

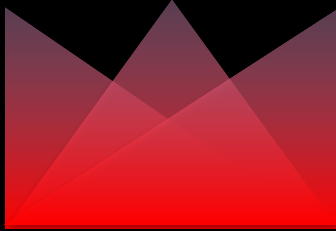


# Building Interactive Web Application with **Streamlit**

Developing Application with Object-Oriented Design  
**Object-Oriented Programming 2/2567**

@wichit2s

<https://wichit2s.github.io/courses/oop/>



# Hourly Agenda

**Hour 1: Introduction to Streamlit**

**Hour 2: Components & Widgets**

**Hour 3: Data Visualization**

**Hour 4: Mini-Project**

## Objectives

- What Streamlit is and why it's useful
- How to build interactive web apps with minimal code
- Using Streamlit components for UI and data visualization
- Deploying Streamlit apps

# What is Streamlit?

<https://docs.streamlit.io/>

## Definition:

an open-source Python library that makes it easy to build **interactive web applications** with just a few lines of code—without needing HTML, CSS, or JavaScript.

## Features:

- **Simple & Fast** – Write Python scripts, and Streamlit converts them into web apps instantly.
- **No Front-End Required** – No need to learn HTML, CSS, or JavaScript.
- **Interactive UI** – Supports widgets, forms, charts, and media with minimal effort.
- **Data Science Friendly** – Easily integrates with Pandas, Matplotlib, Plotly, and machine learning libraries.
- **Easy Deployment** – Deploy apps with **Streamlit Community Cloud** or platforms like Heroku and AWS.



# Installation and Setup

## Create

Create environment

- `python3 -m venv venv`

## Activate

Activate environment

- `./venv/scripts/activate`

## Install

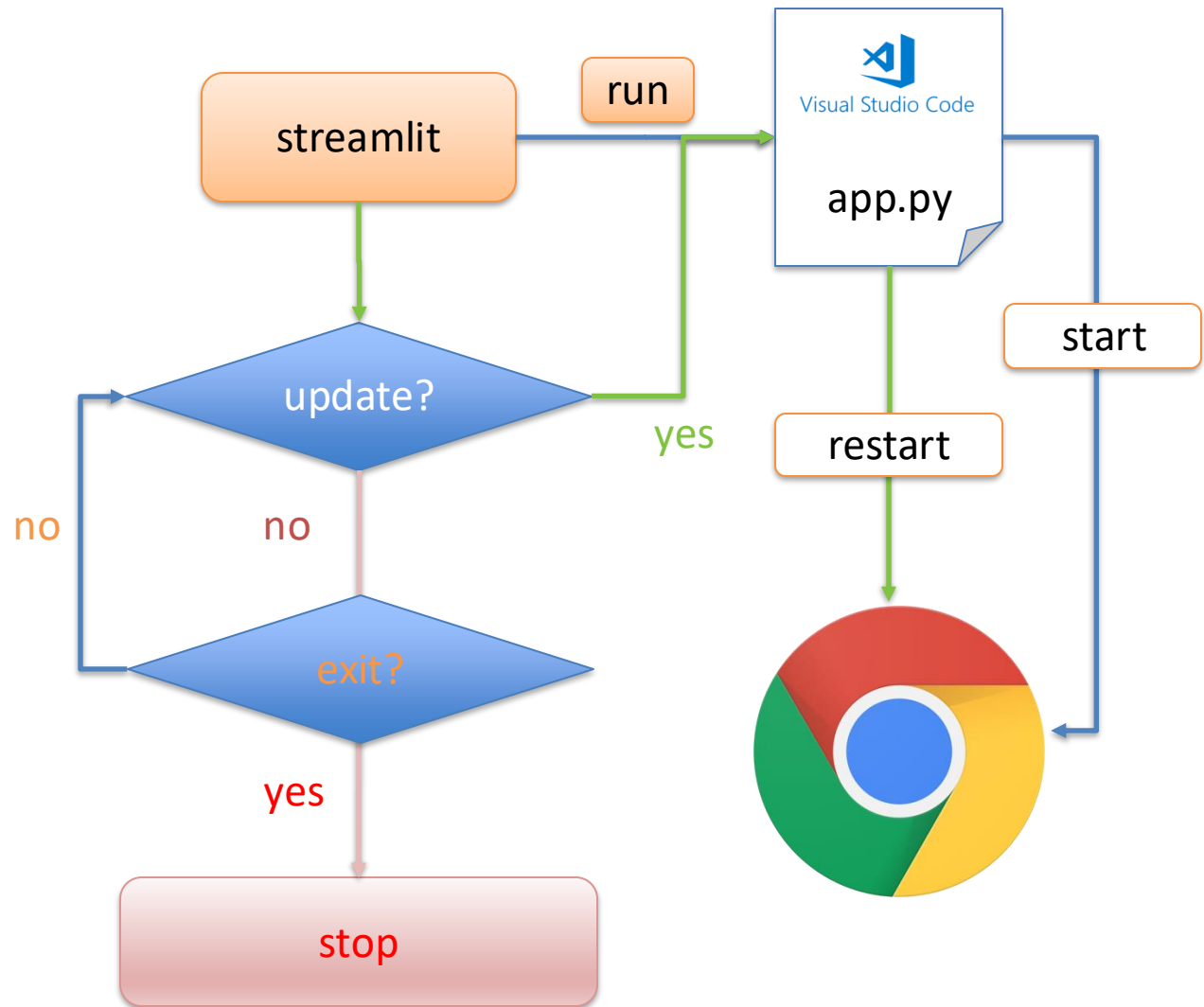
Install Streamlit:

