WebApps Development

Using Streamlit Library in Python





Delivered by

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https://www.linkedin.com/in/nandafadhli93/

About Me





PERSONAL DETAILS

D.O.B



Padang, May 6th, 1993

Location



Depok, Jawa Barat



EDUCATION BACKGROUND

University



IPB University (2017-2019) Master in Applied Statistics. GPA 3.96 / 4.0

- Statistical theory and analysis
- Supervised learning
- Unsupervised learning
- Feature engineering technique
- Experimental design
- Data management and visualization technique
- R, Python, SQL, and SAS programming

University



State University of Padang (2011-2016) Bachelor in Mathematics Education. GPA 3.52 / 4.0

- Basic and advanced calculus
- Linear and abstract algebra
- Algorithm and programming (turbo pascal)
- Geometry and trigonometry
- Elementary and mathematical statistics
- Real analysis
- Pedagogic science

Work Experiences

2018

Lecture Assistant at IPB

Data management using SQL and SAS

2019

Jr. Data Scientist at Schema

Perform data science use case POC for multiple clients

2021

Sr. Data Scientist at Petrosea

Develop E2E data science use cases for mining company, analyze data and provide insight for business users and high management

2019

Data Analyst Intern at Etanee

Cost and price modeling for logistics distribution

2019

Data Scientist Assc.

Identify customer problem, design best solution, and implement on big data platform 2023

Business Analyst at Jobstreet by SEEK

Working closely with company stakeholders to develop any E2E data science project.
Focusing on the modeling projects utilizing AI/ML/DL to triple down the business achievements

Today's Outline



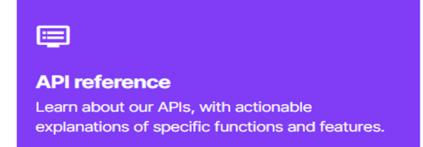


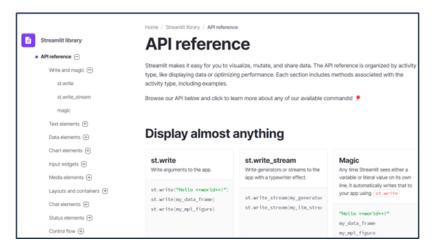


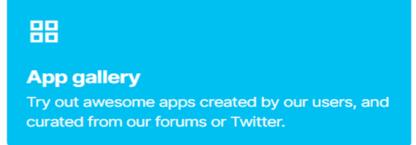
Introduction to Streamlit

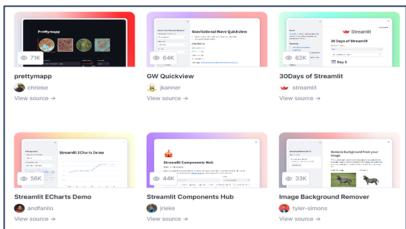


Streamlit adalah sebuah library Python (open source) yang memudahkan pengguna untuk membuat dan berbagi aplikasi custom berbasis web untuk Artificial Intelligence (A.I), Data Science, dan Data Analytics. Dalam beberapa menit saja, pengguna dapat membangun dan mendeploy aplikasi data yang powerful.









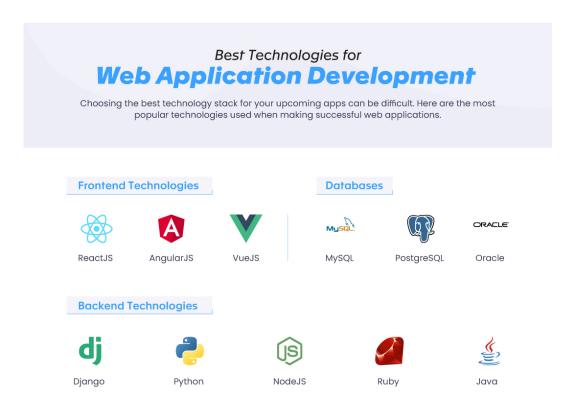
Terdapat dua sumber yang bisa digunakan dalam membuat webapps dengan streamlit

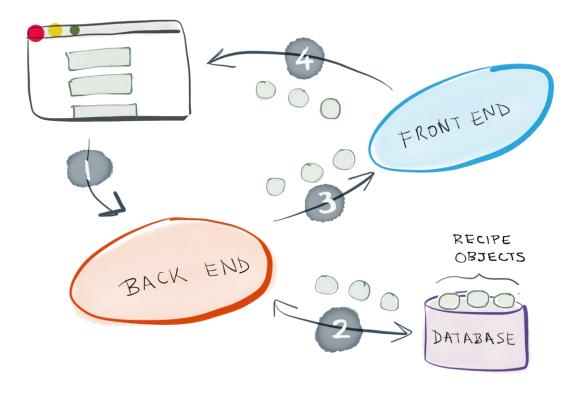
- 1. API reference
- 2. App Gallery

Streamlit documentation

Bagaimana sebuah Apps bekerja?

