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## Testing element classes



## st.testing.v1.element\_tree.Block



The `Block` class has the same methods and attributes as `AppTest`. A `Block` instance represents a container of elements just as `AppTest` represents the entire app. For example, `Block.button` will produce a `WidgetList` of `Button` in the same manner as [AppTest.button](#).

`ChatMessage`, `Column`, and `Tab` all inherit from `Block`. For all container classes, parameters of the original element can be obtained as properties. For example, `ChatMessage.avatar` and `Tab.label`.

## st.testing.v1.element\_tree.Element



Element base class for testing.

This class's methods and attributes are universal for all elements implemented in testing. For example, `Caption`, `Code`, `Text`, and `Title` inherit from `Element`. All widget classes also inherit from `Element`, but have additional methods specific to each widget type. See the `AppTest` class for the full list of supported elements.

For all element classes, parameters of the original element can be obtained as properties. For example, `Button.label`, `Caption.help`, and `Toast.icon`.

Class description[\[source\]](#)

**st.testing.v1.element\_tree.Element(proto, root)**

Methods

[run](#)(\*, timeout=None) Run the `AppTest` script which contains the element.

Attributes

[value](#) The value or contents of the element.

## st.testing.v1.element\_tree.Button



A representation of `st.button` and `st.form_submit_button`.

Class description[\[source\]](#)

**st.testing.v1.element\_tree.Button(proto, root)**

Methods

[click](#)() Set the value of the button to `True`.

[run](#)(\*, timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the button.

Attributes

[value](#) The value of the button. (bool)

## st.testing.v1.element\_tree.ChatInput



A representation of `st.chat_input`.

**Class description**[\[source\]](#)

**`st.testing.v1.element_tree.ChatInput(proto, root)`**

Methods

[run](#)(\* , timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the widget.

Attributes

[value](#) The value of the widget. (str)

## st.testing.v1.element\_tree.Checkbox



A representation of `st.checkbox`.

**Class description**[\[source\]](#)

**`st.testing.v1.element_tree.Checkbox(proto, root)`**

Methods

[check](#)() Set the value of the widget to True.

[run](#)(\* , timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the widget.

[unchecked](#)() Set the value of the widget to False.

Attributes

[value](#) The value of the widget. (bool)

## st.testing.v1.element\_tree.ColorPicker



A representation of `st.color_picker`.

Class description[\[source\]](#)

**st.testing.v1.element\_tree.ColorPicker(proto, root)**

## Methods

[pick](#)(v) Set the value of the widget as a hex string. May omit the "#" prefix.

[run](#)(\* , timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the widget as a hex string.

## Attributes

[value](#) The currently selected value as a hex string. (str)

# st.testing.v1.element\_tree.DateInput



Streamlit Version

A representation of `st.date_input`.

Class description[\[source\]](#)

**st.testing.v1.element\_tree.DateInput(proto, root)**

## Methods

[run](#)(\* , timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the widget.

## Attributes

[value](#) The value of the widget. (date or Tuple of date)

# st.testing.v1.element\_tree.Multiselect



Streamlit Version

A representation of `st.multiselect`.

Class description[\[source\]](#)

**st.testing.v1.element\_tree.Multiselect(proto, root)**

## st.testing.v1.element\_tree.Multiselect(proto, root)

### Methods

<a href="#">run</a> (*, timeout=None)	Run the <code>AppTest</code> script which contains the element.
<a href="#">select</a> (v)	Add a selection to the widget. Do nothing if the value is already selected. If testing a multiselect widget with repeated options, use <code>set_value</code> instead.
<a href="#">set_value</a> (v)	Set the value of the multiselect widget. (list)
<a href="#">unselect</a> (v)	Remove a selection from the widget. Do nothing if the value is not already selected. If a value is selected multiple times, the first instance is removed.

### Attributes

<a href="#">format_func</a>	The widget's formatting function for displaying options. (callable)
<a href="#">indices</a>	The indices of the currently selected values from the options. (list)
<a href="#">value</a>	The currently selected values from the options. (list)

## st.testing.v1.element\_tree.NumberInput



Streamlit Version

A representation of `st.number_input`.

