot2)
load("data/movies.Rdata")
ui <- fluidPage()

server <- function(input, output) {}

shinyApp(ui = ui, server = server)
```

Dataset used for this app

Anatomy of a Shiny app

User interface

```
# Define UI
ui <- fluidPage(

  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
    ),

    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)
```

```
# Define UI
```

```
ui <- fluidPage(
```

Create fluid page layout

```
# Sidebar layout with a input and output definitions
```

```
sidebarLayout(
```

```
# Inputs: Select variables to plot
```

```
sidebarPanel(
```

```
# Select variable for y-axis
```

```
selectInput(inputId = "y", label = "Y-axis:",
```

```
  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
```

```
  selected = "audience_score"),
```

```
# Select variable for x-axis
```

```
selectInput(inputId = "x", label = "X-axis:",
```

```
  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
```

```
  selected = "critics_score")
```

```
),
```

```
# Output: Show scatterplot
```

```
mainPanel(
```

```
  plotOutput(outputId = "scatterplot")
```

```
)
```

```
)
```

```
# Define UI
```

```
ui <- fluidPage(
```

```
# Sidebar layout with a input and output definitions
```

```
sidebarLayout(
```

```
# Inputs: Select variables to plot
```

```
sidebarPanel(
```

```
# Select variable for y-axis
```

```
selectInput(inputId = "y", label = "Y-axis:",
```

```
choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
```

```
selected = "audience_score"),
```

```
# Select variable for x-axis
```

```
selectInput(inputId = "x", label = "X-axis:",
```

```
choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
```

```
selected = "critics_score")
```

```
),
```

```
# Output: Show scatterplot
```

```
mainPanel(
```

```
plotOutput(outputId = "scatterplot")
```

```
)
```

```
)
```

Create a layout with a sidebar and main area


```
# Define UI
```

```
ui <- fluidPage(
```

```
# Sidebar layout with a input and output definitions
```

```
  sidebarLayout(
```

```
    # Inputs: Select variables to plot
```

```
    sidebarPanel(
```

```
      # Select variable for y-axis
```

```
      selectInput(inputId = "y", label = "Y-axis:",  
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),  
                  selected = "audience_score"),
```

```
      # Select variable for x-axis
```

```
      selectInput(inputId = "x", label = "X-axis:",  
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),  
                  selected = "critics_score")
```

```
    ),
```

```
    # Output: Show scatterplot
```

```
    mainPanel(
```

```
      plotOutput(outputId = "scatterplot")
```

```
    )
```

```
  )
```

Create a sidebar panel containing **input** controls that can in turn be passed to **sidebarLayout**

```

# Define UI
ui <- fluidPage(

  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score"),
    ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)

```

Y-axis:

audience_score ▼

X-axis:

critics_score ▲

imdb_rating

imdb_num_votes

critics_score

audience_score

runtime

```

# Define UI
ui <- fluidPage(

  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score"),
    ),

    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)

```

Create a main panel containing **output** elements that get created in the server function can in turn be passed to **sidebarLayout**

Anatomy of a Shiny app

Server

```
# Define server function
server <- function(input, output) {

  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot({
    ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
      geom_point()
  })
}
```



```
# Define server function
```

```
server <- function(input, output) {
```

```
# Create the scatterplot object the plotOutput function is expecting
```

```
output$scatterplot <- renderPlot({
```

```
  ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
```

```
    geom_point()
```

```
  })
```

```
}
```

Contains instructions
needed to build app

```
# Define server function
```

```
server <- function(input, output) {
```

```
  # Create the scatterplot object the plotOutput
```

```
  output$scatterplot <- renderPlot({  
    ggplot(data = movies, aes_string(x = input$x,  
    geom_point()  
  })
```

```
}
```

Renders a **reactive** plot that is suitable for assigning to an output slot

```
# Define server function
server <- function(input, output) {

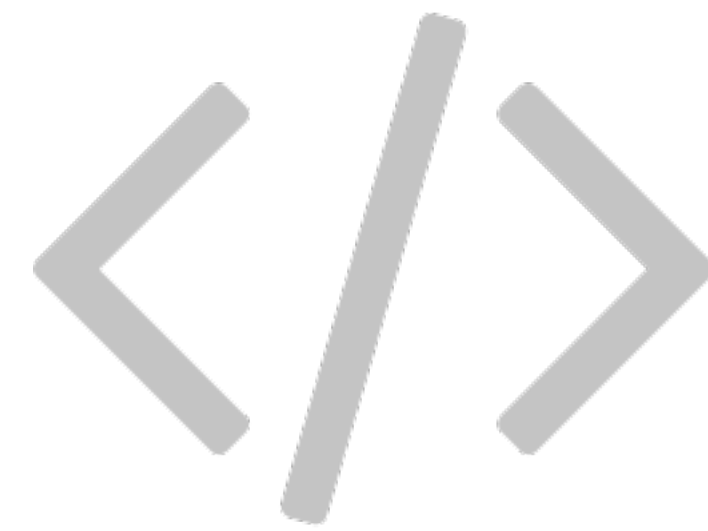
  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot({
    ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
      geom_point()
  })
}
```

Good ol' ggplot2 code,
with **inputs** from UI

Anatomy of a Shiny app

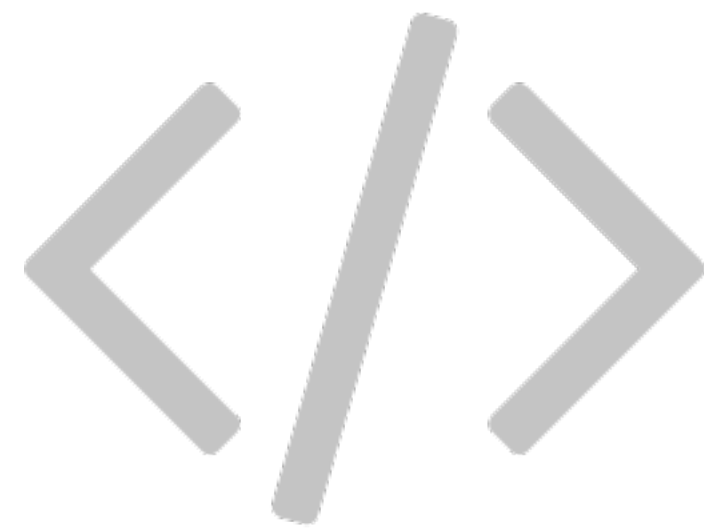
UI + Server