- `pip install streamlit`

## Set Up

Set Up Your IDE: Use VS Code, PyCharm, or any Python editor.

# Streamlit Application Life Cycle Basics



# app01.py

```
import streamlit as st  
st.title("Streamlit WebApp")  
st.write("A simple web app.")
```

```
streamlit run app01.py
```

# Hands-on Activity

The image shows a Streamlit web application running in a browser window and its source code in a code editor.

**Code Editor (VS Code):**

- Project: streamlitprj
- File: app01.py
- Code:

```
1 import streamlit as st
2 st.title("Streamlit WebApp")
3 st.write("A simple web app.")
4
```

**Terminal:**

```
(.venv) paul@WicBatBook: streamlitprj ➤ master ++ ➤ streamlit run app01.py
```

You can now view your Streamlit app in your browser.

Local URL: <http://localhost:8501>  
Network URL: <http://192.168.1.9:8501>

**Browser Window (localhost:8501):**

- Page Title: Streamlit WebApp
- Content: A simple web app.

FUNCTION	DESCRIPTION	EXAMPLE
<code>st.title()</code>	Large title text	<code>st.title("Welcome to My App!")</code>
<code>st.header()</code>	Section header	<code>st.header("Section Title")</code>
<code>st.subheader()</code>	Subsection header	<code>st.subheader("Subsection")</code>
<code>st.text()</code>	Plain text	<code>st.text("This is simple text.")</code>
<code>st.markdown()</code>	Supports Markdown formatting	<code>st.markdown("**Bold** and *Italic*")</code>
<code>st.write()</code>	Displays text, objects, and more	<code>st.write("Hello, Streamlit!")</code>
<code>st.code()</code>	Displays code blocks	<code>st.code("print('Hello, World!')", language="python")</code>
<code>st.latex()</code>	Displays latex equation	<code>st.latex("\sqrt{e^{xy}}")</code>

---

## Text Elements

<https://docs.streamlit.io/develop/api-reference/text>



Widget	Function	Example Code
<b>Button</b>	Creates a clickable button	<code>st.button("Click Me")</code>
<b>Text Input</b>	Accepts user text input	<code>st.text_input("Enter your name")</code>
<b>Chat Input</b>	Accepts user chat input	<code>st.chat_input("Say something...")</code>
<b>Text Area</b>	Multi-line text input	<code>st.text_area("Enter a description")</code>
<b>Number Input</b>	Accepts numeric input	<code>st.number_input("Age", min_value=0, max_value=100)</code>
<b>Checkbox</b>	A simple toggle option	<code>st.checkbox("I agree")</code>
<b>Radio Buttons</b>	Select one option from a list	<code>st.radio("Choose an option", ["A", "B", "C"])</code>
<b>Select Box</b>	Dropdown menu for selection	<code>st.selectbox("Pick a color", ["Red", "Blue", "Green"])</code>
<b>Slider</b>	Select a value from a range	<code>st.slider("Choose a number", 0, 100, 50)</code>
<b>File Uploader</b>	Uploads files	<code>st.file_uploader("Upload a file")</code>
<b>Stream Writer</b>	Render stream data in sequence	<code>st.write_stream(stream_data_function)</code>

