st.rerun

☐ `Version 1.40.0`

Rerun the script immediately.

When `st.rerun()` is called, Streamlit halts the current script run and executes no further statements. Streamlit immediately queues the script to rerun.

When using `st.rerun` in a fragment, you can scope the rerun to the fragment. However, if a fragment is running as part of a full-app rerun, a fragment-scoped rerun is not allowed.
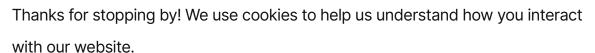
Function signature	[source]
`st.rerun(*, scope="app")`	
Parameters	

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`st.rerun`

`st.rerun` is one of the tools to control the logic of your app. While it is great for prototyping, there can be adverse side effects:

- Additional script runs may be inefficient and slower.

- Excessive reruns may complicate your app's logic and be harder to follow.

- If misused, infinite looping may crash your app.

In many cases where `st.rerun` works, callbacks may be a cleaner alternative. Containers may also be helpful.

A simple example in three variations

Using `st.rerun` to update an earlier header

```
import streamlit as st
```

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```python
##### Option using a callback #####
st.header(st.session_state.value)

def update_value():
    st.session_state.value = "Bar"

st.button("Bar", on_click=update_value)
```

Using containers to update an earlier header

```python
##### Option using a container #####
container = st.container()

if st.button("Baz"):
    st.session_state.value = "Baz"

container.header(st.session_state.value)
```

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