Shiny R in 30 Minuten

CSS

HTML

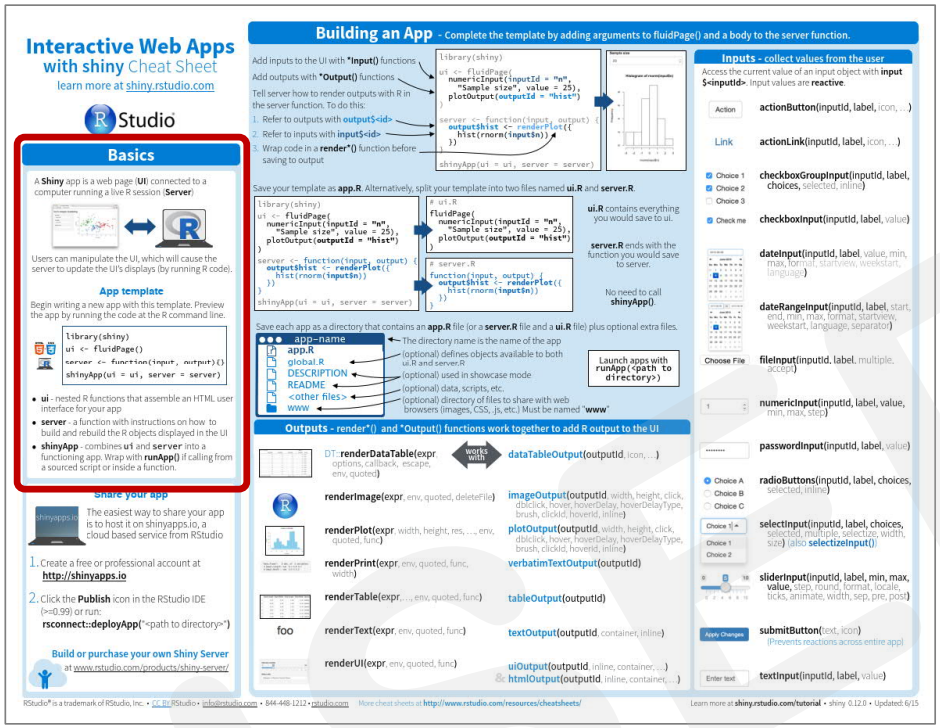
JavaScript

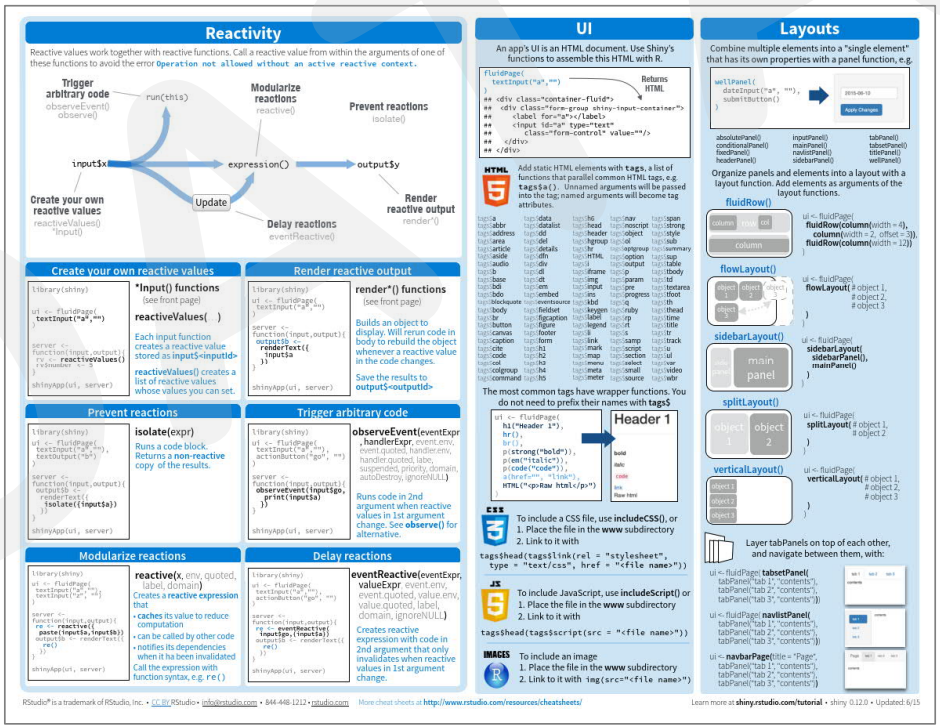
Bootstrap

Shiny
R

Statistiker - KI-Experte - R/Python-Spezialist

Shiny Cheatsheet (Spickzettel)





https://shiny.rstudio.com/images/shiny-cheatsheet.pdf

shinyApp

Basics

A **Shiny** app is a web page (**UI**) connected to a computer running a live R session (**Server**)