Sebuah aplikasi terdiri dari tiga bagian utama: front end, back end, dan database. Front end adalah bagian yang terlihat oleh pengguna, seperti tata letak dan interaksi. Back end adalah bagian yang tidak terlihat, mengelola logika dan fungsionalitas di belakang layar. Database menyimpan data yang digunakan oleh website, seperti informasi pengguna. Ketiganya bekerja sama untuk menyajikan informasi kepada pengguna, mengelola interaksi, dan menyimpan data.





Beberapa referensi tools utk web development

Diagram flow web app development

Tiga Prinsip Dasar Streamlit

1. Embrace scripting

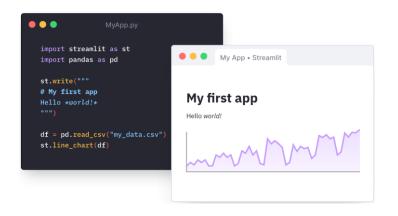
Build an app in a few lines of code with our <u>magically simple API</u>. Then see it automatically update as you iteratively save the source file.

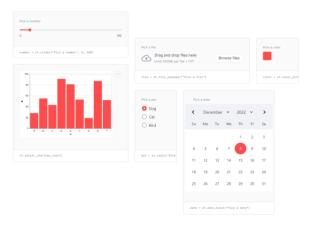
2. Weave in interaction

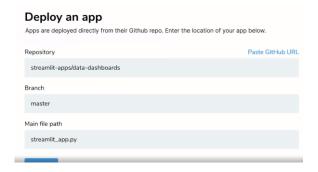
Adding a widget is the same as <u>declaring a variable</u>. No need to write a backend, define routes, handle HTTP requests, connect a frontend, write HTML, CSS, JavaScript, ...

3. Deploy instantly

Effortlessly share, manage and deploy your apps, directly from Streamlit. **All for free!**







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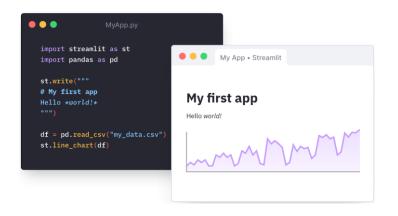
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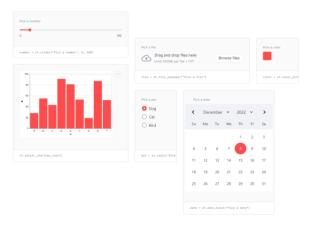
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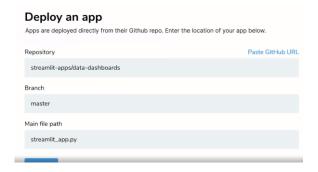
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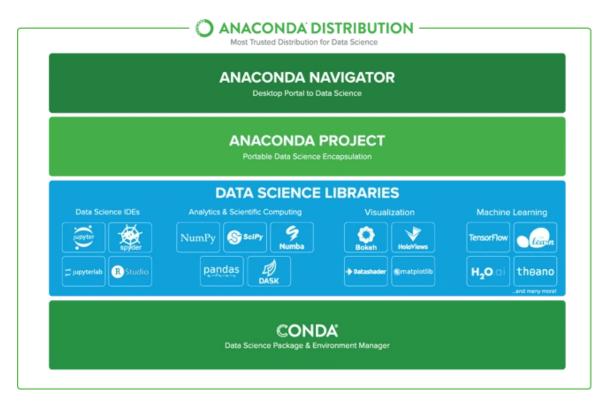
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<u>Dimana Streamlit bisa dijalankan?</u>





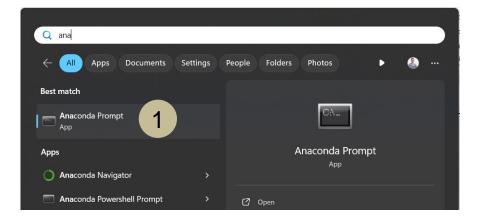
Anaconda Software

Visual Studio Code

Library **Streamlit** adalah salah **satu dari ribuan library** yang available di software open-source Anaconda. Sementara itu, untuk mendapatkan experience yang optimal, **kombinasi Visual Studio Code dan Anaconda** adalah tools yang sangat powerful

Bagaimana Cara Membuat Environment baru di Anaconda?

