
bqplot Documentation

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Bloomberg LP

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bqplot is a Grammar of Graphics-based interactive plotting framework for the Jupyter notebook.

In bqplot, every single attribute of the plot is an interactive widget. This allows the user to integrate any plot with IPython widgets to create a complex and feature rich GUI from just a few simple lines of Python code.

1.1 Goals

- provide a unified framework for 2-D visualizations with a pythonic API.
- provide a sensible API for adding user interactions (panning, zooming, selection, etc)

Two APIs are provided

- Users can build custom visualizations using the internal object model, which is inspired by the constructs of the Grammar of Graphics (figure, marks, axes, scales), and enrich their visualization with our Interaction Layer.
- Or they can use the context-based API similar to Matplotlib's pyplot, which provides sensible default choices for most parameters.

1.2 Installation

Using pip:

```
pip install bqplot
jupyter nbextension enable --py --sys-prefix bqplot # can be skipped for notebook_
↳version 5.3 and above
```

Using conda

```
conda install -c conda-forge bqplot
```

2.1 Examples

Using the pyplot API

```
import numpy as np
from bqplot import pyplot as plt

plt.figure(1, title='Line Chart')
np.random.seed(0)
n = 200
x = np.linspace(0.0, 10.0, n)
y = np.cumsum(np.random.randn(n))
plt.plot(x, y)
plt.show()
```

[widget] Using the bqplot internal object model

```
import numpy as np
from IPython.display import display
from bqplot import (
    OrdinalScale, LinearScale, Bars, Lines, Axis, Figure
)

size = 20
np.random.seed(0)

x_data = np.arange(size)

x_ord = OrdinalScale()
y_sc = LinearScale()

bar = Bars(x=x_data, y=np.random.randn(2, size), scales={'x': x_ord, 'y':
y_sc}, type='stacked')
```

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```
line = Lines(x=x_data, y=np.random.randn(size), scales={'x': x_ord, 'y': y_sc},
             stroke_width=3, colors=['red'], display_legend=True, labels=['Line chart
↔'])

ax_x = Axis(scale=x_ord, grid_lines='solid', label='X')
ax_y = Axis(scale=y_sc, orientation='vertical', tick_format='0.2f',
            grid_lines='solid', label='Y')

Figure(marks=[bar, line], axes=[ax_x, ax_y], title='API Example',
       legend_location='bottom-right')
```

[widget]

3.1 BQPlot Package

Each plot starts with a *Figure* object. A *Figure* has a number of *Axis* objects (representing scales) and a number of *Mark* objects. *Mark* objects are a visual representation of the data. Scales transform data into visual properties (typically a number of pixels, a color, etc.).

```
from bqplot import *
from IPython.display import display

x_data = range(10)
y_data = [i ** 2 for i in x_data]

x_sc = LinearScale()
y_sc = LinearScale()

ax_x = Axis(label='Test X', scale=x_sc, tick_format='0.0f')
ax_y = Axis(label='Test Y', scale=y_sc, orientation='vertical', tick_format='0.2f')

line = Lines(x=x_data,
             y=y_data,
             scales={'x': x_sc, 'y': y_sc},
             colors=['red', 'yellow'])

fig = Figure(axes=[ax_x, ax_y], marks=[line])

