**STREAMLIT COMMANDS**

**Streamlit-antd-components:** [**https://nicedouble-streamlitantdcomponentsdemo-app-middmy.streamlit.app/**](https://nicedouble-streamlitantdcomponentsdemo-app-middmy.streamlit.app/)

**Bootstrap Icons:** [**https://icons.getbootstrap.com/?q=analy**](https://icons.getbootstrap.com/?q=analy)

**STREAMLIT DOC:** [**https://docs.streamlit.io/**](https://docs.streamlit.io/)

**DEPLOY YOUR STREAMLIT CODE:** [**share.streamlit.io**](https://share.streamlit.io)

**🡪** Writing Information:

1. St.write(): Display texts, images, data, and interactive components
2. St.text(): Displays some text. SAME AS **ST.WRITE()**
3. St.title(): Sets the title of the streamlit app
4. St.header(): Sets the header of the streamlit app for that page
5. St.subheader(): Displays a sub header for the streamlit app
6. St.markdown(): Use CSS flow to edit a write up

**🡪** Inserting Numbers: This needs to be in a variable

1. St.number\_input()

**🡪** Collecting Information: Store this inside a variable so it can be used later

1. St.text\_input()
2. St.text\_area() OR St.text\_area\_input(): Create a multi-line text area

**🡪** Report after Operation:

1. St.success(“Success”)
2. St.warning(“Warning”)
3. St.info(“Information”)
4. St.error(“Error”)
5. St.exception(): Raise an exception for an error

**🡪** Opening an Image: USE PILLOW and Store it inside a variable so it can be used later

from **PIL** import **Image**  
img = **Image**.open("streamlit.png")

1. St.image()

**🡪** Options for User Selection: Store this inside a variable so it can be used later

1. St.checkbox()
2. St.selectbox()
3. St.multiselect()
4. St.radio()
5. St.button()
6. St.slider()

**🡪** Show the Dataframe:

1. St.dataframe()
2. St.table()

**🡪** Design Templates for Inserting the Data: Use WITH for these commands

1. St.columns()
2. St.expander()
3. St.container()
4. St.empty(): Create an empty placeholder
5. St.tabs()

**🡪** Dealing with the sidebar: Think of the sidebar as a different page and should be used the same way we have used every other code with st. Example:

1. St.sidebar.button
2. St.sidebar.radio

etc

**SOME ADDITIONAL COMMANDS**

1. FILE UPLOADER:

uploaded\_file = st.file\_uploader('Upload a file')

if uploaded\_file is not None:

st.write('File uploaded successfully!')

1. DOWNLOAD BUTTON:

file\_contents = b'File contents here...'

st.download\_button('Download File', file\_contents, file\_name='example.txt')

1. PROGRESS MONITOR:

progress = st.progress(0)

for i in range(100):

progress.progress(i + 1)

1. SPINNER:

with st.spinner('In progress...'):

time.sleep(5)

st.success('Process completed!')

1. SESSION STATE: A dictionary-like object to store data across app reruns and between different sessions.

if 'count' not in st.session\_state:

st.session\_state.count = 0

increment = st.button("Increment")

if increment:

st.session\_state.count += 1

st.write("Count:", st.session\_state.count)

1. ECHO: Display text as code in the app output.

code = '''

def hello():

print("Hello, Streamlit!")

'''

st.echo(code)

1. CODE: Display code with syntax highlighting.

code = '''

def hello():

print("Hello, Streamlit!")

'''

st.code(code, language="python")

1. HTML COMPONENTS: Embed raw HTML in the app.

html\_code = '''

<div>

<h1>Hello, Streamlit!</h1>

</div>

'''

st.components.v1.html(html\_code)