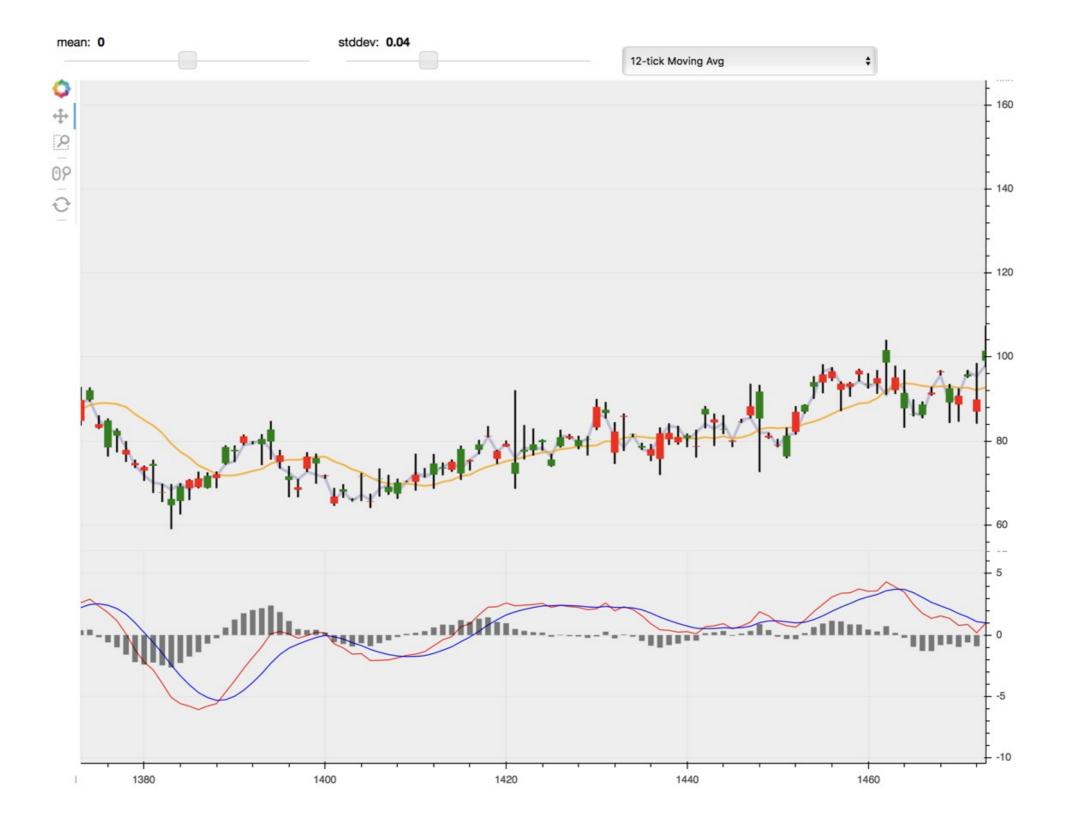
