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Streamlit Cheatsheet

Basics

Importing convention

```
import streamlit as st
```

Running in command line

```
streamlit run code.py
```

Elements Displayed on App

Text

```
st.write("Most objects")
```

Magic commands When streamlit sees a variable or literal value on its own line, it automatically writes it to the app using st.write()

```
"Hello **world**!"
my_variable
```

Other text options

```
st.text("Fixed width text")
st.markdown("_Markdown_") # see *
st.latex(r""" e^{i\pi} + 1 = 0 """)
st.title("My title")
st.header("My header")
st.subheader("My sub")
```

Interactive Widgets

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```
st.checkbox(label)
st.toggle(label)
st.radio(label, options)
st.selectbox(label, options)
st.multiselect(label, options)
st.slider(label, min_value, max_value, value)
st.text_input(label)
st.number_input(label, min_value, max_value, value)
```

Typically, interactive elements are assigned to a variable for later use in app

```
choice = st.radio('Choose an option', ["yes","no"])
if choice == "yes":
   print("You chose yes")
```

Charts

From Plotly

```
st.plotly_chart(fig)
```

From Matplotlib and Seaborn

```
st.pyplot(fig)
```

Other Graphics Libraries

```
st.altair_chart(chart)
st.bokeh_chart(fig)
st.graphviz_chart(fig)
st.pydeck_chart(chart)
```

Data

```
st.dataframe(df)
```

Containers

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Sidebar

```
with st.sidebar:
# sidebar contents
```

Columns

```
col1, col2 = st.columns(2)
with col1:
    # column 1 contents
with col2:
    # column 2 contents
```

Tabs

```
tab1, tab2 = st.tabs(["Tab 1", "Tab 2"])
with tab1:
    # tab 1 contents
with tab2:
    # tab 2 contents
```

Expandable containers

```
expand = st.expander("Label")
with expand:
    # expander contents
```