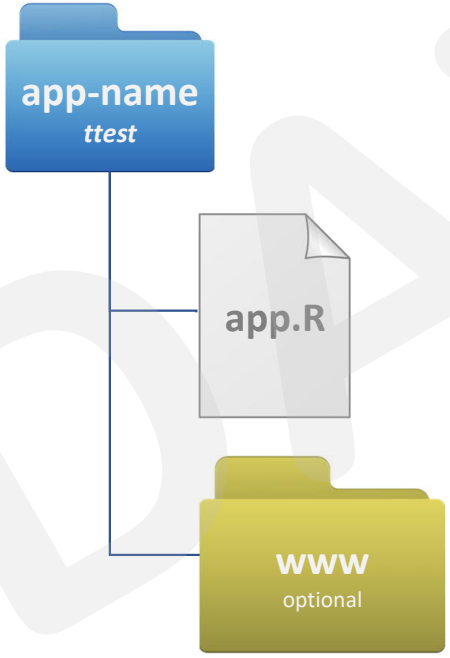
Users can manipulate the UI, which will cause the server to update the UI's displays (by running R code).

App template

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

```
library(shiny)
ui <- fluidPage()
server <- function(input, output){}
shinyApp(ui = ui, server = server)
```

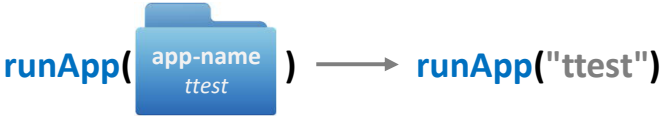
- **ui** - nested R functions that assemble an HTML user interface for your app
- **server** - a function with instructions on how to build and rebuild the R objects displayed in the UI
- **shinyApp** - combines `ui` and `server` into a functioning app. Wrap with **runApp()** if calling from a sourced script or inside a function.



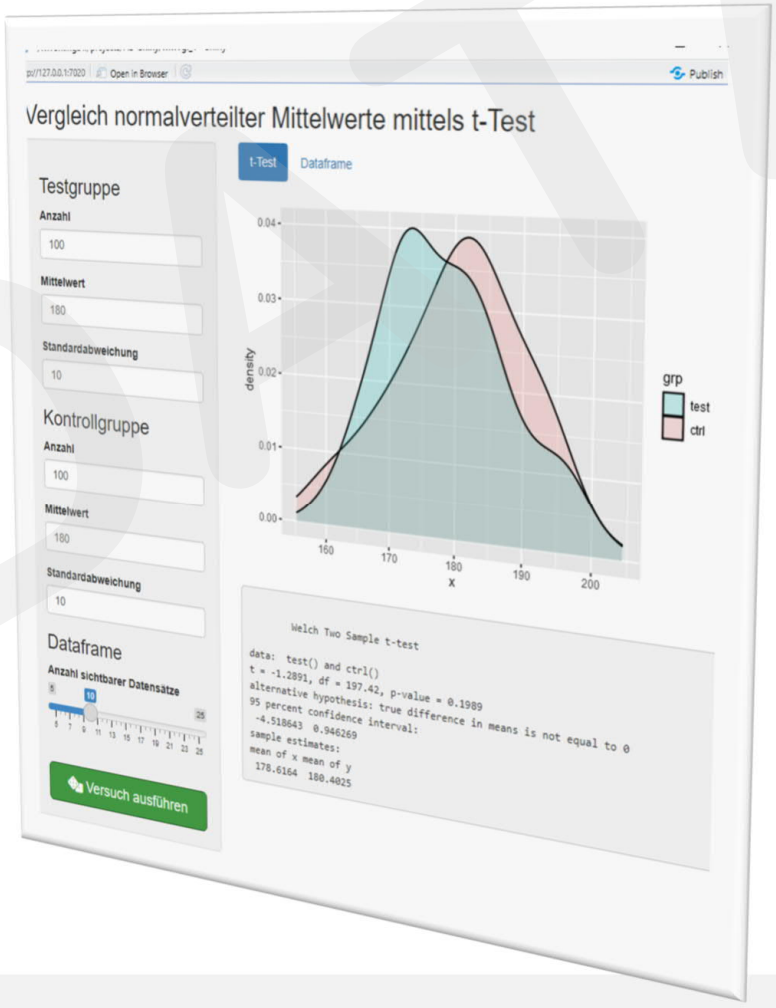
shinyapp + SHIFT + TAB

```
library(shiny)
ui <- fluidPage()
server <- function(input, output, session) {}
shinyApp(ui = ui, server = server)
```

