5.Widgets controls use

1. Load relevant libraries

```
from __future__ import print_function
from ipywidgets import interact, interactive, fixed, interact_manual
import ipywidgets as widgets
```

2. Configuration function

```
def f(x):
    return x
```

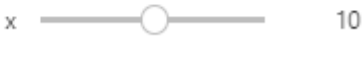
3. Use UI controls (interact)

```
interact(f, x=10);
```

[1]:
```
from __future__ import print_function
from ipywidgets import interact, interactive, fixed, interact_manual
import ipywidgets as widgets
```

[2]:
```
def f(x):
    return x
```

[3]:
```
interact(f, x=10);
```



10

```
interact(f, x=widgets.IntSlider(min=-10, max=30, step=1, value=10));
```

[4]:
```
interact(f, x=widgets.IntSlider(min=-10, max=30, step=1, value=10));
```

10

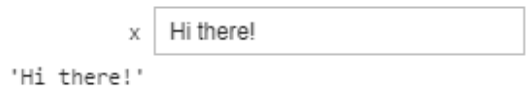
```
interact(f, x=True);
```

[5]:
```
interact(f, x=True);
```

True

```
interact(f, x='Hi there!');
```

[6]:
```
interact(f, x='Hi there!');
```




```
'Hi there!'
```

```
@interact(x=True, y=1.0)
def g(x, y):
    return (x, y)
```

[7]:
```
@interact(x=True, y=1.0)
def g(x, y):
    return (x, y)
```


```
(True, 1.0)
```

```
interact(f, x=['apples','oranges']);
```

[8]:
```
interact(f, x=['apples','oranges']);
```


```
'apples'
```

```
interact(f, x=[('one', 10), ('two', 20)]);
```

[9]:
```
interact(f, x=[('one', 10), ('two', 20)]);
```


```
10
```