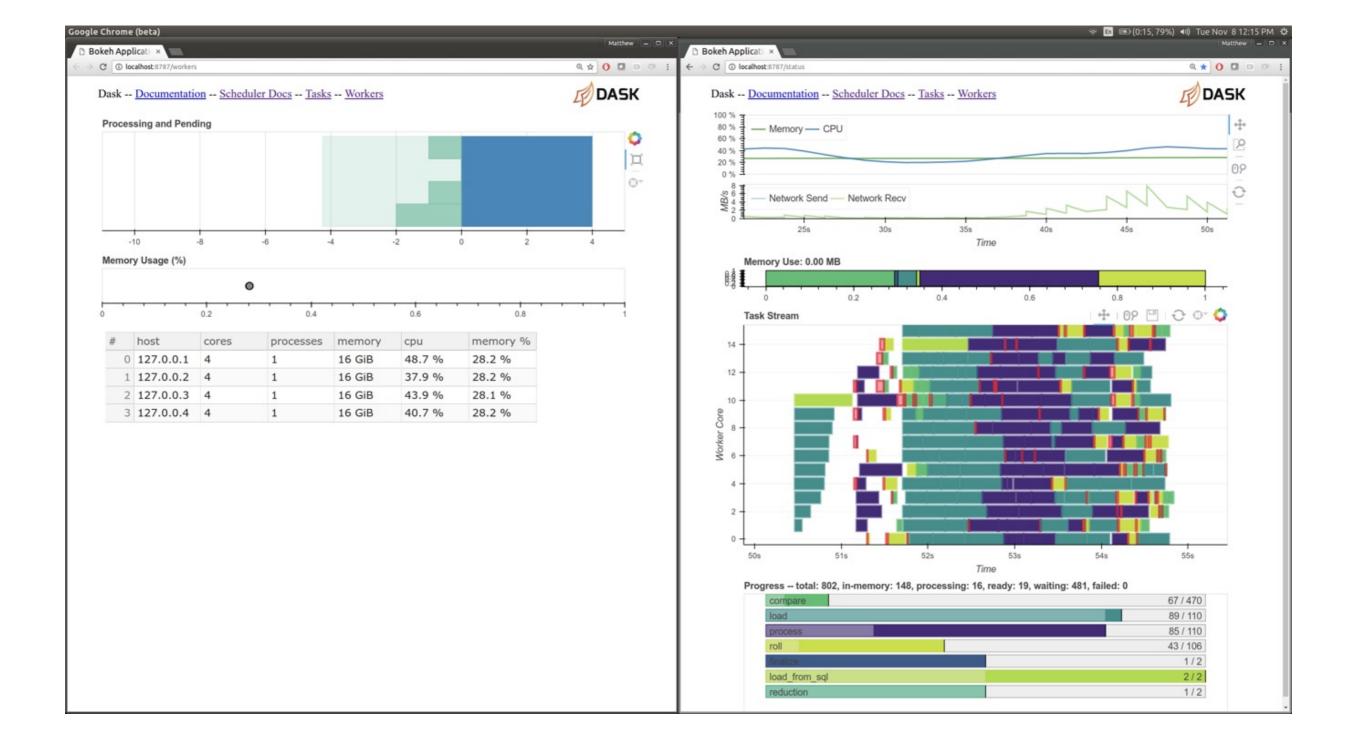
Introducing the Bokeh Server

