

Learn Ggplot2 Using Shiny App

Web Application Development with R Using Shiny Doing Data Science in R Geocomputation with R Dynamic Documents with R and knitr Analyzing Baseball Data with R Data Science in Practice QCA with R Introduction to Shiny Mastering Shiny Web Application With R Using Shiny Professional Mobile Application Development Engineering Production-Grade Shiny Apps Hands-On Dashboard Development with Shiny Web Application Development with R Using Shiny Starting Out with Visual BASIC 6.0 Southern Reporter Cinderella's Bargain With The Billionaire (Mills & Boon Love Always) Mademoiselle The Keystone Computer Arts Chris Beeley Mark Andrews Robin Lovelace Yihui Xie Jim Albert Tom Alby Adrian Du a Garrett Golemund Hadley Wickham Chris Beeley Jeff McWherter Colin Fay Chris Beeley Chris Beeley Tony Gaddis Mariah Ankenman

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shiny is an open source r package that provides an elegant and powerful web framework for building web applications using r this guide takes a fresh approach to developing scalable web applications it will enable you to create responsive interactive web applications using the complete r shiny suite

this approachable introduction to doing data science in r provides step by step advice on using the tools and statistical methods to carry out data analysis introducing the fundamentals of data science and r before moving into more advanced topics like multilevel models and probabilistic modelling with stan it builds knowledge and skills gradually this book focuses on providing practical guidance for all aspects helping readers get to grips with the tools software and statistical methods needed to provide the right type and level of analysis their data requires explores the foundations of data science and breaks down the processes involved focusing on the link between data science and practical social science skills introduces r at the outset and includes extensive worked examples and r code every step of the way ensuring students see the value of r and its connection to methods while providing hands on practice in the software provides examples and datasets from different disciplines and locations demonstrate the widespread relevance possible applications and impact of data science across the social sciences

geocomputation with r is for people who want to analyze visualize and model geographic

data with open source software the book provides a foundation for learning how to solve a wide range of geographic data analysis problems in a reproducible and therefore scientifically sound and scalable way the second edition features numerous updates including the adoption of the high performance terra package for all raster data processing detailed coverage of the spherical geometry engine s2 updated information on coordinate reference systems and new content on openeo stac cog and gdalcubes the data visualization chapter has been revamped around version 4 of the tmap package providing a fresh perspective on creating publication quality maps from the command line the importance of the book is also highlighted in a new foreword by edzer Pebesma the book equips you with the knowledge and skills necessary to tackle a wide range of issues manifested in geographic data including those with scientific societal and environmental implications the book is especially well suited to data scientists and engineers interested in upskilling to handle spatial data people with existing geographic data skills interested in developing powerful geosolutions via code anyone who needs to work with spatial data in a reproducible and scalable way the book is divided into three parts foundations extensions and applications covering progressively more advanced topics the exercises at the end of each chapter provide the necessary skills to address various geospatial problems with solutions and supplementary materials available at rgeocomp.org/solutions

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our community has continued to grow exponentially thanks to those who inspire the next generation and inspiring the next generation is what the authors of analyzing baseball data with r are doing they are setting the career path for still thousands more we all need some sort of kickstart to take that first or second step you may be a beginner r coder but you need access to baseball data how do you access this data how do you manipulate it how do you analyze it this is what this book does for you but it does more by doing what sabermetrics does best it asks baseball questions throughout the book baseball questions are asked some straightforward and others more thought provoking from the foreword by tom tango analyzing baseball data with r third edition introduces r to sabermetricians baseball enthusiasts and students interested in exploring the richness of baseball data it equips you with the necessary skills and software tools to perform all the analysis steps from importing the data to transforming them into an appropriate format to visualizing the data via graphs to performing a statistical analysis the authors first

present an overview of publicly available baseball datasets and a gentle introduction to the type of data structures and exploratory and data management capabilities of `r` they also cover the `ggplot2` graphics functions and employ a tidyverse friendly workflow throughout much of the book illustrates the use of `r` through popular sabermetrics topics including the pythagorean formula runs expectancy catcher framing career trajectories simulation of games and seasons patterns of streaky behavior of players and launch angles and exit velocities all the datasets and `r` code used in the text are available for download online new to the third edition is the revised `r` code to make use of new functions made available through the tidyverse the third edition introduces three chapters of new material focusing on communicating results via presentations using the quarto publishing system web applications using the shiny package and working with large data files an online version of this book is hosted at beanumber.github.io/abdwr3e

data science in practice is the ideal introduction to data science with or without math skills here you get the all round view that you need for your projects this book describes how to properly question data in order to unearth the treasure that data can be you will get to know the relevant analysis methods and will be introduced to the programming language `r` which is ideally suited for data analysis associated tools like notebooks that make data science programming easily accessible are included in this introduction because technology alone is not enough this book also deals with problems in project implementation illuminates various fields of application and does not forget to address ethical aspects data science in practice includes many examples notes on errors decision making aids and other practical tips this book is ideal as a complementary text for university students and is a useful learning tool for those moving into more data related roles key features success factors and tools for all project phases includes application examples for various subject areas introduces many aspects of data science from requirements analysis to data acquisition and visualization

this book is a comprehensive guide to qualitative comparative analysis qca using `r` using boolean algebra to implement principles of comparison used by scholars engaged in the qualitative study of macro social phenomena qca acts as a bridge between the quantitative and the qualitative traditions the qca package for `r` created by the author facilitates qca within a graphical user interface this book provides the most current information on the latest version of the qca package which combines written commands with a cross platform interface beginning with a brief introduction to the concept of qca this book moves from theory to calibration from analysis to factorization and hits on all the key areas of qca in between chapters one through three are introductory familiarizing the reader with `r` the qca package and elementary set theory the next few chapters introduce important applications of the package beginning with calibration analysis of necessity analysis of sufficiency parameters of fit negation and factorization and the construction of venn diagrams the book concludes with extensions to the classical package including temporal applications and panel data providing a practical introduction to an increasingly important research tool for the social sciences this book will be indispensable for students scholars and practitioners interested in conducting qualitative research in political science sociology business and management and evaluation studies