```
# Create the Shiny app object  
shinyApp(ui = ui, server = server)
```

Putting it all together...

```
apps/movies/movies-01.R
```



Add a `sliderInput` for
alpha level of points on plot

`apps/movies/movies-02.R`

www.rstudio.com/resources/cheatsheets/

Inputs

collect values from the user

Access the current value of an input object with **input\$<inputId>**. Input values are **reactive**.



actionButton(inputId, label, icon, ...)

Link

actionLink(inputId, label, icon, ...)

- ☒ Choice 1
- ☒ Choice 2
- ☐ Choice 3
- ☒ Check me

checkboxGroupInput(inputId, label, choices, selected, inline)

checkboxInput(inputId, label, value)

dateInput(inputId, label, value, min, max, format, startview, weekstart, language)

dateRangeInput(inputId, label, start, end, min, max, format, startview, weekstart, language, separator)

Choose File

fileInput(inputId, label, multiple, accept)

numericInput(inputId, label, value, min, max, step)

passwordInput(inputId, label, value)

☒ Choice A
☐ Choice B
☐ Choice C

radioButtons(inputId, label, choices, selected, inline)

Choice 1 | ▲
Choice 1
Choice 2

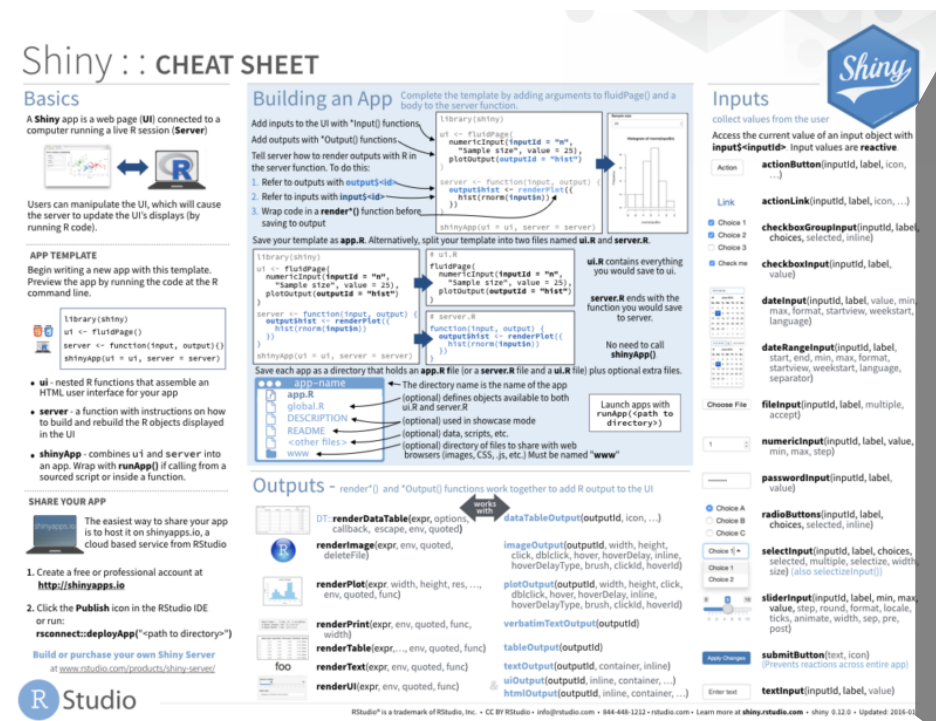
selectInput(inputId, label, choices, selected, multiple, selectize, width, size) (also **selectizeInput()**)

sliderInput(inputId, label, min, max, value, step, round, format, locale, ticks, animate, width, sep, pre, post)

Apply Changes

submitButton(text, icon)
(Prevents reactions across entire app)

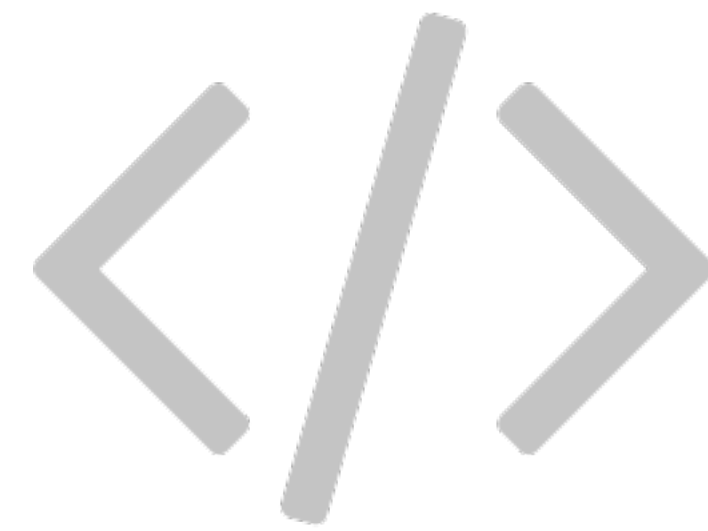
textInput(inputId, label, value)





Add a new widget
to color the points by another variable

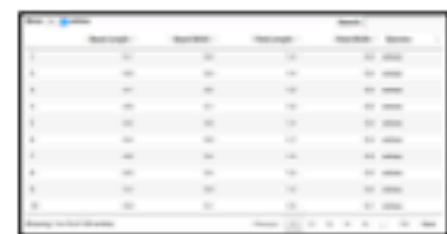
`apps/movies/movies-03.R`



Display data frame
if box is checked

`apps/movies/movies-04.R`

Outputs – render*() and *Output() functions work together to add R output to the UI



DT::renderDataTable(expr, options, callback, escape, env, quoted)

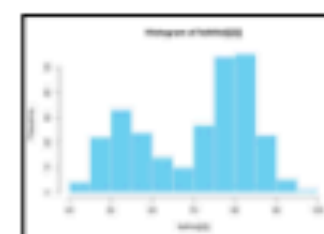
works with

dataTableOutput(outputId, icon, ...)



renderImage(expr, env, quoted, deleteFile)

imageOutput(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)



renderPlot(expr, width, height, res, ..., env, quoted, func)

plotOutput(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)

'data.frame' 3 obs. of 2 variables:
 \$ Sepal.Length: num 5.1 4.9 4.7
 \$ Sepal.Width : num 3.5 3 3.2

renderPrint(expr, env, quoted, func, width)

verbatimTextOutput(outputId)

Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
5.1	3.5	5.0	1.4	setosa
4.9	3.0	5.0	1.3	setosa
4.7	3.2	4.3	1.3	setosa
5.0	3.4	4.5	1.6	setosa
5.4	3.7	4.4	1.6	setosa
5.2	3.4	4.7	1.5	setosa

renderTable(expr,..., env, quoted, func)

tableOutput(outputId)

renderText(expr, env, quoted, func)

textOutput(outputId, container, inline)

renderUI(expr, env, quoted, func)

&

uiOutput(outputId, inline, container, ...)
htmlOutput(outputId, inline, container, ...)

Shiny :: CHEAT SHEET

Basics

- Shiny app is a web page (UI) connected to a computer running a live R session (Server)
- Users can manipulate the UI, which will cause the server to update the UI's displays by running R code.

APP TEMPLATE

Begin writing a new app with this template. Preview the app by running the code at the R command line.

• ui - needed R functions that assemble an HTML user interface for your app

