

<py>



```
<html>
```

```
...
```

```
<py-script> print('Now you can!') </py-script>
```

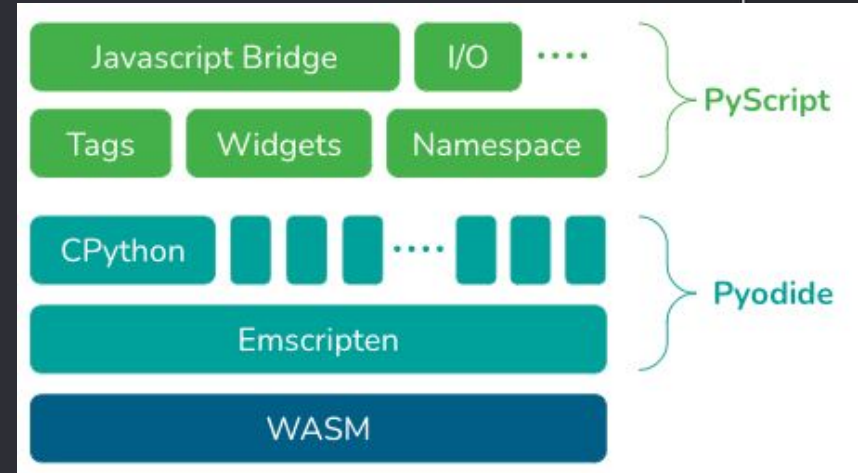
```
</html>
```

PyScript

A framework that allows you to run python script within HTML!

What is PyScript?

- A framework that allows users to create rich Python applications in the browser using HTML's interface.
- Aims to give users a first-class programming language that has consistent styling rules, is more expressive, and is easier to learn.
- There are some core components:
 - Python in the browser
 - Python ecosystem
 - Python with JavaScript
 - Environment management
 - Visual application development
 - Flexible framework





In conclusion, ...

All that to say... [PyScript](#) is just HTML, only a bit (okay, maybe a lot) more powerful, thanks to the rich and accessible ecosystem of Python libraries.

In short, our mission is to bring programming for the 99%.



How to use PyScript?

PyScript lets you write Python in html using the following three main components:

- **py-env** defines the Python packages needed to run your Python code.
- **py-script** is where you write your Python code that gets executed within the web page.
- **py-repl** creates a REPL (read-eval-print loop) component that evaluates the code users enter and displays the results.

Sample codes: **hello-world.html**

```
<html>
  <head>
    <link rel="stylesheet" href="https://pyscript.net/alpha/pyscript.css" />
    <script defer src="https://pyscript.net/alpha/pyscript.js"></script>
  </head>
  <body> <py-script> print('Hello, World!') </py-script> </body>
</html>
```



Sample codes: **compute-phi.html**

```
<html>
<head>
  <link rel="stylesheet" href="https://pyscript.net/alpha/pyscript.css" />
  <script defer src="https://pyscript.net/alpha/pyscript.js"></script>
</head>
<body>
  <py-script>
print("Let's compute  $\pi$ :")
def wallis(n):
    pi = 2
    for i in range(1,n):
        pi *= 4 * i ** 2 / (4 * i ** 2 - 1)
    return pi

pi = wallis(100000)
s = f" $\pi$  is approximately {pi:.3f}"
print(s)
  </py-script>
</html>
```



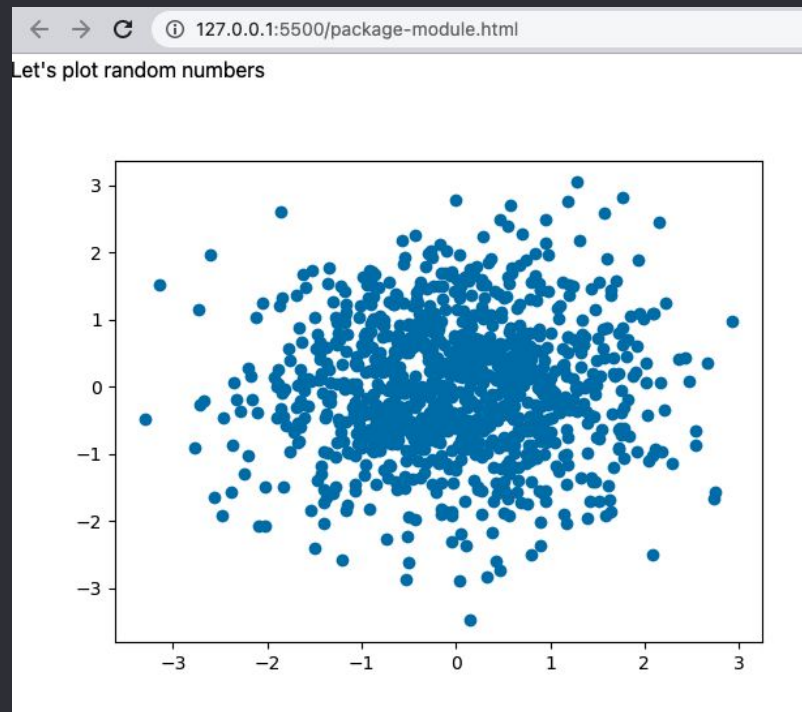
Sample codes: package-module.html

```
<html>
  <head>
    <link rel="stylesheet" href="https://pyscript.net/alpha/pyscript.css" />
    <script defer src="https://pyscript.net/alpha/pyscript.js"></script>
    <py-env>
      - numpy
      - matplotlib
    </py-env>
  </head>

  <body>
    <h1>Let's plot random numbers</h1>
    <div id="plot"></div>
    <py-script output="plot">
import matplotlib.pyplot as plt
import numpy as np

x = np.random.randn(1000)
y = np.random.randn(1000)

fig, ax = plt.subplots()
ax.scatter(x, y)
fig
    </py-script>
  </body>
</html>
```



