

Install & Import

```
pip install streamlit
```

```
streamlit run first_app.py
```

```
# Import convention
```

```
>>> import streamlit as st
```

Pre-release features

```
pip uninstall streamlit
```

```
pip install streamlit-nightly --upgrade
```

Learn more about [experimental features](#)

Command line

```
streamlit --help
```

```
streamlit run your_script.py
```

```
streamlit hello
```

```
streamlit config show
```

```
streamlit cache clear
```

```
streamlit docs
```

```
streamlit --version
```

Magic commands

```
# Magic commands implicitly
```

```
# call st.write().
```

```
"_This_ is some Markdown"
```

```
my_variable
```

```
"dataframe:", my_data_frame
```

Display text

```
st.write("Most objects") # df, err, func, keras!
```

```
st.write(["st", "is <", 3]) # see *
```

```
st.write_stream(my_generator)
```

```
st.write_stream(my_llm_stream)
```

```
st.text("Fixed width text")
```

```
st.markdown("_Markdown_") # see *
```

```
st.latex(r"" e^{\i\pi} + 1 = 0 ""
```

```
st.title("My title")
```

```
st.header("My header")
```

```
st.subheader("My sub")
```

```
st.code("for i in range(8): foo()")
```

```
* optional kwarg unsafe_allow_html = True
```

Display data

```
st.dataframe(my_dataframe)
```

```
st.table(data.iloc[0:10])
```

```
st.json({"foo":"bar","fu":"ba"})
```

```
st.metric("My metric", 42, 2)
```

Display media

```
st.image("./header.png")
```

```
st.audio(data)
```

```
st.video(data)
```

```
st.video(data, subtitles="./subs.vtt")
```

Display charts

```
st.area_chart(df)
```

```
st.bar_chart(df)
```

```
st.line_chart(df)
```

```
st.map(df)
```

```
st.scatter_chart(df)
```

```
st.altair_chart(chart)
```

```
st.bokeh_chart(fig)
```

```
st.graphviz_chart(fig)
```

```
st.plotly_chart(fig)
```

```
st.pydeck_chart(chart)
```

```
st.pyplot(fig)
```

```
st.vega_lite_chart(df)
```

Add widgets to sidebar

Just add it after st.sidebar:

```
>>> a = st.sidebar.radio("Select one:", [1, 2])
```

Or use "with" notation:

```
>>> with st.sidebar:
```

```
>>> st.radio("Select one:", [1, 2])
```

Columns

Two equal columns:

```
>>> col1, col2 = st.columns(2)
```

```
>>> col1.write("This is column 1")
```

```
>>> col2.write("This is column 2")
```

Three different columns:

```
>>> col1, col2, col3 = st.columns([3, 1, 1])
```

col1 is larger.

You can also use "with" notation:

```
>>> with col1:
```

```
>>> st.radio("Select one:", [1, 2])
```

Tabs

Insert containers separated into tabs:

```
>>> tab1, tab2 = st.tabs(["Tab 1", "Tab2"])
```

```
>>> tab1.write("this is tab 1")
```

```
>>> tab2.write("this is tab 2")
```

You can also use "with" notation:

```
>>> with tab1:
```

```
>>> st.radio("Select one:", [1, 2])
```

Expandable containers

```
>>> expand = st.expander("My label")
```

```
>>> expand.write("Inside the expander.")
```

```
>>> pop = st.popover("Button label")
```

```
>>> pop.checkbox("Show all")
```

You can also use "with" notation:

```
>>> with expand:
```

```
>>> st.radio("Select one:", [1, 2])
```

Control flow

Stop execution immediately:

```
st.stop()
```

Rerun script immediately:

```
st.rerun()
```

Navigate to another page:

```
st.switch_page("pages/my_page.py")
```

Group multiple widgets:

```
>>> with st.form(key="my_form"):
```

```
>>> username = st.text_input("Username")
```

```
>>> password = st.text_input("Password")
```

```
>>> st.form_submit_button("Login")
```

Define a fragment

```
>>> @st.experimental_fragment
```

```
>>> def fragment_function():
```

```
>>> df = get_data()

>>> st.line_chart(df)

>>> st.button("Update")

>>>

>>> fragment_function()
```

Display interactive widgets

```
st.button("Click me")

st.download_button("Download file", data)

st.link_button("Go to gallery", url)

st.page_link("app.py", label="Home")

st.data_editor("Edit data", data)

st.checkbox("I agree")

st.toggle("Enable")

st.radio("Pick one", ["cats", "dogs"])

st.selectbox("Pick one", ["cats", "dogs"])

st.multiselect("Buy", ["milk", "apples", "potatoes"])

st.slider("Pick a number", 0, 100)

st.select_slider("Pick a size", ["S", "M", "L"])

st.text_input("First name")

st.number_input("Pick a number", 0, 10)

st.text_area("Text to translate")

st.date_input("Your birthday")

st.time_input("Meeting time")

st.file_uploader("Upload a CSV")

st.camera_input("Take a picture")

st.color_picker("Pick a color")
```