• server - a function with instructions on how to build and rebuild the R objects displayed in the UI

• shinyApp - combines ui and server into an app. Wrap with `runApp()` if calling from a source script or inside a function.

SHARE YOUR APP

The easiest way to share your app is to host it on Shinyapps.io, a cloud-based service from RStudio

1. Create a free or professional account at <https://shinyapps.io>

2. Click the Publish icon in the RStudio IDE or run: `rsconnect::deployApp()` (path to directory)*

* Build or purchase your own Shiny Server

<https://www.rstudio.com/products/shiny/shiny-server/>

RStudio

Building an App

Complete the template by adding arguments to `renderPage()` and a body to the `server` function.

Add inputs to the UI with "input" functions. Add outputs with "Output" functions. Tell server how to render outputs with R in the server function. To do this:

1. Refer to outputs with `outputId`.
2. Refer to inputs with `inputId`.
3. Wrap code in a `render()` function before saving to output.

Save your template as `app.R`. Alternatively, edit your template step-by-step using `ui.R` and `server.R`.

Inputs

Access the current value of an input object with `input$`. Input values are reactive.

Link

- `actionLink`(inputId, label, icon, ...)
- `checkboxInput`(inputId, label, value, min, max, format, startValue, weekStart, language)
- `dateInput`(inputId, label, value, min, max, format, startValue, weekStart, language)
- `dateRangeInput`(inputId, label, start, end, min, max, format, startValue, weekStart, language, accept)
- `fileInput`(inputId, label, multiple, accept)
- `numericInput`(inputId, label, value, min, max, step)
- `passwordInput`(inputId, label, value)
- `radioButtons`(inputId, label, choices, selected, multiple, selection, width, align (only selection))
- `selectInput`(inputId, label, choices, selected, multiple, selection, width, align (only selection))
- `sliderInput`(inputId, label, min, max, value, step, round, format, ticks, animate, width, step, pins, step)
- `submitButton`(inputId, icon)
- `textInput`(inputId, label, value)

Outputs

`render()` and `Output()` functions work together to add R output to the UI

- `renderDataTable`(expr, options, callback, escape, env, quoted, func)
- `renderImage`(expr, env, quoted, deleteFile)
- `renderPlot`(expr, width, height, res, ..., env, quoted, func)
- `renderPrint`(expr, env, quoted, func, width)
- `renderTable`(expr,..., env, quoted, func)
- `renderText`(expr, env, quoted, func)
- `renderUI`(expr, env, quoted, func)

`dataTableOutput`(outputId, icon, ...)

`imageOutput`(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)

`plotOutput`(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)

`verbatimTextOutput`(outputId)

`tableOutput`(outputId)

`textOutput`(outputId, container, inline)

`uiOutput`(outputId, inline, container, ...)

`htmlOutput`(outputId, inline, container, ...)

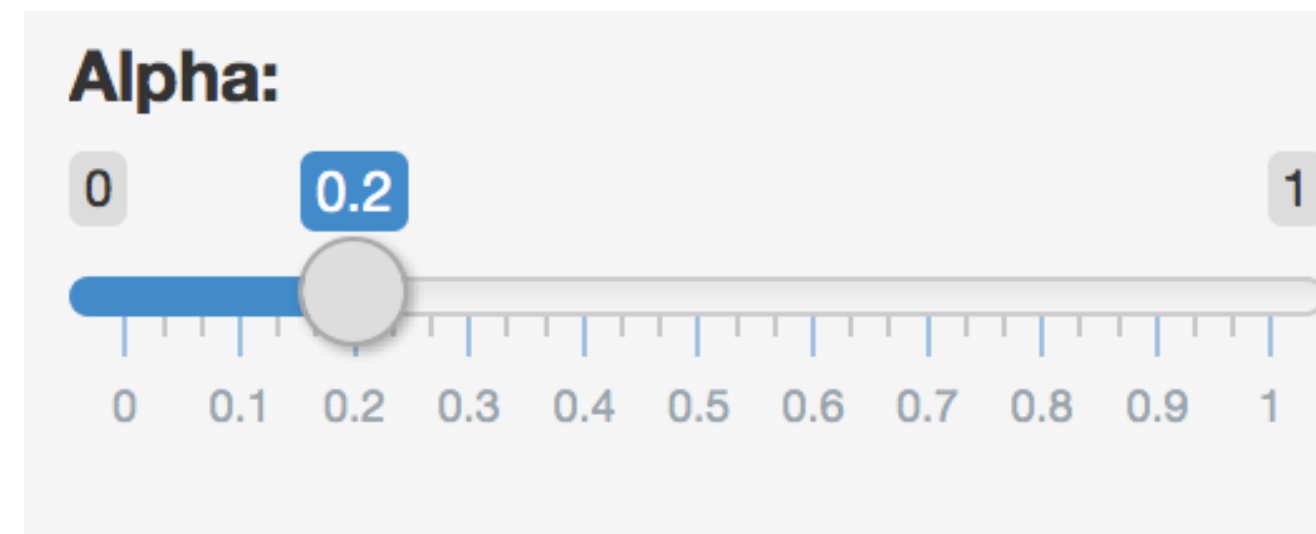
RStudio is a trademark of RStudio, Inc. © 2018 RStudio - info@rstudio.com • 444-444-1232 • rstudio.com • Learn more at shiny.rstudio.com • shiny 1.2.2 • Updated 2018-05

Reactivity 101

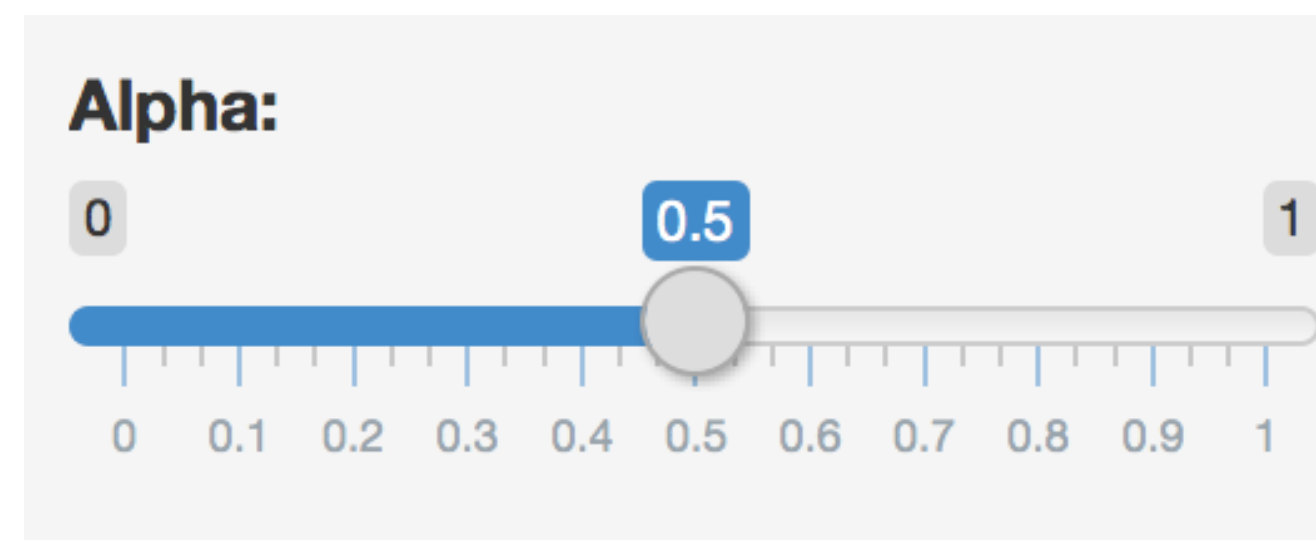
The **input\$** list stores the current value of each input object under its name.