---

# Input Widgets

<https://docs.streamlit.io/develop/api-reference/widgets>

```
import pandas as pd
import streamlit as st

st.title("File Upload Example")

uploader = st.file_uploader("Choose a file", type=["csv"])

if uploader is not None:
    df = pd.read_csv(uploaded_file)
    st.write(df)
```

```
import streamlit as st
from PIL import Image

st.title("Image Upload Example")

uploader = st.file_uploader("Choose a file", type=["jpg", "png"])

if uploader is not None:
    image = Image.open(uploaded_file)
    st.image(image, caption="Uploaded Image", use_column_width=True)
```

---

# File Upload Sample

<https://docs.streamlit.io/develop/api-reference/widgets>

# Handling User Input

## `st.session_state`

a **persistent state storage** in Streamlit that allows variables to retain values across user interactions, preventing resets when the app reruns.

- Store user inputs, counters, or app settings.
- Keep UI elements in sync across reruns.
- Maintain state between interactions (e.g., form submissions, button clicks).

# Session counter

```
import streamlit as st

if "counter" not in st.session_state:
    st.session_state.counter = 0

st.write(f"Counter: {st.session_state.counter}")

if st.button("Increase"):
    st.session_state.counter += 1

if st.button("Reset"):
    st.session_state.counter = 0
```

# Remember inputs

```
name = st.text_input("Name: ", key="user_name")
age = st.number_input("Age: ", min_value=0, max_value=100, key="user_age")

st.write(f"Hello, {st.session_state.user_name}!")

st.write(f"You are {st.session_state.user_age} years old.")
```

# Data Visualization

## Why Use Visualizations in Streamlit?

Streamlit supports various charting libraries to create interactive data visualizations effortlessly. These include **Matplotlib**, **Seaborn**, **Plotly**, **Altair**, and **Streamlit's built-in charts**.

Function	Description	Example
<code>st.line_chart()</code>	Line chart for time-series data	<code>st.line_chart(df)</code>
<code>st.bar_chart()</code>	Bar chart for categorical data	<code>st.bar_chart(df)</code>
<code>st.area_chart()</code>	Area chart for trends	<code>st.area_chart(df)</code>
<code>st.pyplot()</code>	Supports Matplotlib figures	<code>st.pyplot(fig)</code>
<code>st.plotly_chart()</code>	Displays interactive Plotly charts	<code>st.plotly_chart(fig)</code>
<code>st.altair_chart()</code>	Uses Altair for declarative charting	<code>st.altair_chart(chart)</code>
<code>st.map()</code>	Scatter plots on map	<code>st.map(df)</code>

<https://docs.streamlit.io/develop/api-reference/charts>

# Line Chart

---

```
import streamlit as st
import pandas as pd
import numpy as np

st.title("📊 Interactive Data Visualization")
data = np.random.randn(20, 3)
columns = ["A", "B", "C"]
df = pd.DataFrame(data, columns)

st.line_chart(df)
```

# Plotly Chart

---

```
import plotly.express as px

df = px.data.iris()
x = "sepal_width"
y = "sepal_length"
fig = px.scatter(df, x=x, y=y, color="species")

st.plotly_chart(fig, use_container_width=True)
```



# Map

---

```
import streamlit as st
import pandas as pd
```

```
pd data = pd.DataFrame({
    'lat': [13.7563, 14.5995, 35.6895],
    'lon': [100.5018, 120.9842, 139.6917]
})
```

```
st.title("📍 Simple Map Example")
st.map(data)
```