Sample codes: local-module.html

```
# data.py
import numpy as np

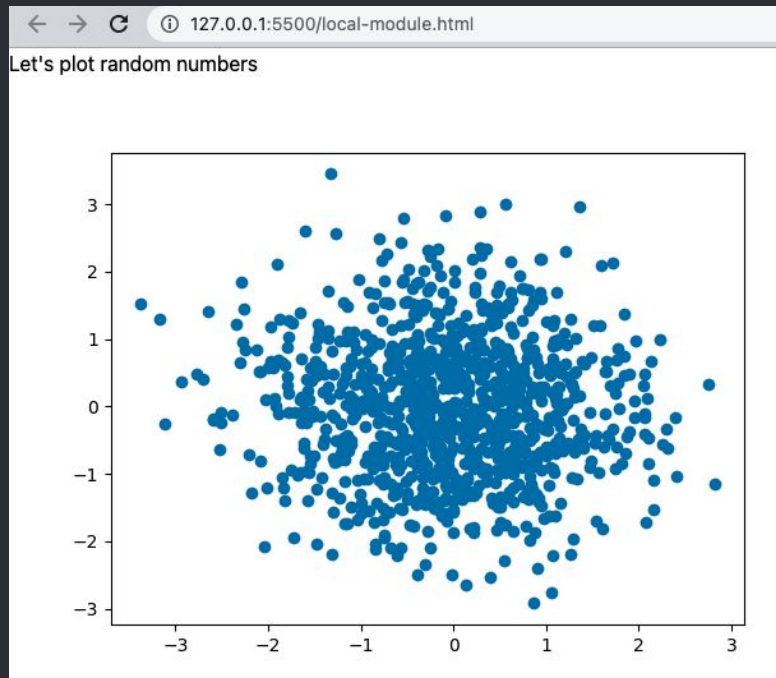
def make_x_and_y(n):
    x = np.random.randn(n)
    y = np.random.randn(n)
    return x, y

# local-module.html
<html>
  <head>
    <link rel="stylesheet" href="https://pyscript.net/alpha/pyscript.css" />
    <script defer src="https://pyscript.net/alpha/pyscript.js"></script>
    <py-env>
      - numpy
      - matplotlib
      - paths:
        - /data.py
    </py-env>
  </head>

  <body>
    <h1>Let's plot random numbers</h1>
    <div id="plot"></div>
    <py-script output="plot">
import matplotlib.pyplot as plt
from data import make_x_and_y

x, y = make_x_and_y(n=1000)

fig, ax = plt.subplots()
ax.scatter(x, y)
fig
    </py-script>
  </body>
</html>
```





What's next?

Trying another case and keep exercising!

Additional codes: REPL.html

REPL (read-eval-print loop)

Tag `py-repl` creates a REPL (read-eval-print loop) component that evaluates the code users enter and displays the results.

PyScript REPL
Tip: Press Shift-ENTER to evaluate a cell.

Case 1: Print something using `print(text)`

```
# case 1
print("Hello World!")
```

1 | `print("Hello World!")`

Hello World!

1 | `name = "Eko Teguh"`

2 | `print(f"Hello! My name is {name}")`

Hello! My name is Eko Teguh

1 |

Case 2: Import python package/module, such as `random`

```
# case 2
import random
```

```
<div class="repl">
  <py-repl id="repl-4" auto-generate="true"></py-repl>
</div>
```