INTERACTIVE DATA VISUALIZATION WITH BOKEH









Basic app outline

outline.py

```
from bokeh.io import curdoc
# Create plots and widgets
# Add callbacks
# Arrange plots and widgets in layouts
curdoc().add_root(layout)
```



Running Bokeh applications

Running single module apps at the shell or Windows command prompt:

bokeh serve --show myapp.py

"Directory" style apps run similarly:

bokeh serve --show myappdir/



Connecting sliders to plots

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A slider example

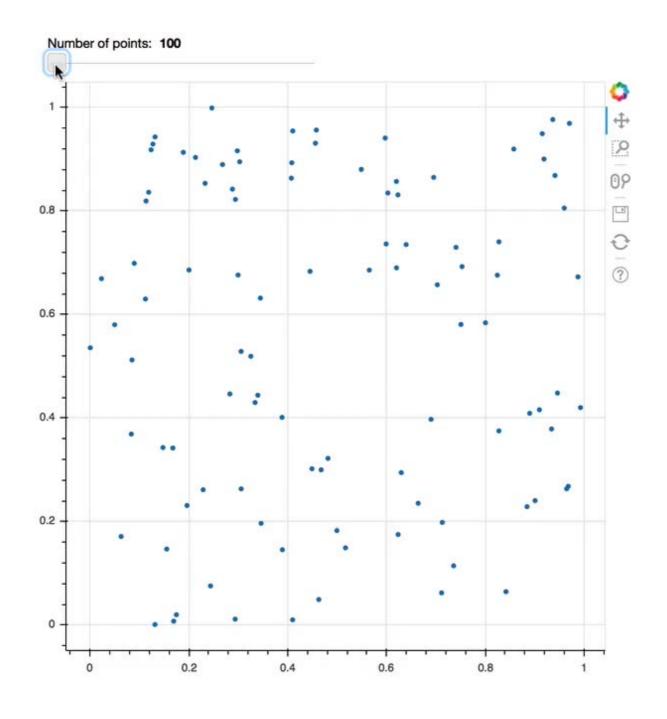
slider.py

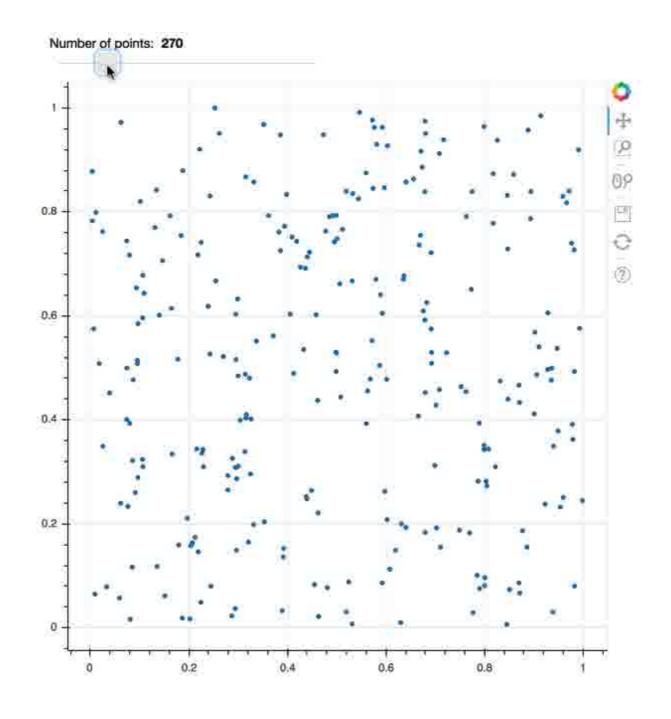
```
from bokeh.io import curdoc
from bokeh.layouts import column
from bokeh. models import ColumnDataSource, Slider
from bokeh.plotting import figure
from numpy.random import random
N = 300
source = ColumnDataSource(data={'x': random(N), 'y': random(N)})
# Create plots and widgets
plot = figure()
plot.circle(x='x', y='y', source=source)
slider = Slider(start=100, end=1000, value=N,
            step=10, title='Number of points')
```