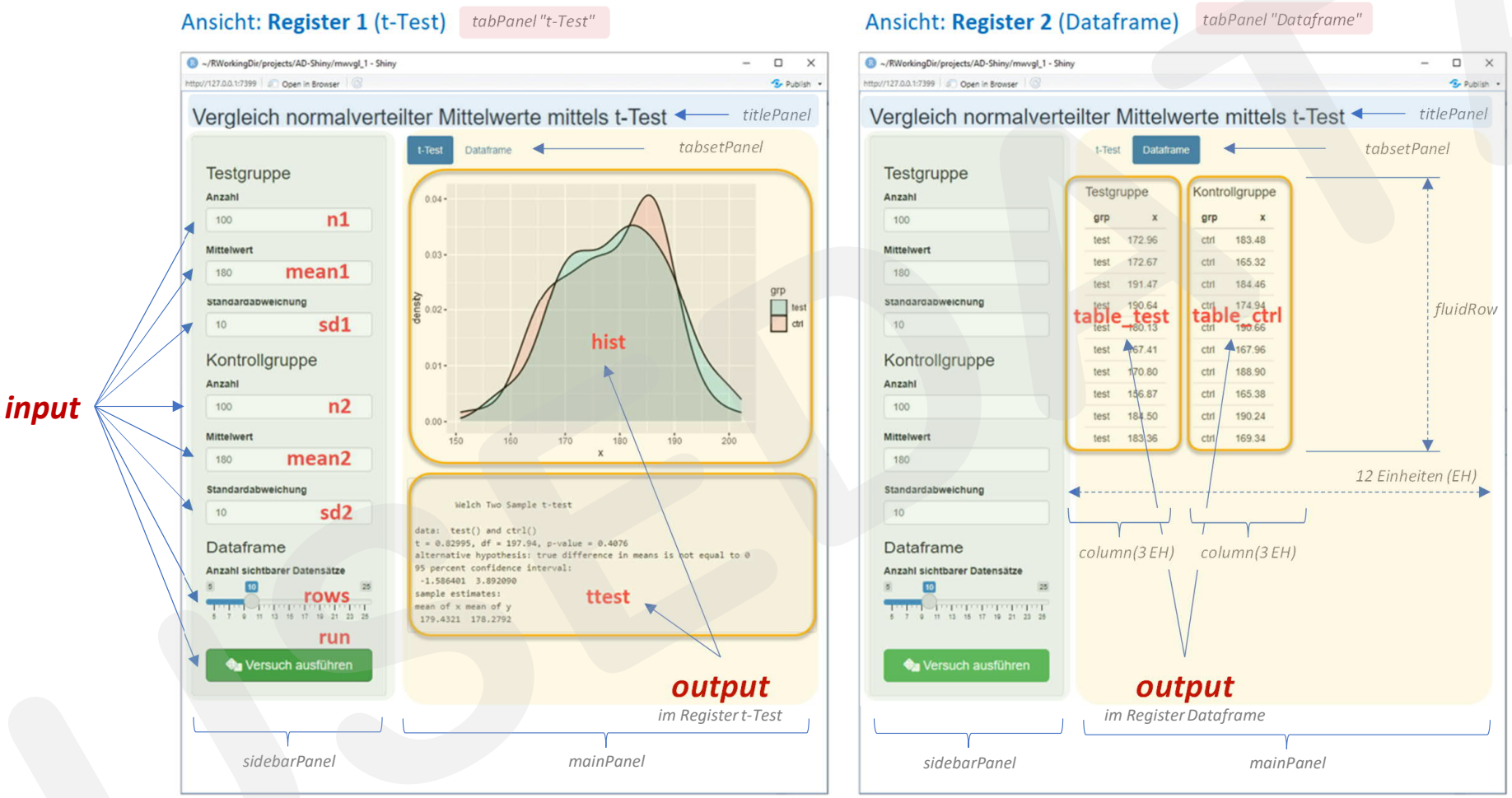
```
css Dateien
javaScript Dateien
images (png, jpg …)
```



Shiny R Demo



Shiny App Demo - Skizze



Danke für Ihr Interesse

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