```
# Set alpha level  
sliderInput(inputId = "alpha",  
            label = "Alpha:",  
            min = 0, max = 1,  
            value = 0.5)
```

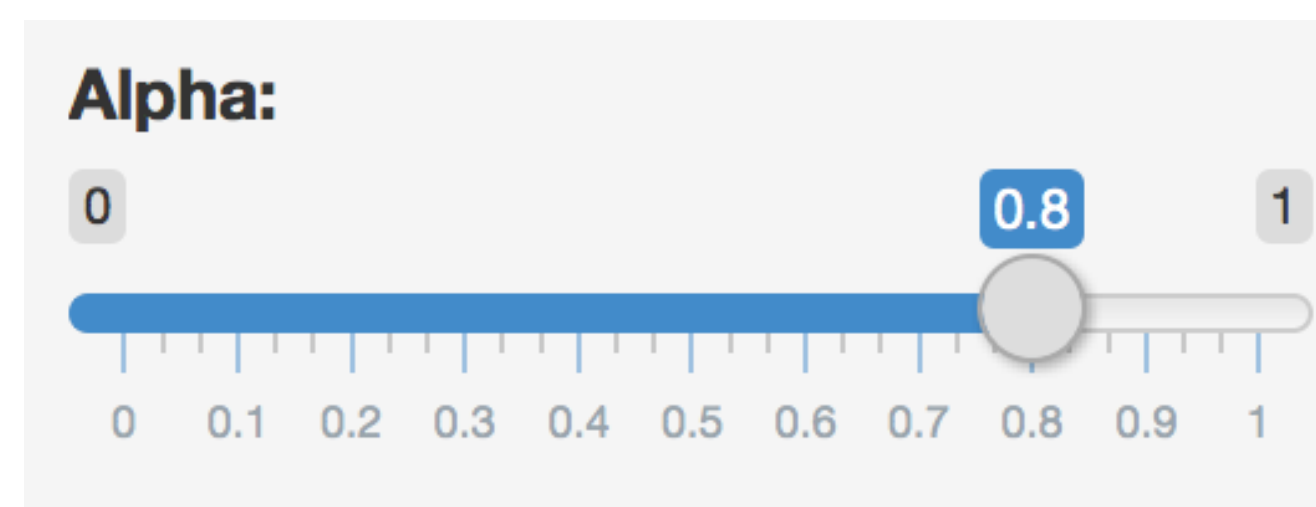
`input$alpha`



`input$alpha = 0.2`



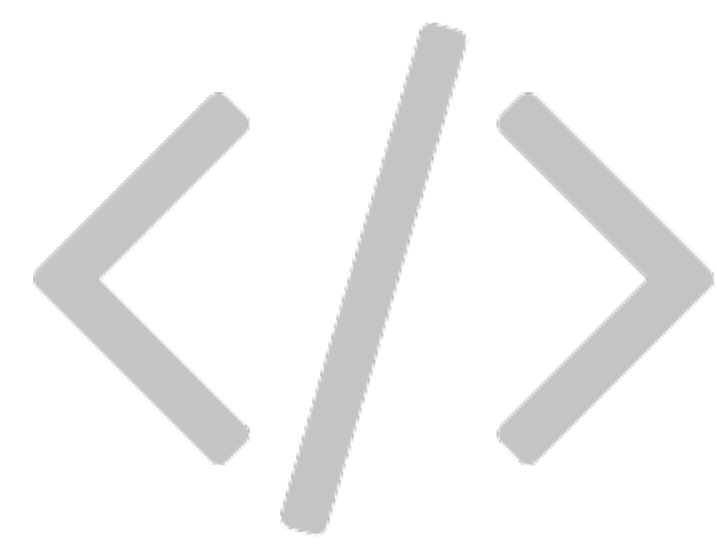
`input$alpha = 0.5`



`input$alpha = 0.8`

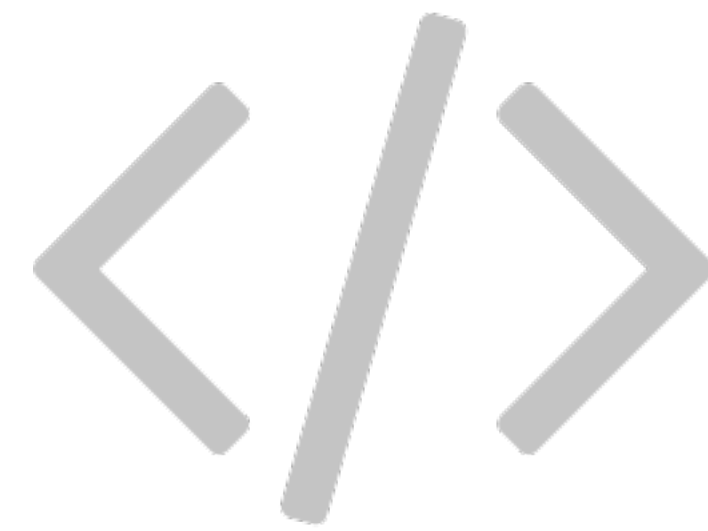
Reactivity automatically occurs
when an **input** value is used to render an **output** object.