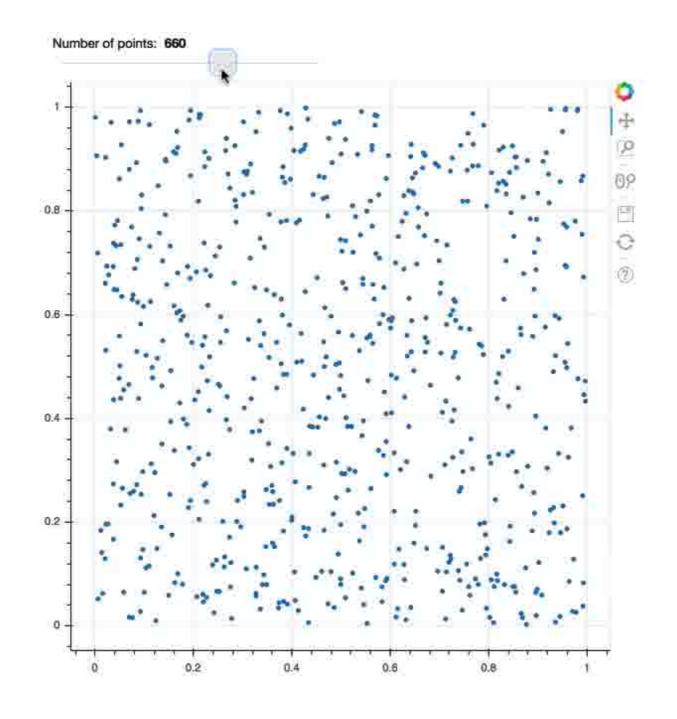
A slider example

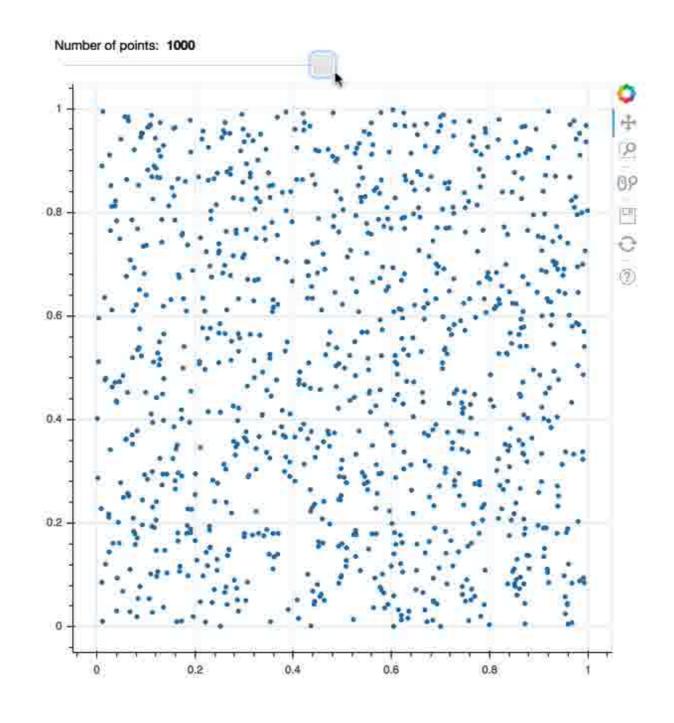
slider.py

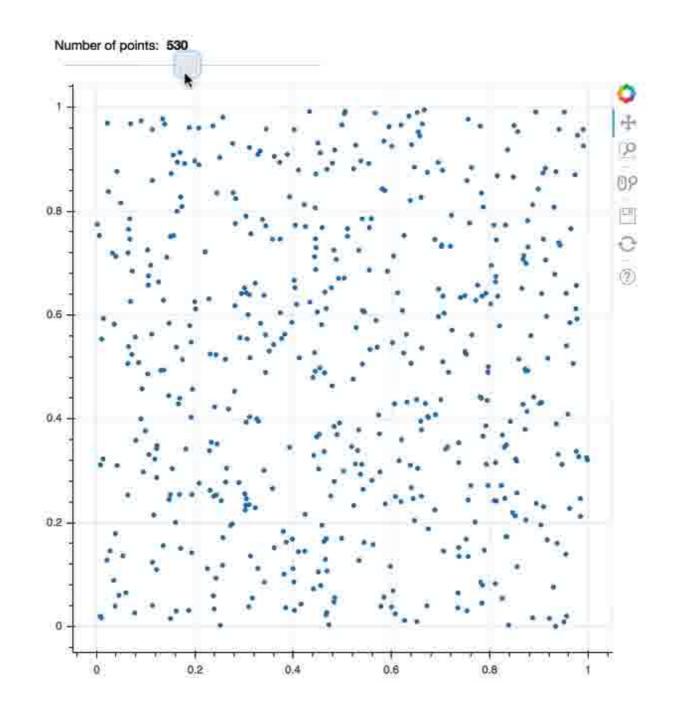
```
# (continued)
# Add callback to widgets
def callback(attr, old, new):
   N = slider.value
    source.data={'x': random(N), 'y': random(N)}
slider.on_change('value', callback)
# Arrange plots and widgets in layouts
layout = column(slider, plot)
curdoc().add_root(layout)
```