# Folium Map

---

```
import streamlit as st
import folium
from streamlit_folium import st_folium
```

```
m = folium.Map(location=[13.7563, 100.5018], zoom_start=5)
```

```
th = folium.Marker([13.7563, 100.5018], tooltip="Bangkok", popup="Thailand")
th.add_to(m)
```

```
ph = folium.Marker([14.5995, 120.9842], tooltip="Manila", popup="Philippines")
ph.add_to(m)
```

```
st.title("📖 Interactive Map with Folium")
st_folium(m, width=700, height=500)
```

# Sidebar

---

The sidebar (st.sidebar) helps organize UI elements, allowing users to navigate and interact with your app efficiently.

- Keeps the main interface clean
- Useful for filters, settings, and navigation
- Works with all Streamlit widgets

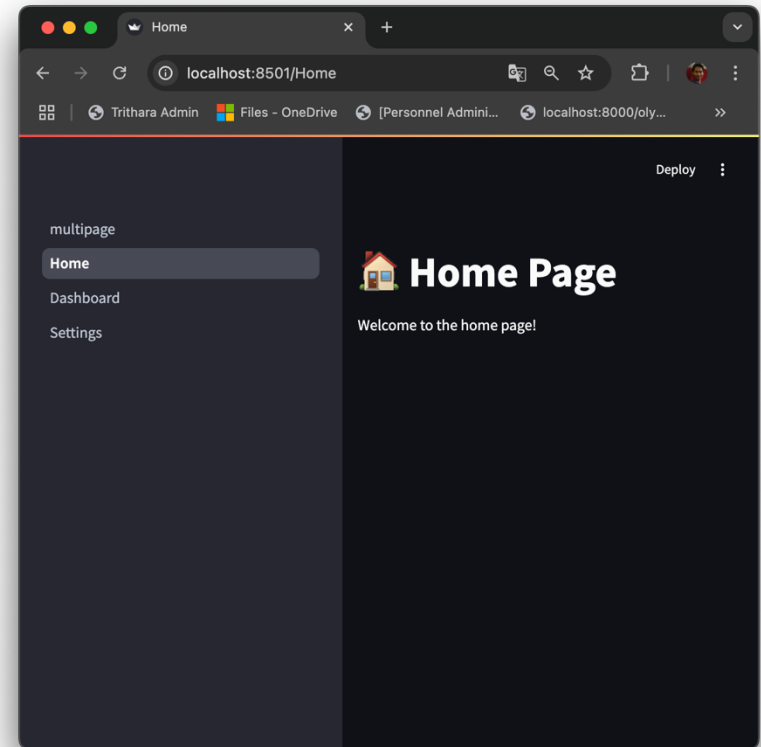
```
st.sidebar.title("Navigation")  
pages = ["Home", "Data", "About"]  
page = st.sidebar.radio("Go to", pages)
```

```
if page == "Home":  
    st.write("Welcome to Home Page! 🎉")  
elif page == "Data":  
    st.write("📊 View Data Here")  
elif page == "About":  
    st.write("📖 About This App")
```

# Multipages

---

```
my_app/  
├── app.py  
├── pages/  
│   ├── 1_Home.py  
│   ├── 2_Dashboard.py  
│   └── 3_Settings.py
```



# Layouts

Layout Feature	Function	Description
<b>Main Layout</b>	<code>st.write()</code> , <code>st.title()</code> , etc.	Default area for content rendering.
<b>Sidebar</b>	<code>st.sidebar.*</code>	Moves elements to a collapsible sidebar.
<b>Columns</b>	<code>st.columns(n)</code>	Creates n equal-width columns for content layout.
<b>Expander</b>	<code>st.expander("Label")</code>	Collapsible section for hiding/showing content.
<b>Tabs</b>	<code>st.tabs(["Tab 1", "Tab 2"])</code>	Creates a tabbed layout for organizing content.
<b>Container</b>	<code>st.container()</code>	A flexible container for grouping elements dynamically.
<b>Empty Space</b>	<code>st.empty()</code>	Placeholder for dynamic content updates.
<b>Divider</b>	<code>st.divider()</code>	Adds a horizontal line to separate sections.
<b>Dialog</b>	<code>@st.dialog()</code>	Define function as an independent dialog