display(fig)
```

3.1.1 Figure

Figure(**kwargs)

Main canvas for drawing a chart.

bqplot.figure.Figure

class bqplot.figure.Figure (**kwargs)

Main canvas for drawing a chart.

The Figure object holds the list of Marks and Axes. It also holds an optional Interaction object that is responsible for figure-level mouse interactions, the “interaction layer”.

Besides, the Figure object has two reference scales, for positioning items in an absolute fashion in the figure canvas.

title

string (default: ‘’) – title of the figure

axes

List of Axes (default: []) – list containing the instances of the axes for the figure

marks

List of Marks (default: []) – list containing the marks which are to be appended to the figure

interaction

Interaction or None (default: None) – optional interaction layer for the figure

scale_x

Scale – Scale representing the x values of the figure

scale_y

Scale – Scale representing the y values of the figure

padding_x

Float (default: 0.0) – Padding to be applied in the horizontal direction of the figure around the data points, proportion of the horizontal length

padding_y

Float (default: 0.025) – Padding to be applied in the vertical direction of the figure around the data points, proportion of the vertical length

legend_location

{‘top-right’, ‘top’, ‘top-left’, ‘left’, ‘bottom-left’, ‘bottom’, ‘bottom-right’, ‘right’} – location of the legend relative to the center of the figure

background_style

Dict (default: {}) – CSS style to be applied to the background of the figure

legend_style

Dict (default: {}) – CSS style to be applied to the SVG legend e.g, {‘fill’: ‘white’}

legend_text

Dict (default: {}) – CSS style to be applied to the legend text e.g., {‘font-size’: 20}

title_style

Dict (default: {}) – CSS style to be applied to the title of the figure

animation_duration

nonnegative int (default: 0) – Duration of transition on change of data attributes, in milliseconds.

Layout Attributes

fig_margin

dict (default: {top=60, bottom=60, left=60, right=60}) – Dictionary containing the top, bottom, left and right margins. The user is responsible for making sure that the width and height are greater than the sum of the margins.

min_aspect_ratio

float – minimum width / height ratio of the figure

max_aspect_ratio

float – maximum width / height ratio of the figure

save_png:

Saves the figure as a png file

Note: The aspect ratios stand for width / height ratios.

- If the available space is within bounds in terms of min and max aspect ratio, we use the entire available space.
- If the available space is too oblong horizontally, we use the client height and the width that corresponds max_aspect_ratio (maximize width under the constraints).
- If the available space is too oblong vertically, we use the client width and the height that corresponds to min_aspect_ratio (maximize height under the constraint). This corresponds to maximizing the area under the constraints.

Default min and max aspect ratio are both equal to 16 / 9.

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.

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Table 2 – continued from previous page

<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>save_png([filename])</code>	
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code><i>animation_duration</i></code>	An int trait.
<code><i>axes</i></code>	An instance of a Python list.
<code><i>background_style</i></code>	An instance of a Python dict.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code><i>fig_margin</i></code>	An instance of a Python dict.
<code><i>interaction</i></code>	A trait whose value must be an instance of a specified class.
<code>keys</code>	An instance of a Python list.
<code>layout</code>	
<code><i>legend_location</i></code>	An enum whose value must be in a given sequence.
<code><i>legend_style</i></code>	An instance of a Python dict.
<code><i>legend_text</i></code>	An instance of a Python dict.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code><i>marks</i></code>	An instance of a Python list.
<code><i>max_aspect_ratio</i></code>	A float trait.
<code><i>min_aspect_ratio</i></code>	A float trait.
<code>model_id</code>	Gets the model id of this widget.
<code><i>padding_x</i></code>	A float trait.
<code><i>padding_y</i></code>	A float trait.

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Table 3 – continued from previous page

<code>scale_x</code>	A trait whose value must be an instance of a specified class.
<code>scale_y</code>	A trait whose value must be an instance of a specified class.
<code>title</code>	A trait for unicode strings.
<code>title_style</code>	An instance of a Python dict.
<code>widget_types</code>	
<code>widgets</code>	

3.1.2 Scales

<code>Scale(**kwargs)</code>	The base scale class.
<code>LinearScale(**kwargs)</code>	A linear scale.
<code>LogScale(**kwargs)</code>	A log scale.
<code>DateScale(**kwargs)</code>	A date scale, with customizable formatting.
<code>OrdinalScale(**kwargs)</code>	An ordinal scale.
<code>ColorScale(**kwargs)</code>	A color scale.
<code>DateColorScale(**kwargs)</code>	A date color scale.
<code>OrdinalColorScale(**kwargs)</code>	An ordinal color scale.
<code>GeoScale(**kwargs)</code>	The base projection scale class for Map marks.
<code>Mercator(**kwargs)</code>	A geographical projection scale commonly used for world maps.
<code>AlbersUSA(**kwargs)</code>	A composite projection of four Albers projections meant specifically for the United States.
<code>Gnomonic(**kwargs)</code>	A perspective projection which displays great circles as straight lines.
<code>Stereographic(**kwargs)</code>	A perspective projection that uses a bijective and smooth map at every point except the projection point.