```
# Define server function required to create the scatterplot
server <- function(input, output) {
  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot(
    ggplot(data = movies, aes_string(x = input$x, y = input$y,
                                     color = input$z)) +
    geom_point(alpha = input$alpha)
  )
}
```



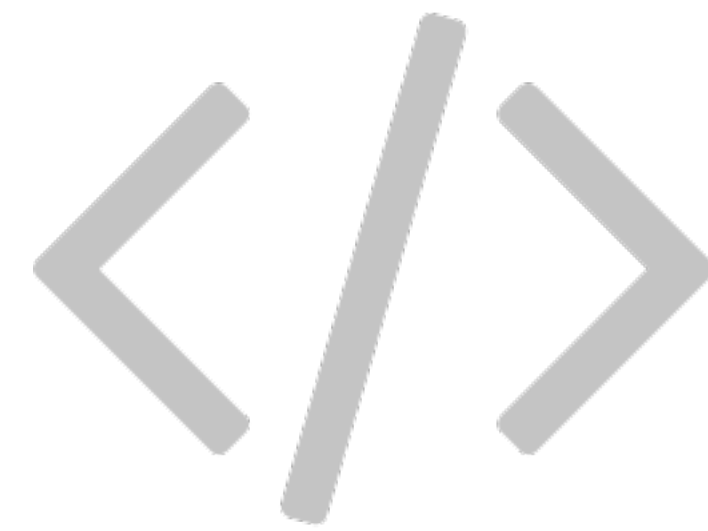
Suppose you want the option to plot only certain types of movies as well as report how many such movies are plotted:

1. Add a UI element for the user to select which type(s) of movies they want to plot
2. Filter for chosen title type and save as a new (reactive) expression
3. Use new data frame (which is reactive) for plotting
4. Use new data frame (which is reactive) also for reporting number of observations



1. Add a UI element for the user to select which type(s) of movies they want to plot

