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st.echo

Streamlit Version Version 1.41.0

Use in a *with* block to draw some code on the app, then execute it.

Function signature[source]

st.echo(code_location="above")

Parameters

code_location ("above" or "below") Whether to show the echoed code before or after the results of the executed code block.

Example

```
import streamlit as st

with st.echo():
    st.write('This code will be printed')
```

Display code

Sometimes you want your Streamlit app to contain *both* your usual Streamlit graphic elements *and* the code that generated those elements. That's where `st.echo()` comes in.

Ok so let's say you have the following file, and you want to make its app a little bit more self-explanatory by making that middle section visible in the Streamlit app:

```
import streamlit as st def get_user_name(): return 'John' # ------------------------------------------------ # Want people to see this part of the code... def get_punctuation(): return '!!!' greeting = "Hi there, " user_name = get_user_name() punctuation = get_punctuation() st.write(greeting, user_name, punctuation) # ...up to here # ------------------------------------------------ foo = 'bar' st.write('Done!')
```

The file above creates a Streamlit app containing the words "Hi there, `John`", and then "Done!".

Now let's use `st.echo()` to make that middle section of the code visible in the app:

```
import streamlit as st def get_user_name(): return 'John' with st.echo(): # Everything inside this block will be both printed to the screen # and executed. def get_punctuation(): return '!!!' greeting = "Hi there, " value = get_user_name() punctuation = get_punctuation() st.write(greeting, value, punctuation) # And now we're back to _not_ printing to the screen foo = 'bar' st.write('Done!')
```

It's *that* simple!

push_pin

Note

You can have multiple `st.echo()` blocks in the same file. Use it as often as you wish!

←Previous: st.dividerNext: st.latex→

forum

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