bqplot.scales.Scale

class `bqplot.scales.Scale` (***kwargs*)

The base scale class.

Scale objects represent a mapping between data (the domain) and a visual quantity (The range).

scale_types

dict (class-level attribute) – A registry of existing scale types.

domain_class

type (default: Float) – traitlet type used to validate values in of the domain of the scale.

reverse

bool (default: False) – whether the scale should be reversed.

allow_padding

bool (default: True) – indicates whether figures are allowed to add data padding to this scale or not.

precedence

int (class-level attribute) – attribute used to determine which scale takes precedence in cases when two or more scales have the same rtype and dtype.

`__init__` (***kwargs*)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>scale_types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.LinearScale

class `bqplot.scales.LinearScale` (**kwargs)

A linear scale.

An affine mapping from a numerical domain to a numerical range.

min

float or None (default: None) – if not None, min is the minimal value of the domain

max

float or None (default: None) – if not None, max is the maximal value of the domain

rtype

string (class-level attribute) – This attribute should not be modified. The range type of a linear scale is numerical.

dtype

type (class-level attribute) – the associated data type / domain type

precedence

int (class-level attribute, default_value=2) – attribute used to determine which scale takes precedence in cases when two or more scales have the same rtype and dtype. default_value is 2 because for the same range and domain types, LinearScale should take precedence.

stabilized

bool (default: False) – if set to False, the domain of the scale is tied to the data range if set to True, the domain of the scale is updated only when the data range is beyond certain thresholds, given by the attributes `mid_range` and `min_range`.

mid_range

float (default: 0.8) – Proportion of the range that is spanned initially. Used only if `stabilized` is True.

min_range

float (default: 0.6) – Minimum proportion of the range that should be spanned by the data. If the data span falls beneath that level, the scale is reset. `min_range` must be \leq `mid_range`. Used only if `stabilized` is True.

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>max</code>	A float trait.
<code>mid_range</code>	A float trait.
<code>min</code>	A float trait.
<code>min_range</code>	A float trait.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>rtype</code>	
<code>scale_types</code>	
<code>stabilized</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.LogScale

class `bqplot.scales.LogScale` (**kwargs)

A log scale.

A logarithmic mapping from a numerical domain to a numerical range.

min

float or None (default: None) – if not None, min is the minimal value of the domain

max

float or None (default: None) – if not None, max is the maximal value of the domain

rtype

string (class-level attribute) – This attribute should not be modified by the user. The range type of a linear scale is numerical.

dtype

type (class-level attribute) – the associated data type / domain type

__init__ (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.

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Table 9 – continued from previous page

<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.

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Table 10 – continued from previous page

<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>max</code>	A float trait.
<code>min</code>	A float trait.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>rtype</code>	
<code>scale_types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.DateScale

class `bqplot.scales.DateScale` (**kwargs)

A date scale, with customizable formatting.

An affine mapping from dates to a numerical range.

min

Date or None (default: None) – if not None, min is the minimal value of the domain

max

Date (default: None) – if not None, max is the maximal value of the domain

domain_class

type (default: Date) – traitlet type used to validate values in of the domain of the scale.

rtype

string (class-level attribute) – This attribute should not be modified by the user. The range type of a linear scale is numerical.

dtype

type (class-level attribute) – the associated data type / domain type

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	

Continued on next page

Table 11 – continued from previous page

<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>max</code>	A datetime trait type.
<code>min</code>	A datetime trait type.

Continued on next page

Table 12 – continued from previous page

model_id	Gets the model id of this widget.
precedence	
reverse	A boolean (True, False) trait.
<i>rtype</i>	
scale_types	
widget_types	
widgets	

bqplot.scales.OrdinalScale

class bqplot.scales.OrdinalScale (**kwargs)

An ordinal scale.

A mapping from a discrete set of values to a numerical range.

domain

list (default: []) – The discrete values mapped by the ordinal scale

rtype

string (class-level attribute) – This attribute should not be modified by the user. The range type of a linear scale is numerical.

dtype

type (class-level attribute) – the associated data type / domain type

__init__ (**kwargs)

Public constructor

Methods

__init__ (**kwargs)	Public constructor
add_traits(**traits)	Dynamically add trait attributes to the Widget.
class_own_trait_events(name)	Get a dict of all event handlers defined on this class, not a parent.
class_own_traits(**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
