#### **Documentation**

search

Search

• rocket launch

### Get started

- <u>Installation</u> add
- <u>Fundamentals</u> *add*
- First steps add
- code

# <u>Develop</u>

- Concepts add
- API reference

remove

- PAGE ELEMENTS
- Write and magic

add

- <u>Text elements</u> add
- <u>Data elements</u> add
- Chart elements add
- <u>Input widgets</u> add
- Media elements

add

- <u>Layouts and containers</u>
- Chat elements add
- Status elements

remove

- CALLOUTS
- st.success
- st.info
- st.warning
- st.error
- <u>st.exception</u>
- OTHER
- <u>st.progress</u>
- st.spinner
- st.status

- st.toast
- <u>st.balloons</u>
- st.snow
- Third-party components open in new
- APPLICATION LOGIC
- Navigation and pages

add

Execution flow

add

Caching and state

add

Connections and secrets

add

• <u>Custom components</u>

add

<u>Utilities</u>

add

Configuration

add

TOOLS

App testing

add

• Command line

add

• Tutorials

add

• Quick reference

add

• web asset

# <u>Deploy</u>

• Concepts

add

• Streamlit Community Cloud

add

• Snowflake

• Other platforms

add

• school

## Knowledge base

- o FAQ
- <u>Installing dependencies</u>
- <u>Deployment issues</u>
- Home/
- <u>Develop/</u>
- API reference/
- Status elements/
- <u>st.toast</u>

# st.toast

Streamlit Version Version 1.41.0

Display a short message, known as a notification "toast".

The toast appears in the app's bottom-right corner and disappears after four seconds.

### Warning

st.toast is not compatible with Streamlit's <u>caching</u> and cannot be called within a cached function.

**Function signature**[source]

st.toast(body, \*, icon=None)

#### **Parameters**

body (str)

The string to display as GitHub-flavored Markdown. Syntax information can be found at: <a href="https://github.github.com/gfm">https://github.github.com/gfm</a>.

See the body parameter of <a href="markdown">st.markdown</a> for additional, supported Markdown directives.

An optional emoji or icon to display next to the alert. If icon is None (default), no icon is displayed. If icon is a string, the following options are valid:

icon (str, None)

- A single-character emoji. For example, you can set icon=" " or icon=" ". Emoji short codes are not supported.
- An icon from the Material Symbols library (rounded style) in the format ":material/icon\_name:" where "icon\_name" is the name of the icon in snake case.

For example, icon=":material/thumb\_up:" will display the Thumb Up icon. Find additional icons in the <u>Material Symbols</u> font library.

# Example

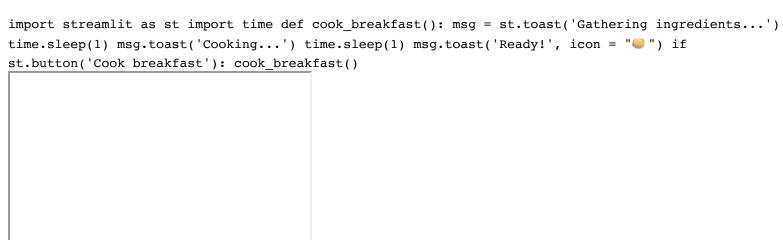
```
import streamlit as st
st.toast('Your edited image was saved!', icon='@')
```

When multiple toasts are generated, they will stack. Hovering over a toast will stop it from disappearing. When hovering ends, the toast will disappear after four more seconds.

```
import streamlit as st import time if st.button('Three cheers'): st.toast('Hip!') time.sleep(.5)
st.toast('Hip!') time.sleep(.5) st.toast('Hooray!', icon='\(\beta'\)')
```



Toast messages can also be updated. Assign st.toast(my message) to a variable and use the .toast() method to update it. Note: if a toast has already disappeared or been dismissed, the update will not be seen.



Built with Streamlit • Fullscreen open in new ←<u>Previous: st.statusNext: st.balloons</u>→ forum

# Still have questions?

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