 Klik Menu Start pada Windows, ketik "anaconda prompt", klik pada icon no (1)



 Jika sudah muncul dialog box anaconda prompt (2), maka ketik code berikut

conda create -n nama_env_yang_diinginkan python=3.11



Jika kamu sudah berhasil aktifasi environment, maka tulisan "(base)" akan berubah menjadi "(nama_env_yang_sudah_dibuat)" sesuai pada contoh icon no (5)

 Setelah running sintaks pada point (2), maka proses akan berjalan sampai dengan berhenti pada icon no (3), maka ketik "y" (tanpa tanda petik, sesuai gambar) untuk melanjutkan instalasi

Jika proses selesai maka output akan seperti gambar berikut.
 Kemudian untuk aktifasi environtmentnya, maka ketik pada icon no (4) conda activate nama_env_yang_sudah_dibuat

```
Downloading and Extracting Packages

Preparing transaction: done
Verifying transaction: done
Executing transaction: done

#
# To activate this environment, use
#
# $ conda activate aka_streamlit_test
#
# To deactivate an active environment, use
#
# $ conda deactivate

(base) C:\Users\nfadhli>conda activate aka_streamlit_test

(aka_streamlit_test) C:\Users\nfadhli>
```

Bagaimana Cara Install Library Streamlit?

• Jika kamu sudah berhasil di step no (5): "aktifasi environment". Maka kamu bisa lanjutkan untuk install streamlit, gunakan code: pip install streamlit dan ketik pada icon no (6), sehingga proses instalasinya berjalan (proses ini cukup memakan waktu tergantung pada kecepatan processor laptop kamu

```
(aka_streamlit_test) C:\Users\nfadhli>pip install streamlit

Collecting streamlit-1.32.2-py2.py3-none-any.whl.metadata (8.5 kB)

Collecting altair<6,>=4.0 (from streamlit)

Downloading altair-5.2.0-py3-none-any.whl.metadata (8.7 kB)

Collecting blinker<2,>=1.0.0 (from streamlit)

Downloading blinker-1.7.0-py3-none-any.whl.metadata (1.9 kB)

Collecting cachetools<6,>=4.0 (from streamlit)

Downloading cachetools<5.3.3-py3-none-any.whl.metadata (5.3 kB)

Collecting click<9,>=7.0 (from streamlit)

Downloading click<8.1.7-py3-none-any.whl.metadata (3.0 kB)

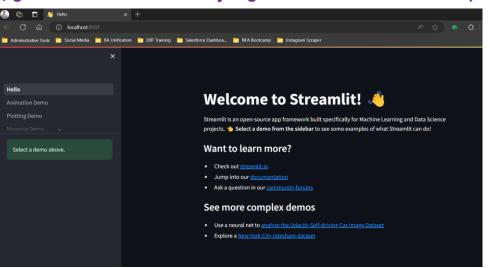
Collecting numpy<2,>=1.19.3 (from streamlit)

Downloading numpy-1.26.4-cp311-cp311-win_amd64.whl.metadata (61 kB)

61.0/61.0 kB 162.3 kB/s eta 0:00:00
```

Jika proses instalasinya sudah selesai, maka outputnya akan seperti berikut, terlihat tulisan "successful" seperti pada panah merah.
 Selanjutnya untuk memastikan streamlit sudah bisa digunakan. Ketik streamlit hello pada icon no (7) sehingga muncul output seperti dibawah ini (gambar kiri: output dengan tulisan "Welcome to Streamlit", gambar kanan: browser yang terbuka secara otomatis)



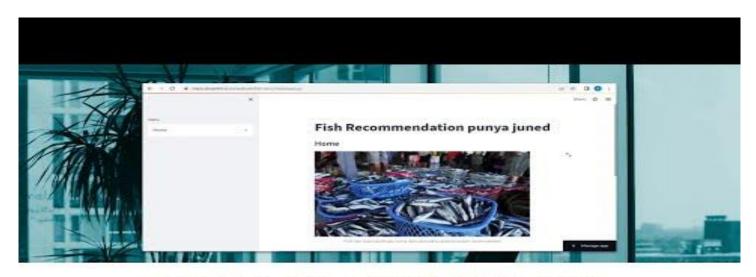


Streamlit Hands-On

Klik link berikut untuk source code detail https://docs.streamlit.io/library/api-reference

Write & Text	• e.g.: Title, Header, Subheader
Data Display	e.g.: dataframe, table, metrics
Chart	• e.g.: line_chart, bar_chart, plotly
Input	• e.g.: button, slider, number/text input
Media	• e.g.: image, audio, video
Layout & Container	• e.g.: sidebar, column, tabs
Status	• e.g.: progress, error, warnings, success

Deployment ke Streamlit Cloud



CARA UPLOAD APLIKASI STREAMLIT
KE STREAMLIT CLOUD / https://share.streamlit.io/

https://www.youtube.com/watch?v=teOcYWs-qOk