class_trait_names(**metadata)	Get a list of all the names of this class' traits.
class_traits(**metadata)	Get a dict of all the traits of this class.
close()	Close method.
close_all()	
get_manager_state([widgets])	Returns the full state for a widget manager for embedding
get_state([key, drop_defaults])	Gets the widget state, or a piece of it.
get_view_spec()	
handle_comm_opened(msg)	Static method, called when a widget is constructed.
has_trait(name)	Returns True if the object has a trait with the specified name.
hold_sync()	Hold syncing any state until the outermost context manager exits
hold_trait_notifications()	Context manager for bundling trait change notifications and cross validation.
notify_change(change)	Called when a property has changed.

Continued on next page

Table 13 – continued from previous page

<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain</code>	An instance of a Python list.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>rtype</code>	
<code>scale_types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.ColorScale

class `bqplot.scales.ColorScale` (***kwargs*)

A color scale.

A mapping from numbers to colors. The relation is affine by part.

scale_type
{'linear'} – scale type

colors
list of colors (default: []) – list of colors

min
float or None (default: None) – if not None, min is the minimal value of the domain

max
float or None (default: None) – if not None, max is the maximal value of the domain

mid
float or None (default: None) – if not None, mid is the value corresponding to the mid color.

scheme
string (default: 'RdYlGn') – Colorbrewer color scheme of the color scale.

rtype
string (class-level attribute) – The range type of a color scale is 'Color'. This should not be modified.

dtype
type (class-level attribute) – the associated data type / domain type

__init__ (**kwargs)
 Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.

Continued on next page

Table 15 – continued from previous page

<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>max</code>	A float trait.
<code>mid</code>	A float trait.
<code>min</code>	A float trait.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>rtype</code>	
<code>scale_type</code>	An enum whose value must be in a given sequence.
<code>scale_types</code>	
<code>scheme</code>	A trait for unicode strings.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.DateColorScale

class bqplot.scales.DateColorScale (**kwargs)

A date color scale.

A mapping from dates to a numerical domain.

min

Date or None (default: None) – if not None, min is the minimal value of the domain

max

Date or None (default: None) – if not None, max is the maximal value of the domain

mid

Date or None (default: None) – if not None, mid is the value corresponding to the mid color.

rtype

string (class-level attribute) – This attribute should not be modified by the user. The range type of a color scale is ‘Color’.

dtype

type (class-level attribute) – the associated data type / domain type

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class’ traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.

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Table 17 – continued from previous page

<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>max</code>	A float trait.
<code>mid</code>	A float trait.
<code>min</code>	A float trait.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>rtype</code>	
<code>scale_type</code>	An enum whose value must be in a given sequence.
<code>scale_types</code>	
<code>scheme</code>	A trait for unicode strings.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.OrdinalColorScale

class bqplot.scales.OrdinalColorScale (**kwargs)

An ordinal color scale.

A mapping from a discrete set of values to colors.

domain

list (default: []) – The discrete values mapped by the ordinal scales.

rtype

string (class-level attribute) – This attribute should not be modified by the user. The range type of a color scale is ‘color’.

dtype

type (class-level attribute) – the associated data type / domain type

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class’ traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn’t already open.

Continued on next page

Table 19 – continued from previous page

<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain</code>	An instance of a Python list.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>max</code>	A float trait.
<code>mid</code>	A float trait.
<code>min</code>	A float trait.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>rtype</code>	
<code>scale_type</code>	An enum whose value must be in a given sequence.
<code>scale_types</code>	
<code>scheme</code>	A trait for unicode strings.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.GeoScale

class `bqplot.scales.GeoScale` (***kwargs*)

The base projection scale class for Map marks.

The `GeoScale` represents a mapping between topographic data and a 2d visual representation.

`__init__` (***kwargs*)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before self. <code>__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>scale_types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.Mercator

class `bqplot.scales.Mercator` (**kwargs)

A geographical projection scale commonly used for world maps.

The Mercator projection is a cylindrical map projection which ensures that any course of constant bearing is a straight line.

scale_factor

float (default: 190) – Specifies the scale value for the projection

center

tuple (default: (0, 60)) – Specifies the longitude and latitude where the map is centered.

rotate

tuple (default: (0, 0)) – Degree of rotation in each axis.

rtype