Updating plots from dropdowns

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A Select example

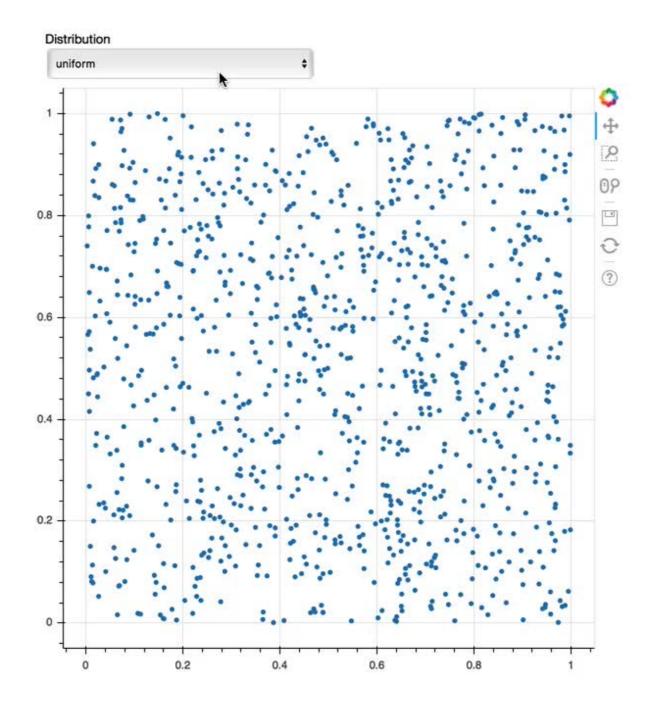
select.py

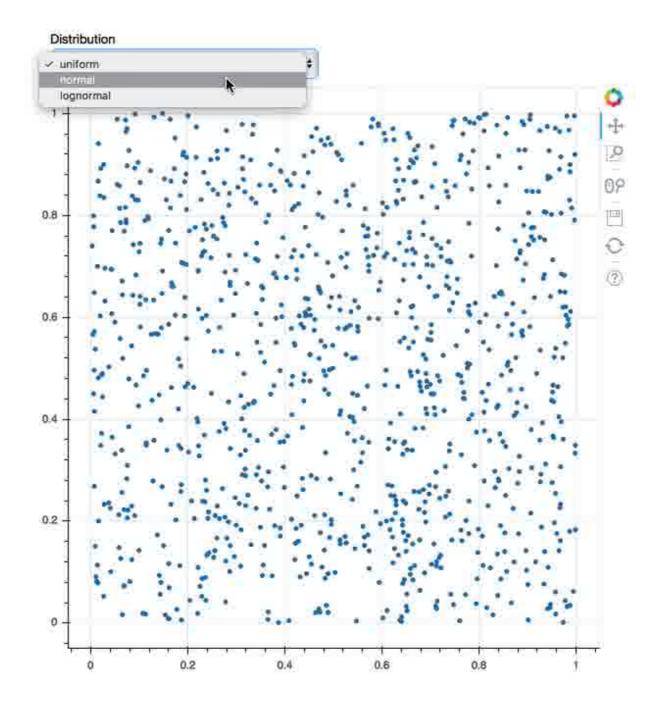
```
from bokeh.io import curdoc
from bokeh.layouts import column
from bokeh. models import ColumnDataSource, Select
from bokeh.plotting import figure
from numpy.random import random, normal, lognormal
N = 1000
source = ColumnDataSource(data={'x': random(N), 'y': random(N)})
# Create plots and widgets
plot = figure()
plot.circle(x='x', y='y', source=source)
menu = Select(options=['uniform', 'normal', 'lognormal'],
            value='uniform', title='Distribution')
```