```
# Select which types of movies to plot
checkboxGroupInput(inputId = "selected_type",
               label = "Select movie type(s):",
               choices = c("Documentary", "Feature Film",
                           "TV Movie"),
               selected = "Feature Film")
```



2. Filter for chosen title type and save the new data frame as a reactive expression

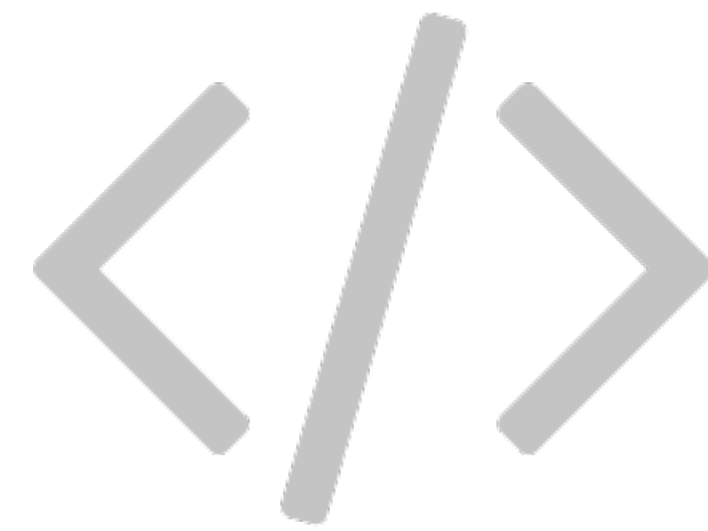
before app:

```
library(dplyr)
```

server:

```
# Create a subset of data filtering for  
movies_subset <- reactive({  
  req(input$selected_type)  
  filter(movies, title_type %in% input$selected_type)  
})
```

Creates a **cached expression** that knows it is out of date when input changes



3. Use new data frame (which is reactive) for plotting

```
# Create scatterplot object plotOutput function is expecting
output$scatterplot <- renderPlot({
  ggplot(data = movies_subset(),
    aes_string(x = input$x, y = input$y,
    geom_point(...) +
    ...
  })
```

Cached - only re-run
when inputs change



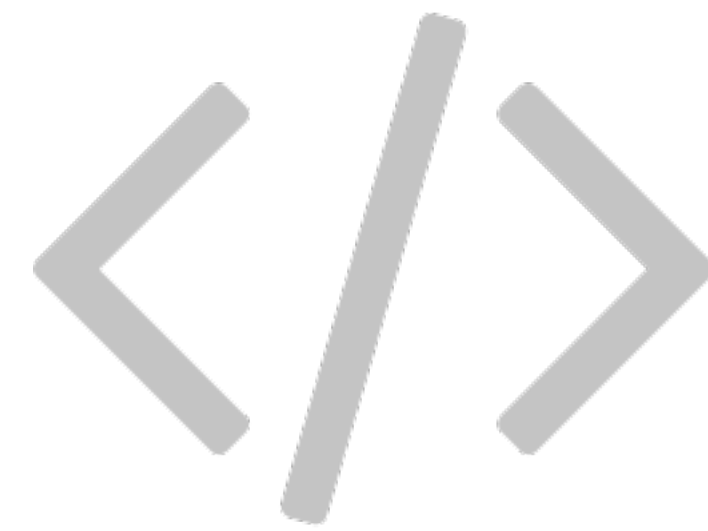
4. Use new data frame (which is reactive) also for printing number of observations

ui:

```
mainPanel(  
  ...  
  # Print number of obs plotted  
  uiOutput(outputId = "n"),  
  ...  
)
```

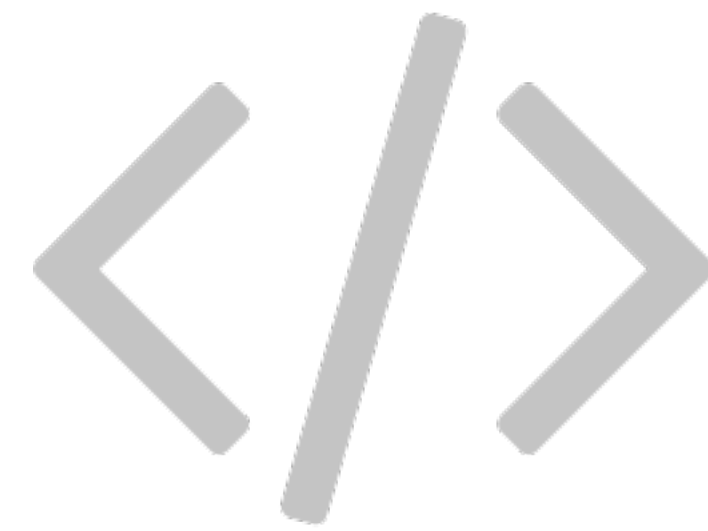
server:

```
# Print number of movies plotted  
output$n <- renderUI({  
  types <- movies_subset()$title_type %>%  
    factor(levels = input$selected_type)  
  counts <- table(types)  
  
  HTML(paste("There are",  
             counts,  
             input$selected_type,  
             "movies in this dataset.  
             <br>"))  
})
```

Putting it all together...

`apps/movies/movies-05.R`



5. `req()`
6. App title
7. `selectInput()` choice labels
8. Formatting of x and y axis labels
9. Visual separation with horizontal lines and breaks

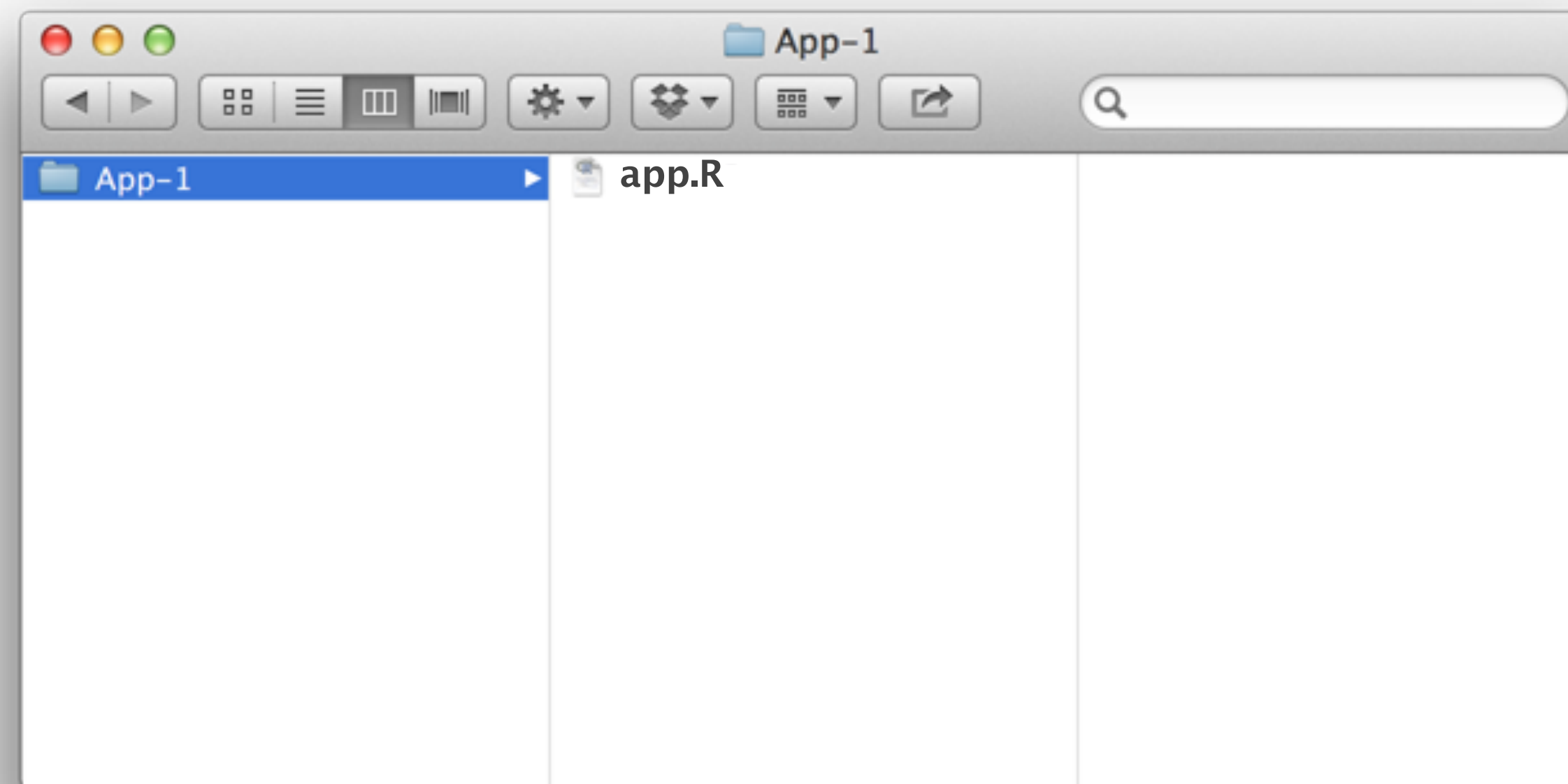
When to use reactive

- ▶ By using a reactive expression for the subsetting data frame, we were able to get away with subsetting once and then using the result twice.
- ▶ In general, reactive conductors let you
 - ▶ not repeat yourself (i.e. avoid copy-and-paste code, which is a maintenance boon), and
 - ▶ decompose large, complex (code-wise, not necessarily CPU-wise) calculations into smaller pieces to make them more understandable.
- ▶ These benefits are similar to what happens when you decompose a large complex R script into a series of small functions that build on each other.

File structure

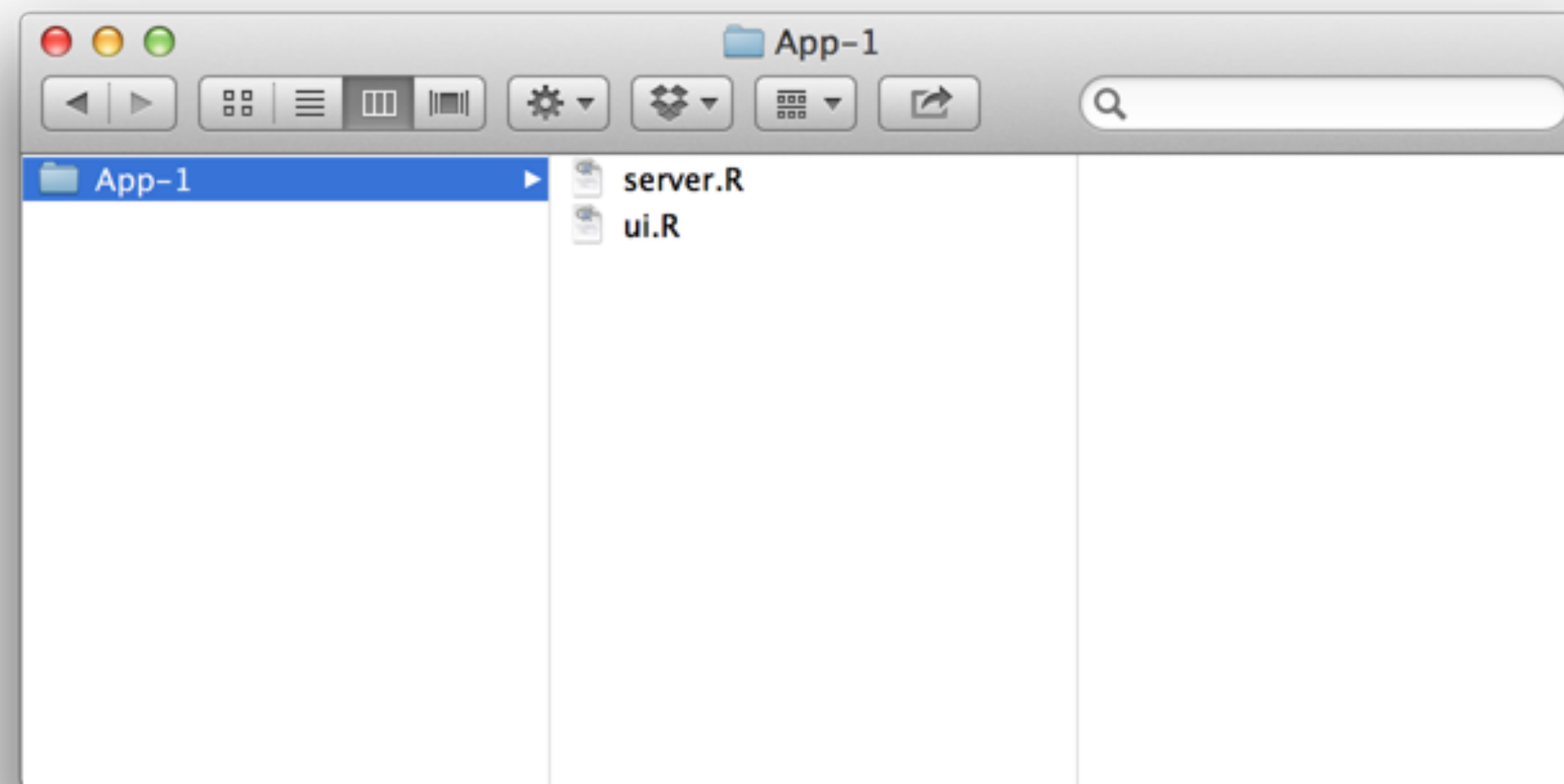
Single file app