data scientists who work with `r` look to shiny as the web framework of choice for moving analytical power into the hands of their bosses clients and the public at large the

reason shiny apps let the non coders of the world control the visualization of complex data sets so they can explore analyze and model on their own taught by rstudio master instructor garrett grolemund this video details how shiny combines the computational power of r and the interactivity of the web to produce highly interactive reports and visualizations part one offers a detailed description of shiny and how to use it build an app part two covers reactive programming and why it differs from functional programming the paradigm that guides most of r part three outlines the shiny ui and the toolsets it offers to customize the appearance of a shiny app this video is optimized for the intermediate level r coder resource description page

master the shiny web framework and take your r skills to a whole new level shiny helps you create fully interactive web apps for data analyses by letting you move beyond static reports tables and graphs your users will be able to jump between datasets explore different subsets run models with parameter values of their choosing customize visualizations and much more hadley wickham from rstudio shows data scientists data analysts statisticians and scientific researchers with no knowledge of html css or javascript how to create complex shiny apps shiny is easy to learn but even intermediate users often wonder what they ve missed this in depth introduction provides a learning path that you can follow with confidence getting started begin with a tutorial style exploration of the basics shiny in action explore shiny functionality with a focus on code samples and example apps best practices learn techniques for managing complexity and ensuring correctness and explore ways to measure and improve your shiny app s scalability mastering reactivity learn the underlying theory of reactivity to improve your ability to reason about complex shiny apps

this book follows a standard tutorial based approach which will teach you how to make a web app using r and shiny quickly and easily this book is for anybody who wants to produce interactive data summaries over the whether you want to share them with a few colleagues or the whole world you need no previous experience with r shiny html or css to begin using this book although you will need at least a little previous experience with programming in a different language

create applications for all major smartphone platforms creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer this authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms thereby freeing you from having to learn a new platform from scratch each time concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform covers all the major options from native development to web application development discusses major third party platform development acceleration tools such as appcelerator and phonegap zeroes in on topics such as developing applications for android ios windows phone 7 and blackberry professional mobile cross platform development shows you how to best exploit the growth in mobile platforms with a minimum of hassle

from the reviews this book contains an excellent blend of both shiny specific topics and

practical advice from software development that fits in nicely with shiny apps you will find many nuggets of wisdom sprinkled throughout these chapters eric nantz host of the r podcast and the shiny developer series from the foreword this book is a gradual and pleasant invitation to the production ready shiny apps world it exposes a comprehensive and robust workflow powered by the golem package it fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting in the industry world where processes robustness is a key toward productivity this book will indubitably have a tremendous impact david granjon sr expert data science novartis presented in full color engineering production grade shiny apps helps people build production grade shiny applications by providing advice tools and a methodology to work on web applications with r this book starts with an overview of the challenges which arise from any big web application project organizing work thinking about the user interface the challenges of teamwork and the production environment then it moves to a step by step methodology that goes from the idea to the end application each part of this process will cover in detail a series of tools and methods to use while building production ready shiny applications finally the book will end with a series of approaches and advice about optimizations for production features focused on practical matters this book does not cover shiny concepts but practical tools and methodologies to use for production based on experience this book is a formalization of several years of experience building shiny applications original content this book presents new methodologies and tooling not just a review of what already exists engineering production grade shiny apps covers medium to advanced content about shiny so it will help people that are already familiar with building apps with shiny and who want to go one step further

progressively explore ui development with shiny via practical examples key features write a shiny interface in pure html explore powerful layout functions to make attractive dashboards and other intuitive interfaces get to grips with bootstrap and leverage it in your shiny applications book description although vanilla shiny applications look attractive with some layout flexibility you may still want to have more control over how the interface is laid out to produce a dashboard hands on dashboard development with shiny helps you incorporate this in your applications the book starts by guiding you in producing an application based on the diamonds dataset included in the ggplot2 package you ll create a single application but the interface will be reskinned and rebuilt throughout using different methods to illustrate their uses and functions using html css and javascript you will also learn to develop an application that creates documents and reports using r markdown furthermore the book demonstrates the use of html templates and the bootstrap framework moving along you will learn how to produce dashboards using the shiny command and dashboard package finally you will learn how to lay out applications using a wide range of built in functions by the end of the book you will have an understanding of the principles that underpin layout in shiny applications including sections of html added to a vanilla shiny application html interfaces written from scratch dashboards navigation bars and interfaces what you will learn add html to a shiny application and write its interfaces from scratch in html use built in shiny functions to produce attractive and flexible layouts produce dashboards adding icons and notifications explore bootstrap themes to lay out your applications get insights into ui development with hands on examples use r markdown to create and download reports who this book is for if you have some experience writing shiny applications and want to

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this book follows a standard tutorial based approach which will teach you how to make a web app using r and shiny quickly and easily this book is for anybody who wants to produce interactive data summaries over the whether you want to share them with a few colleagues or the whole world you need no previous experience with r shiny html or css to begin using this book although you will need at least a little previous experience with programming in a different language

this book provides an introduction to visual basic 6 0 using slow paced discussion to help students with no previous programming experience master the concepts that lead to success with vb the book includes the hallmark pedagogical features that readers of gaddis books have come to expect

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