(Number, Number) (class-level attribute) – This attribute should not be modified. The range type of a geo scale is a tuple.

dtype

type (class-level attribute) – the associated data type / domain type

__init__ (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.

Continued on next page

Table 23 – continued from previous page

<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>center</code>	An instance of a Python tuple.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.

Continued on next page

Table 24 – continued from previous page

<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>rotate</code>	An instance of a Python tuple.
<code>rtype</code>	
<code>scale_factor</code>	A float trait.
<code>scale_types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.AlbersUSA

class `bqplot.scales.AlbersUSA` (**kwargs)

A composite projection of four Albers projections meant specifically for the United States.

scale_factor

float (default: 1200) – Specifies the scale value for the projection

translate

tuple (default: (600, 490))

rtype

(Number, Number) (class-level attribute) – This attribute should not be modified. The range type of a geo scale is a tuple.

dtype

type (class-level attribute) – the associated data type / domain type

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	

Continued on next page

Table 25 – continued from previous page

<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>reverse</code>	A boolean (True, False) trait.
<code>rtype</code>	
<code>scale_factor</code>	A float trait.
<code>scale_types</code>	

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Table 26 – continued from previous page

<code>translate</code>	An instance of a Python tuple.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.Gnomonic

class `bqplot.scales.Gnomonic` (**kwargs)

A perspective projection which displays great circles as straight lines.

The projection is neither equal-area nor conformal.

scale_factor

float (default: 145) – Specifies the scale value for the projection

center

tuple (default: (0, 60)) – Specifies the longitude and latitude where the map is centered.

precision

float (default: 0.1) – Specifies the threshold for the projections adaptive resampling to the specified value in pixels.

clip_angle

float (default: 89.999) – Specifies the clipping circle radius to the specified angle in degrees.

`__init__` (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class’ traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.

Continued on next page

Table 27 – continued from previous page

<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>center</code>	An instance of a Python tuple.
<code>clip_angle</code>	A float trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>precision</code>	A float trait.
<code>reverse</code>	A boolean (True, False) trait.
<code>rtype</code>	
<code>scale_factor</code>	A float trait.
<code>scale_types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.scales.Stereographic

class bqplot.scales.Stereographic (**kwargs)

A perspective projection that uses a bijective and smooth map at every point except the projection point.

The projection is not an equal-area projection but it is conformal.

scale_factor

float (default: 250) – Specifies the scale value for the projection

rotate

tuple (default: (96, 0)) – Degree of rotation in each axis.

center

tuple (default: (0, 60)) – Specifies the longitude and latitude where the map is centered.

precision

float (default: 0.1) – Specifies the threshold for the projections adaptive resampling to the specified value in pixels.

clip_angle

float (default: 90.) – Specifies the clipping circle radius to the specified angle in degrees.

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.

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Table 29 – continued from previous page

<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_padding</code>	A boolean (True, False) trait.
<code>center</code>	An instance of a Python tuple.
<code>clip_angle</code>	A float trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>domain_class</code>	A trait whose value must be a subclass of a specified class.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>precedence</code>	
<code>precision</code>	A float trait.
<code>reverse</code>	A boolean (True, False) trait.
<code>rotate</code>	An instance of a Python tuple.
<code>rtype</code>	
<code>scale_factor</code>	A float trait.
<code>scale_types</code>	
<code>widget_types</code>	
<code>widgets</code>	

3.1.3 Marks

<code>Mark(**kwargs)</code>	The base mark class.
<code>Lines(**kwargs)</code>	Lines mark.
<code>FlexLine(**kwargs)</code>	Flexible Lines mark.
<code>Scatter(**kwargs)</code>	Scatter mark.
<code>Hist(**kwargs)</code>	Histogram mark.
<code>Bars(**kwargs)</code>	Bar mark.
<code>Graph(**kwargs)</code>	Graph with nodes and links.
<code>GridHeatMap(**kwargs)</code>	GridHeatMap mark.
<code>HeatMap(**kwargs)</code>	HeatMap mark.
<code>Label(**kwargs)</code>	Label mark.
<code>OHLC(**kwargs)</code>	Open/High/Low/Close marks.
<code>Pie(**kwargs)</code>	Piechart mark.
<code>Map(**kwargs)</code>	Map mark.

bqplot.marks.Mark

class `bqplot.marks.Mark` (***kwargs*)

The base mark class.

Traitlet mark attributes may be decorated with metadata.

Data Attribute Decoration

Data attributes are decorated with the following values:

scaled: bool Indicates whether the considered attribute is a data attribute which must be associated with a scale in order to be taken into account.

rtype: string Range type of the associated scale.

atype: string Key in bqplot's axis registry of the recommended axis type to represent this scale. When not specified, the default is 'bqplot.Axis'.