### Class description[\[source\]](#)

## st.testing.v1.element\_tree.NumberInput(proto, root)

Class description[\[source\]](#)

**st.testing.v1.element\_tree.NumberInput(proto, root)**

#### Methods

[decrement\(\)](#) Decrement the `st.number_input` widget as if the user clicked "-".

[increment\(\)](#) Increment the `st.number_input` widget as if the user clicked "+".

[run](#)(\*, timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the `st.number_input` widget.

#### Attributes

[value](#) Get the current value of the `st.number_input` widget.

## st.testing.v1.element\_tree.Radio



Streamlit Version

A representation of `st.radio`.

Class description[\[source\]](#)

**st.testing.v1.element\_tree.Radio(proto, root)**

#### Methods

[run](#)(\*, timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the selection by value.

#### Attributes

[format\\_func](#) The widget's formatting function for displaying options. (callable)

[index](#) The index of the current selection. (int)

[value](#) The currently selected value from the options. (Any)

## st.testing.v1.element\_tree.SelectSlider



A representation of `st.select_slider`.

Class description[\[source\]](#)

`st.testing.v1.element_tree.SelectSlider(proto, root)`

Methods

[run](#)(\* , timeout=None) Run the `AppTest` script which contains the element.

[set\\_range](#)(lower, upper) Set the ranged selection by values.

[set\\_value](#)(v) Set the (single) selection by value.

Attributes

[format\\_func](#) The widget's formatting function for displaying options. (callable)

[value](#) The currently selected value or range. (Any or Sequence of Any)

`st.testing.v1.element_tree.Selectbox`



A representation of `st.selectbox`.

Class description[\[source\]](#)

`st.testing.v1.element_tree.Selectbox(proto, root)`



## st.testing.v1.element\_tree.Selectbox(proto, root)

### Methods

[run](#)(\*, timeout=None) Run the `AppTest` script which contains the element.

[select](#)(v) Set the selection by value.

[select\\_index](#)(index) Set the selection by index.

[set\\_value](#)(v) Set the selection by value.

### Attributes

[format\\_func](#) The widget's formatting function for displaying options. (callable)

[index](#) The index of the current selection. (int)

[value](#) The currently selected value from the options. (Any)

## st.testing.v1.element\_tree.Slider



Streamlit Version

A representation of `st.slider`.

## st.testing.v1.element\_tree.Slider(proto, root)

### Methods

[run](#)(\*, timeout=None) Run the `AppTest` script which contains the element.

[set\\_range](#)(lower, upper) Set the ranged value of the slider.

[set\\_value](#)(v) Set the (single) value of the slider.

### Attributes

[value](#) The currently selected value or range. (Any or Sequence of Any)

## st.testing.v1.element\_tree.TextArea



Streamlit Version Version 1.41.0

A representation of `st.text_area`.

Class description[\[source\]](#)

`st.testing.v1.element_tree.TextArea(proto, root)`

Methods

[input](#)(v) Set the value of the widget only if the value does not exceed the maximum allowed characters.

[run](#)(\* , timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the widget.

Attributes

[value](#) The current value of the widget. (str)

# st.testing.v1.element\_tree.TextInput



Streamlit Version Version 1.41.0

A representation of `st.text_input`.

Class description[\[source\]](#)

`st.testing.v1.element_tree.TextInput(proto, root)`

Methods

[input](#)(v) Set the value of the widget only if the value does not exceed the maximum allowed characters.

[run](#)(\* , timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the widget.

Attributes

[value](#) The current value of the widget. (str)

# st.testing.v1.element\_tree.TimeInput



A representation of `st.time_input`.

**Class description**[\[source\]](#)

**`st.testing.v1.element_tree.TimeInput(proto, root)`**

#### Methods

[decrement\(\)](#) Select the previous available time.

[increment\(\)](#) Select the next available time.

[run](#)(\*, timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the widget.

#### Attributes

[value](#) The current value of the widget. (time)

## st.testing.v1.element\_tree.Toggle



A representation of `st.toggle`.

**Class description**[\[source\]](#)

**`st.testing.v1.element_tree.Toggle(proto, root)`**

#### Methods

[run](#)(\*, timeout=None) Run the `AppTest` script which contains the element.

[set\\_value](#)(v) Set the value of the widget.

#### Attributes

[value](#) The current value of the widget. (bool)

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