

New to Gradio? Start here: **Getting Started**

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Flagging

Description

A Gradio Interface includes a 'Flag' button that appears underneath the output. By default, clicking on the Flag button sends the input and output data back to the machine where the gradio demo is running, and saves it to a CSV log file. But this default behavior can be changed. To set what happens when the Flag button is clicked, you pass an instance of a subclass of *FlaggingCallback* to the *flagging_callback* parameter in the *Interface* constructor. You can use one of the *FlaggingCallback* subclasses that are listed below, or you can create your own, which lets you do whatever you want with the data that is being flagged.

SimpleCSVLogger

```
gradio.SimpleCSVLogger(\cdots)
```

Description

A simplified implementation of the FlaggingCallback abstract class provided for illustrative purposes. Each flagged sample (both the input and output data) is logged to a CSV file on the machine running the gradio app.

Example Usage

CSVLogger

```
■ dio.CSVLogger(···)
```

Description

The default implementation of the FlaggingCallback abstract class. Each flagged sample (both the input and output data) is logged to a CSV file with headers on the machine running the gradio app.

Example Usage

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Using Flagging

HuggingFaceDatasetSaver

```
gradio.HuggingFaceDatasetSaver(hf_token, dataset_name, ...)
```

Description

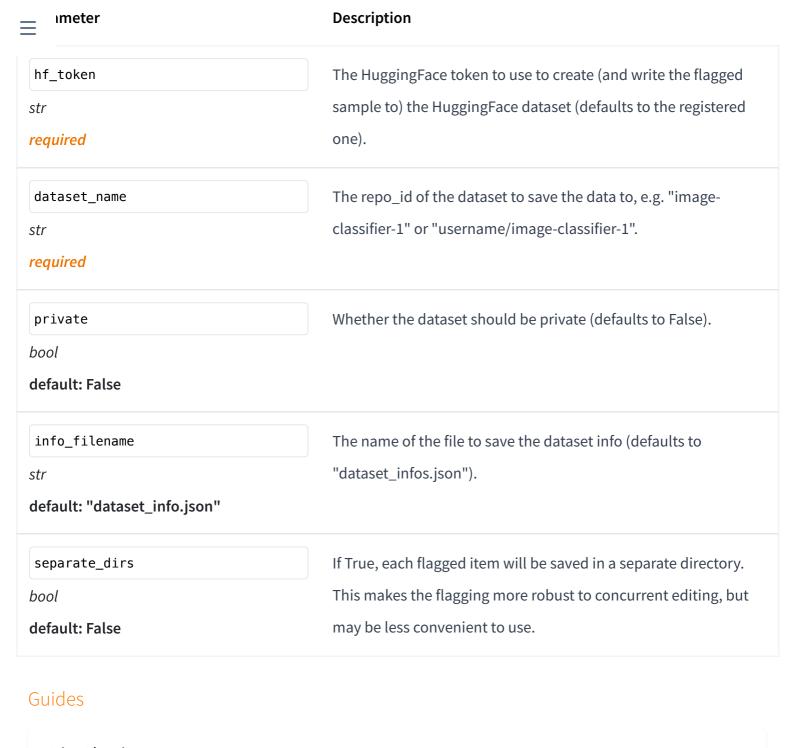
A callback that saves each flagged sample (both the input and output data) to a HuggingFace dataset.

Example Usage

Initialization

Parameter

Description



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