display_name

string – Holds a user-friendly name for the trait attribute.

mark_types

dict (class-level attribute) – A registry of existing mark types.

scales

Dict of scales (default: {}) – A dictionary of scales holding scales for each data attribute. - If a mark holds a scaled attribute named 'x', the scales dictionary must have a corresponding scale for the key 'x'. - The scale's range type should be equal to the scaled attribute's range type (rtype).

scales_metadata

Dict (default: {}) – A dictionary of dictionaries holding metadata on the way scales are used by the mark. For example, a linear scale may be used to count pixels horizontally or vertically. The content of this dictionary may change dynamically. It is an instance-level attribute.

preserve_domain

dict (default: {}) – Indicates if this mark affects the domain(s) of the specified scale(s). The keys of this dictionary are the same as the ones of the "scales" attribute, and values are boolean. If a key is missing, it is considered as False.

display_legend

bool (default: False) – Display toggle for the mark legend in the general figure legend

labels

list of unicode strings (default: []) – Labels of the items of the mark. This attribute has different meanings depending on the type of mark.

apply_clip

bool (default: True) – Indicates whether the items that are beyond the limits of the chart should be clipped.

visible

bool (default: True) – Visibility toggle for the mark.

selected_style

dict (default: {}) – CSS style to be applied to selected items in the mark.

unselected_style

dict (default: {}) – CSS style to be applied to items that are not selected in the mark, when a selection exists.

selected

list of integers or None (default: None) – Indices of the selected items in the mark.

tooltip

DOMWidget or None (default: None) – Widget to be displayed as tooltip when elements of the scatter are hovered on

tooltip_style

Dictionary (default: {'opacity': 0.9}) – Styles to be applied to the tooltip widget

enable_hover

Bool (default: True) – Boolean attribute to control the hover interaction for the scatter. If this is false, the on_hover custom mssg is not sent back to the python side

interactions

Dictionary (default: {'hover': 'tooltip'}) – Dictionary listing the different interactions for each mark. The key is the event which triggers the interaction and the value is the kind of interactions. Keys and values can only take strings from separate enums for each mark.

tooltip_location

{'mouse', 'center'} (default: 'mouse') – Enum specifying the location of the tooltip. 'mouse' places the tooltip at the location of the mouse when the tooltip is activated and 'center' places the tooltip at the center of the figure. If tooltip is linked to a click event, 'mouse' places the tooltip at the location of the click that triggered the tooltip to be visible.

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.

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<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click(callback[, remove])</code>	
<code>on_click(callback[, remove])</code>	
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click(callback[, remove])</code>	
<code>on_hover(callback[, remove])</code>	
<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the frontend.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code><i>apply_clip</i></code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.

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Table 33 – continued from previous page

<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>preserve_domain</code>	An instance of a Python dict.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.marks.Lines

class `bqplot.marks.Lines` (***kwargs*)

Lines mark.

In the case of the Lines mark, scales for ‘x’ and ‘y’ MUST be provided.

icon

string (class-level attribute) – Font-awesome icon for the respective mark

name

string (class-level attribute) – User-friendly name of the mark

colors

list of colors (default: CATEGORY10) – List of colors of the Lines. If the list is shorter than the number of lines, the colors are reused.

close_path

bool (default: False) – Whether to close the paths or not.

fill

{‘none’, ‘bottom’, ‘top’, ‘inside’, ‘between’} – Fill in the area defined by the curves

fill_colors

list of colors (default: []) – Fill colors for the areas. Defaults to stroke-colors when no color provided.

opacities

list of floats (default: []) – Opacity for the lines and patches. Defaults to 1 when the list is too short, or the element of the list is set to None.

fill_opacities

list of floats (default: []) – Opacity for the areas. Defaults to 1 when the list is too short, or the element of the list is set to None.

stroke_width

float (default: 2) – Stroke width of the Lines

labels_visibility

{'none', 'label'} – Visibility of the curve labels

curves_subset

list of integers or None (default: []) – If set to None, all the lines are displayed. Otherwise, only the items in the list will have full opacity, while others will be faded.

line_style

{'solid', 'dashed', 'dotted', 'dash_dotted'} – Line style.

interpolation

{'linear', 'basis', 'cardinal', 'monotone'} – Interpolation scheme used for interpolation between the data points provided. Please refer to the `svg interpolate` documentation for details about the different interpolation schemes.

marker

{'circle', 'cross', 'diamond', 'square', 'triangle-down', 'triangle-up', 'arrow', 'rectangle', 'ellipse'}
Marker shape

marker_size

nonnegative int (default: 64) – Default marker size in pixels

Data Attributes

x

numpy.ndarray (default: []) – abscissas of the data points (1d or 2d array)