# st.cache\_data

@st.cache\_data decorator **stores function outputs** so they don't need to be recalculated every time.

```
import streamlit as st
import pandas as pd
```

```
@st.cache_data
def load_data():
    df = pd.read_csv("large.csv")
    return df
```

```
st.title("⚡ Cached Data Loading")
df = load_data()
st.dataframe(df)
```

```
import streamlit as st
import requests
```

```
@st.cache_data
def fetch_data():
    url = "https://api.publicapis.org/entries"
    response = requests.get(url)
    return response.json()
```

```
st.title("🌐 Cached API Example")
data = fetch_data()
st.write(data)
```

# OOP Chat

## Goal: AI chatbot with ollama



```
Set-ExecutionPolicy -ExecutionPolicy RemoteSigned -Scope CurrentUser  
Invoke-RestMethod -Uri https://get.scoop.sh | Invoke-Expression  
scoop install ollama
```



```
wget https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh  
sh ./install.sh  
brew install ollama
```



```
curl -fsSL https://ollama.com/install.sh | sh
```

## requirements.txt

```
streamlit  
ollama
```

# Chat Messages



```
import streamlit as st

with st.chat_message('user'):
    st.write("Hello from user!")

with st.chat_message('assistant'):
    st.write("Hello from assistant!")

with st.chat_message('robot'):
    st.write("Hello from robot!")

with st.chat_message('human'):
    st.write("Hello from human!")
```

```
import streamlit as st

messages = [
    {'role': 'user', 'content': 'Hello from user!'},
    {'role': 'assistant', 'content': 'Hello from assistant!'},
    {'role': 'robot', 'content': 'Hello from robot!'},
    {'role': 'human', 'content': 'Hello from human!'},
]

for message in messages:
    with st.chat_message(message['role']):
        st.write(message['content'])
```



# Chat Input



```
import streamlit as st
```

```
messages = [  
    {'role': 'user', 'content': 'Hello from user!'},  
    {'role': 'assistant', 'content': 'Hello from assistant!'},  
    {'role': 'robot', 'content': 'Hello from robot!'},  
    {'role': 'human', 'content': 'Hello from human!'},  
]
```

```
for message in messages:  
    with st.chat_message(message['role']):  
        st.write(message['content'])
```

```
user_input = st.chat_input('message')  
if user_input is not None:  
    with st.chat_message('user'):  
        st.write(user_input)
```

# Session State



```
import streamlit as st
```

```
if 'messages' not in st.session_state:
```

```
    st.session_state['messages'] = []
```

```
for message in st.session_state.messages:
```

```
    with st.chat_message(message['role']):
```

```
        st.write(message['content'])
```

```
user_input = st.chat_input('message', key='user')
```

```
if user_input is not None:
```

```
    st.session_state['messages'].append({'role': 'user', 'content': user_input })
```

```
    with st.chat_message('user'):
```

```
        st.write(user_input)
```

# Session State – add echo



```
import streamlit as st

if 'messages' not in st.session_state:
    st.session_state['messages'] = []

for message in st.session_state.messages:
    with st.chat_message(message['role']):
        st.write(message['content'])

user_input = st.chat_input('message', key='user')

if user_input is not None:
    st.session_state['messages'].append({'role': 'user', 'content': user_input })
    with st.chat_message('user'):
        st.write(user_input)
    st.session_state['messages'].append({'role': 'robot', 'content': '' })
    with st.chat_message('robot', avatar='old_robot.jpg'):
        st.write(f'you said {user_input}')
```

# Response from Ollama



<https://github.com/ollama/ollama>



```
with st.chat_message("assistant"):
    response_container = st.empty()

    full_response = ""
    for chunk in ollama.chat(model="phi3", messages=[user_data], stream=True):
        full_response += chunk["message"]["content"]
        response_container.markdown(full_response + "▮ ")

    response_container.markdown(full_response)
    st.session_state.messages.append({"role": "assistant", "content": full_response})
```

<https://github.com/ollama/ollama-python>

@wichit2s  
<https://wichit2s.github.io/courses/oop/>