- ▶ One directory with every file the app needs:
- ▶ **app.R** (your script which ends with a call to **shinyApp()**)
- ▶ datasets, images, css, helper scripts, etc.



Two file app

- ▶ One directory with every file the app needs:
- ▶ `server.R` and `ui.R`
- ▶ datasets, images, css, helper scripts, etc.



Sharing your app

Sharing your app

shinyapps.io

- ▶ A server maintained by RStudio
- ▶ Easy to use, secure, and scalable
- ▶ Built-in metrics
- ▶ Free tier available

Sharing your app

Building your own server

- ▶ Free and open source
- ▶ Deploy Shiny apps to the internet
- ▶ Run on-premises: move computation closer to the data
- ▶ Host multiple apps on one server
- ▶ Deploy inside the firewall

- ▶ Secure access and authentication
- ▶ Performance: fine tune at app and server level
- ▶ Management: monitor and control resource use
- ▶ Direct priority support

Where to go next?

Where to go next?

- ▶ **Learn:**

- ▶ shiny.rstudio.com

- ▶ Get started for an extensive video tutorial

- ▶ Articles for digging deeper

- ▶ Upcoming webinars on Shiny: www.rstudio.com/resources/webinars/

- ▶ rstudio::conf 2018

- ▶ Intro to Shiny & R Markdown - Mine Çetinkaya-Rundel

- ▶ Intermediate Shiny - Joe Cheng

- ▶ **Ask:** RStudio Community - community.rstudio.com

Introduction to

