

1. Record Nr.	UNINA9910462432303321
Autore	Lawrence Michael
Titolo	Programming Graphical User Interfaces in R // by Michael Lawrence and John Verzani
Pubbl/distr/stampa	Boca Raton, FL : , : Taylor and Francis, an imprint of Chapman and Hall/CRC, , [2018] ©2012
ISBN	1-315-36288-0 1-315-37389-0 1-4398-5683-4
Edizione	[First edition.]
Descrizione fisica	1 online resource (464 p.)
Collana	Chapman & Hall/CRC the R series
Disciplina	005.4/37
Soggetti	Graphical user interfaces (Computer systems) R (Computer program language) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"A Chapman & Hall book."
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover; Contents; Preface; 1. The Fundamentals of Graphical User Interfaces; I The gWidgets Package; 2. gWidgets: Overview; 3. gWidgets: Container Widgets; 4. gWidgets: Control Widgets; 5. gWidgets: R-specific Widgets; II The RGtk2 Package; 6. RGtk2: Overview; 7. RGtk2: Windows, Containers, and Dialogs; 8. RGtk2: Basic Components; 9. RGtk2: Widgets Using Data Models; 10. RGtk2: Application Windows; 11. Extending GObject Classes; III The qtbase Package; 12. Qt: Overview; 13. Qt: Layout Managers and Containers; 14. Qt: Widgets; 15. Qt: Widgets Using Data Models; 16. Qt: Application Windows IV The tcltk Package 17. Tcl/Tk: Overview; 18. Tcl/Tk: Layout and Containers; 19. Tcl/Tk: Dialogs and Widgets; 20. Tcl/Tk: Text, Tree, and Canvas Widgets
Sommario/riassunto	Programming Graphical User Interfaces with R introduces each of the major R packages for GUI programming: RGtk2, qtbase, Tcl/Tk, and gWidgets. With examples woven through the text as well as stand-alone demonstrations of simple yet reasonably complete applications, the book features topics especially relevant to statisticians who aim to

provide a practical interface to functionality implemented in R. The book offers: A how-to guide for developing GUIs within R, The fundamentals for users with limited knowledge of programming within R and other languages, GUI design for specific functions or as learning tools. The accompanying package, ProgGUlinR, includes the complete code for all examples as well as functions for browsing the examples from the respective chapters. Accessible to seasoned, novice, and occasional R users, this book shows that for many purposes, adding a graphical interface to one's work is not terribly sophisticated or time consuming.
