

interact

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0.1 Python Interact module

See <https://ipywidgets.readthedocs.io/en/latest/examples/Using%20Interact.html>

```
[1]: from __future__ import print_function
from ipywidgets import interact, interaction, fixed, interact_manual
import ipywidgets as widgets
```

```
[2]: def f(x):
      return x
```

```
[3]: interact(f, x=10)
```

```
interactive(children=(IntSlider(value=10, description='x', max=30, min=-10),
↳Output()), _dom_classes=('widget-...
```

```
[3]: <function __main__.f(x)>
```

```
[4]: interact(f, x=True)
```

```
interactive(children=(Checkbox(value=True, description='x'), Output()),
↳_dom_classes=('widget-interact',))
```

```
[4]: <function __main__.f(x)>
```

```
[5]: interact(f, x=66)
```

```
interactive(children=(IntSlider(value=66, description='x', max=198, min=-66),
↳Output()), _dom_classes=('widget-...
```

```
[5]: <function __main__.f(x)>
```

```
[6]: interact(f, x="Hi there!")
```

```
interactive(children=(Text(value='Hi there!', description='x'), Output()),
↳_dom_classes=('widget-interact',))
```

```
[6]: <function __main__.f(x)>
```

```
[7]: @interact(x=True, y=1.0)
def g(x,y):
    return (x,y)
```

```
interactive(children=(Checkbox(value=True, description='x'), FloatSlider(value=1.0, description='y', max=3.0, ...
```

```
[8]: def h(p, q):
    return (p, q)
interact(h, p=5, q=fixed(20))
```

```
interactive(children=(IntSlider(value=5, description='p', max=15, min=-5),
    ↪Output()), _dom_classes=('widget-in...
```

```
[8]: <function __main__.h(p, q)>
```

```
[9]: interact(f, x=widgets.IntSlider(min=-10, max=100, step=1, value=10))
```

```
interactive(children=(IntSlider(value=10, description='x', min=-10), Output()),
    ↪_dom_classes=('widget-interact...
```

```
[9]: <function __main__.f(x)>
```

```
[10]: interact(f, x=['orange', 'apple'])
```

```
interactive(children=(Dropdown(description='x', options=('orange', 'apple'),
    ↪value='orange'), Output()), _dom_...
```

```
[10]: <function __main__.f(x)>
```

```
[ ]:
```