

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

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JSON

 $gradio.JSON(\cdots)$

Description

Used to display arbitrary JSON output prettily.

Behavior

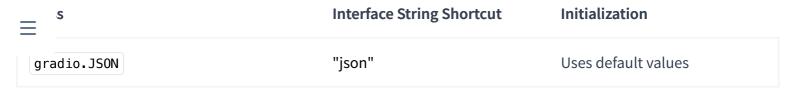
As input: this component does *not* accept input.

As output: expects a str filepath to a file containing valid JSON -- or a list or dict that is valid JSON

Initialization

Parameter	Description
value	Default value. If callable, the function will be called whenever the
str dict list Callable None	app loads to set the initial value of the component.
default: None	
label	The label for this component. Appears above the component and
str None	is also used as the header if there are a table of examples for this
default: None	component. If None and used in a <code>gr.Interface</code> , the label will be
	the name of the parameter this component is assigned to.
every	If value is a callable, run the function 'every' number of seconds
float None	while the client connection is open. Has no effect otherwise.
default: None	Queue must be enabled. The event can be accessed (e.g. to
	cancel it) via this component's .load_event attribute.

ımeter	Description
show_label bool None	if True, will display label.
default: None	
container	If True, will place the component in a container - providing some
bool	extra padding around the border.
default: True	
scale	relative width compared to adjacent Components in a Row. For
int None	example, if Component A has scale=2, and Component B has
default: None	scale=1, A will be twice as wide as B. Should be an integer.
min_width	minimum pixel width, will wrap if not sufficient screen space to
int	satisfy this value. If a certain scale value results in this
default: 160	Component being narrower than min_width, the min_width
	parameter will be respected first.
visible	If False, component will be hidden.
bool	
default: True	
elem_id	An optional string that is assigned as the id of this component in
str None	the HTML DOM. Can be used for targeting CSS styles.
default: None	
elem_classes	An optional list of strings that are assigned as the classes of this
list[str] str None	component in the HTML DOM. Can be used for targeting CSS
default: None	styles.
render	If False, component will not render be rendered in the Blocks
bool	context. Should be used if the intention is to assign event
default: True	listeners now but render the component later.



Demos

Event Listeners

Description

Event listeners allow you to capture and respond to user interactions with the UI components you've defined in a Gradio Blocks app. When a user interacts with an element, such as changing a slider value or uploading an image, a function is called.

Supported Event Listeners

The JSON component supports the following event listeners. Each event listener takes the same parameters, which are listed in the Event Arguments table below.

gradio.JSON.change(fn, ···) Triggered when the value of the JSON changes either because of user input (e.g. a user types in a textbox) OR because of a function update (e.g. an image receives a value	Listener	Description
from the output of an event trigger). See .input() for a listener that is only triggered by user input.	gradio.JSON.change(fn, ···)	because of user input (e.g. a user types in a textbox) OR because of a function update (e.g. an image receives a value from the output of an event trigger). See .input () for a

Parameter	Description
fn Callable None Literal['decorator'] default: "decorator"	the function to call when this event is triggered. Often a machine learning model's prediction function. Each parameter of the function corresponds to one input component, and the function should return a single value a tuple of values, with each element in the tuple corresponding to one output component.
inputs Component list[Component] set[Component] None default: None	List of gradio.components to use as inputs. If the function takes no inputs, this should be an empty list.
outputs Component list[Component] None default: None	List of gradio.components to use as outputs. If the function returns no outputs, this should be an empty list.

If True, will show progress animation while pending

bool

default: False

show_progress

default: "full"

Literal[('full', 'minimal', 'hidden')]

queue bool None default: None	If True, will place the request on the queue, if the queue has been enabled. If False, will not put this event on the queue, even if the queue has been enabled. If None, will use the queue setting of the gradio app.
batch bool default: False	If True, then the function should process a batch of inputs, meaning that it should accept a list of input values for each parameter. The lists should be of equal length (and be up to length <code>max_batch_size</code>). The function is then <i>required</i> to return a tuple of lists (even if there is only 1 output component), with each list in the tuple corresponding to one output component.
<pre>max_batch_size int default: 4</pre>	Maximum number of inputs to batch together if this is called from the queue (only relevant if batch=True)
preprocess bool default: True	If False, will not run preprocessing of component data before running 'fn' (e.g. leaving it as a base64 string if this method is called with the <code>Image</code> component).
postprocess bool default: True	If False, will not run postprocessing of component data before returning 'fn' output to the browser.
cancels dict[str, Any] list[dict[str, Any]] None default: None	A list of other events to cancel when this listener is triggered. For example, setting cancels=[click_event] will cancel the click_event, where click_event is the return value of another components .click method. Functions that have not yet run (or generators that are iterating) will be cancelled, but

functions that are currently running will be allowed to finish.

Description

Parameter

Parameter	Description
every float None default: None	Run this event 'every' number of seconds while the client connection is open. Interpreted in seconds. Queue must be enabled.
trigger_mode Literal[('once', 'multiple', 'always_last')] None default: None	If "once" (default for all events except .change()) would not allow any submissions while an event is pending. If set to "multiple", unlimited submissions are allowed while pending, and "always_last" (default for .change() event) would allow a second submission after the pending event is complete.
js str None default: None	Optional frontend js method to run before running 'fn'. Input arguments for js method are values of 'inputs' and 'outputs', return should be a list of values for output components.
<pre>concurrency_limit int None Literal['default'] default: "default"</pre>	If set, this is the maximum number of this event that can be running simultaneously. Can be set to None to mean no concurrency_limit (any number of this event can be running simultaneously). Set to "default" to use the default concurrency limit (defined by the default_concurrency_limit parameter in Blocks.queue() , which itself is 1 by default).
concurrency_id str None default: None	If set, this is the id of the concurrency group. Events with the same concurrency_id will be limited by the lowest set concurrency_limit.
show_api bool default: True	whether to show this event in the "view API" page of the Gradio app, or in the ".view_api()" method of the Gradio clients. Unlike setting api_name to False, setting show_api to False will still allow downstream apps to use this event. If fn is None, show_api will automatically be set to False.

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