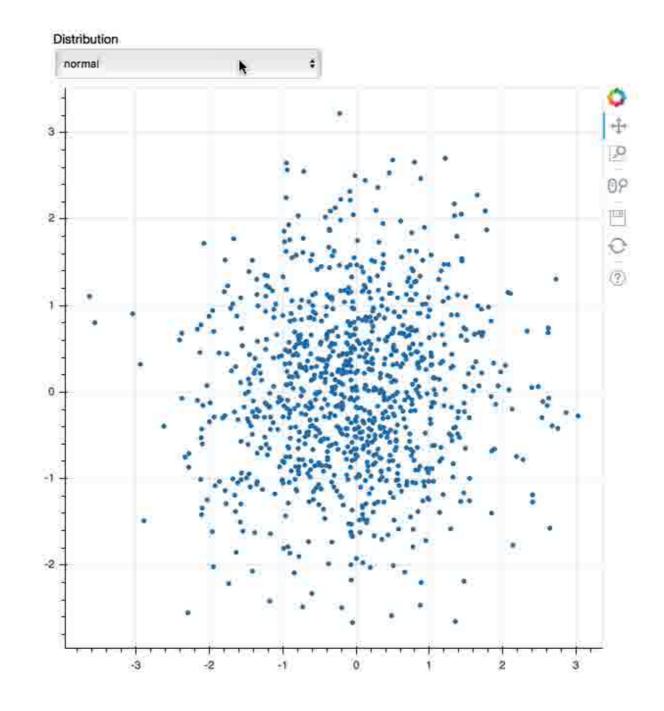
A Select example

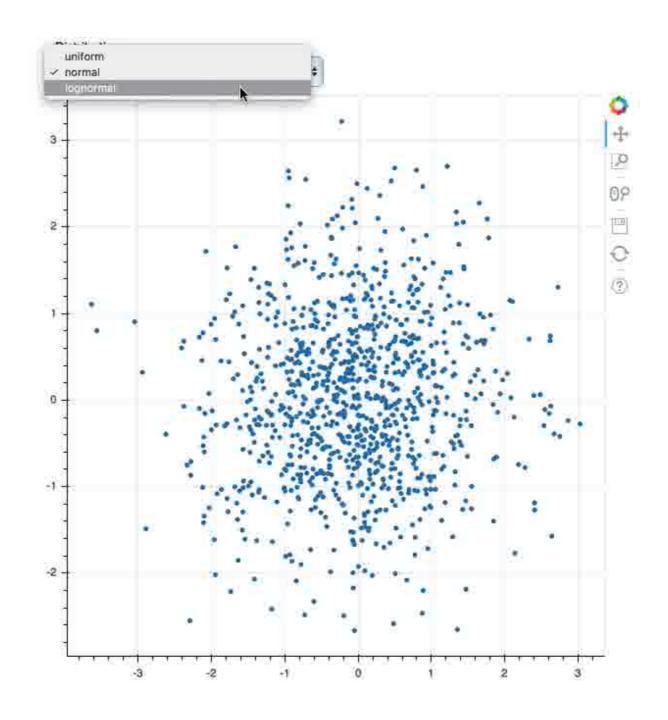
select.py

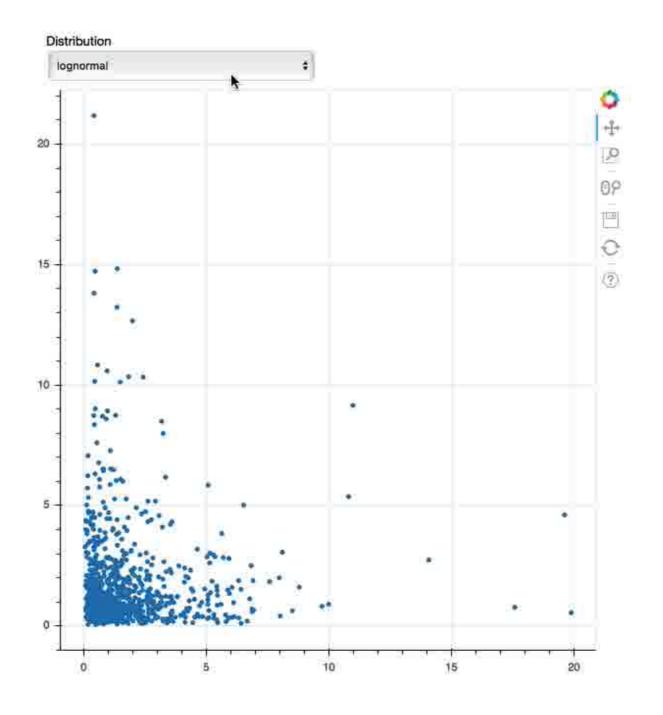
```
# (continued)
# Add callback to widgets
def callback(attr, old, new):
    if menu.value == 'uniform': f = random
    elif menu.value == 'normal': f = normal
    else: f = lognormal
    source.data={'x': f(size=N), 'y': f(size=N)}
menu.on_change('value', callback)
# Arrange plots and widgets in layouts
layout = column(menu, plot)
curdoc().add_root(layout)
```













Buttons

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Button callbacks

select.py

```
from bokeh.models import Button
button = Button(label='press me')
def update():
   # Do something interesting
button.on_click(update)
```

Button types

```
from bokeh.models import CheckboxGroup, RadioGroup, Toggle
toggle = Toggle(label='Some on/off', button_type='success')
checkbox = CheckboxGroup(labels=['foo', 'bar', 'baz'])
radio = RadioGroup(labels=['2000', '2010', '2020'])
def callback(active):
   # Active tells which button is active
```

Button types

Plain button

Toggle

Radio Group

Checkbox Group

press me

Some on/off

foo

bar

baz

2000

2010

2020



Hosting applications for wider audiences

INTERACTIVE DATA VISUALIZATION WITH BOKEH





Bokeh Application Hosting



https://anaconda.org