Use widgets' returned values in variables:

```
>>> for i in range(int(st.number_input("Num:"))):

>>>     foo()
```

```
>>> if st.sidebar.selectbox("l:",["f"]) == "f":
```

```
>>> b()
```

```
>>> my_slider_val = st.slider("Quinn Mallory", 1, 88)
```

```
>>> st.write(slider_val)
```

```
# Disable widgets to remove interactivity:
```

```
>>> st.slider("Pick a number", 0, 100, disabled=True)
```

Build chat-based apps

```
# Insert a chat message container.
```

```
>>> with st.chat_message("user"):
```

```
>>> st.write("Hello 🙋")
```

```
>>> st.line_chart(np.random.randn(30, 3))
```

```
# Display a chat input widget at the bottom of the app.
```

```
>>> st.chat_input("Say something")
```

```
# Display a chat input widget inline.
```

```
>>> with st.container():
```

```
>>> st.chat_input("Say something")
```

Learn how to [Build a basic LLM chat app](#)

Mutate data

```
# Add rows to a dataframe after
```

```
# showing it.
```

```
>>> element = st.dataframe(df1)
```

```
>>> element.add_rows(df2)
```

```
# Add rows to a chart after
```

```
# showing it.
```

```
>>> element = st.line_chart(df1)
```

```
>>> element.add_rows(df2)
```

Display code

```
>>> with st.echo():
```

```
>>> st.write("Code will be executed and printed")
```

Placeholders, help, and options

Replace any single element.

```
>>> element = st.empty()
```

```
>>> element.line_chart(...)
```

```
>>> element.text_input(...) # Replaces previous.
```

```
# Insert out of order.
```

```
>>> elements = st.container()
```

```
>>> elements.line_chart(...)
```

```
>>> st.write("Hello")
```

```
>>> elements.text_input(...) # Appears above "Hello".
```

```
st.help(pandas.DataFrame)
```

```
st.get_option(key)
```

```
st.set_option(key, value)
```

```
st.set_page_config(layout="wide")
```

```
st.query_params[key]
```

```
st.query_params.get_all(key)
```

```
st.query_params.clear()
```

```
st.html("<p>Hi!</p>")
```

Connect to data sources

```
st.connection("pets_db", type="sql")
```

```
conn = st.connection("sql")
```

```
conn = st.connection("snowflake")
```

```
>>> class MyConnection(BaseConnection[myconn.MyConnection]):
```

```
>>> def _connect(self, **kwargs) -> MyConnection:
```

```
>>>     return myconn.connect(**self._secrets, **kwargs)

>>>     def query(self, query):

>>>         return self._instance.query(query)
```

Optimize performance

Cache data objects

E.g. Dataframe computation, storing downloaded data, etc.

```
>>> @st.cache_data
```

```
... def foo(bar):
```

```
...     # Do something expensive and return data
```

```
...     return data
```

Executes foo

```
>>> d1 = foo(ref1)
```

Does not execute foo

Returns cached item by value, d1 == d2

```
>>> d2 = foo(ref1)
```

Different arg, so function foo executes

```
>>> d3 = foo(ref2)
```

Clear all cached entries for this function

```
>>> foo.clear()
```

*# Clear values from *all* in-memory or on-disk cached functions*

```
>>> st.cache_data.clear()
```

Cache global resources

E.g. TensorFlow session, database connection, etc.

```
>>> @st.cache_resource
```

```
... def foo(bar):
```

```
...     # Create and return a non-data object
```

```
...     return session
```

Executes foo

```
>>> s1 = foo(ref1)
```

Does not execute foo

Returns cached item by reference, s1 == s2

```
>>> s2 = foo(ref1)
```

Different arg, so function foo executes

```
>>> s3 = foo(ref2)
```

Clear all cached entries for this function

```
>>> foo.clear()
```

Clear all global resources from cache

```
>>> st.cache_resource.clear()
```

Deprecated caching

```
>>> @st.cache
```

```
... def foo(bar):
```

```
...     # Do something expensive in here...
```

```
...     return data
```

```
>>> # Executes foo
```

```
>>> d1 = foo(ref1)
```

```
>>> # Does not execute foo
```

```
>>> # Returns cached item by reference, d1 == d2
```

```
>>> d2 = foo(ref1)
```

```
>>> # Different arg, so function foo executes
```

```
>>> d3 = foo(ref2)
```

Display progress and status

Show a spinner during a process

```
>>> with st.spinner(text="In progress"):
```

```
>>>     time.sleep(3)
```

```
>>>     st.success("Done")
```

Show and update progress bar

```
>>> bar = st.progress(50)
```

```
>>> time.sleep(3)
```

```
>>> bar.progress(100)
```

```
>>> with st.status("Authenticating...") as s:

>>>     time.sleep(2)

>>>     st.write("Some long response.")

>>>     s.update(label="Response")
```

```
st.balloons()
```

```
st.snow()
```

```
st.toast("Warming up...")
```

```
st.error("Error message")
```

```
st.warning("Warning message")
```

```
st.info("Info message")
```

```
st.success("Success message")
```

```
st.exception(e)
```

Personalize apps for users

Show different content based on the user's email address.

```
>>> if st.user.email == "jane@email.com":

>>>     display_jane_content()

>>> elif st.user.email == "adam@foocorp.io":

>>>     display_adam_content()

>>> else:

>>>     st.write("Please contact us to get access!")
```

[Previous: Quick reference](#)[Next: Changelog](#)forum

Still have questions?

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