y

numpy.ndarray (default: []) – ordinates of the data points (1d or 2d array)

color

numpy.ndarray (default: None) – colors of the different lines based on data. If it is [], then the colors from the `color` attribute are used. Each line has a single color and if the size of `color` is less than the number of lines, the remaining lines are given the default colors.

Notes

The fields which can be passed to the default tooltip are: `name`: label of the line `index`: index of the line being hovered on `color`: data attribute for the color of the line

The following are the events which can trigger interactions: `click`: left click of the mouse `hover`: mouse-over an element

The following are the interactions which can be linked to the above events: `tooltip`: display tooltip

`__init__` (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.

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Table 34 – continued from previous page

<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click(callback[, remove])</code>	
<code>on_click(callback[, remove])</code>	
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click(callback[, remove])</code>	
<code>on_hover(callback[, remove])</code>	
<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>close_path</code>	A boolean (True, False) trait.
<code>color</code>	A numpy array trait type.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>curves_subset</code>	An instance of a Python list.
<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>fill</code>	An enum whose value must be in a given sequence.
<code>fill_colors</code>	An instance of a Python list.
<code>fill_opacities</code>	An instance of a Python list.
<code>icon</code>	
<code>interactions</code>	An instance of a Python dict.
<code>interpolation</code>	An enum whose value must be in a given sequence.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>labels_visibility</code>	An enum whose value must be in a given sequence.
<code>line_style</code>	An enum whose value must be in a given sequence.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>marker</code>	An enum whose value must be in a given sequence.
<code>marker_size</code>	An int trait.
<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>opacities</code>	An instance of a Python list.
<code>preserve_domain</code>	An instance of a Python dict.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>stroke_width</code>	A float trait.
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>x</code>	A numpy array trait type.
<code>y</code>	A numpy array trait type.

bqplot.marks.FlexLine

class bqplot.marks.FlexLine (**kwargs)
Flexible Lines mark.

In the case of the FlexLines mark, scales for 'x' and 'y' MUST be provided. Scales for the color and width data attributes are optional. In the case where another data attribute than 'x' or 'y' is provided but the corresponding scale is missing, the data attribute is ignored.

name
string (class-level attributes) – user-friendly name of the mark

colors
list of colors (default: CATEGORY10) – List of colors for the Lines

stroke_width
float (default: 1.5) – Default stroke width of the Lines

Data Attributes

x
numpy.ndarray (default: []) – abscissas of the data points (1d array)

y
numpy.ndarray (default: []) – ordinates of the data points (1d array)

color
numpy.ndarray or None (default: None) – Array controlling the color of the data points

width
numpy.ndarray or None (default: None) – Array controlling the widths of the Lines.

__init__ (**kwargs)
Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits

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Table 36 – continued from previous page

<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click(callback[, remove])</code>	
<code>on_click(callback[, remove])</code>	
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click(callback[, remove])</code>	
<code>on_hover(callback[, remove])</code>	
<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>color</code>	A numpy array trait type.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>icon</code>	
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.

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Table 37 – continued from previous page

<code>mark_types</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>preserve_domain</code>	An instance of a Python dict.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>stroke_width</code>	A float trait.
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>width</code>	A numpy array trait type.
<code>x</code>	A numpy array trait type.
<code>y</code>	A numpy array trait type.

bqplot.marks.Scatter

class `bqplot.marks.Scatter` (**kwargs)

Scatter mark.

In the case of the Scatter mark, scales for ‘x’ and ‘y’ MUST be provided. The scales of other data attributes are optional. In the case where another data attribute than ‘x’ or ‘y’ is provided but the corresponding scale is missing, the data attribute is ignored.

icon

string (class-level attribute) – Font-awesome icon for that mark

name

string (class-level attribute) – User-friendly name of the mark

marker

{‘circle’, ‘cross’, ‘diamond’, ‘square’, ‘triangle-down’, – ‘triangle-up’, ‘arrow’, ‘rectangle’, ‘ellipse’}
Marker shape

colors

list of colors (default: [‘steelblue’]) – List of colors of the markers. If the list is shorter than the number of points, the colors are reused.

default_colors

Deprecated – Same as *colors*, deprecated as of version 0.8.4

stroke

Color or None (default: None) – Stroke color of the marker

stroke_width

Float (default: 1.5) – Stroke width of the marker

default_opacities

list of floats (default: [1.0]) – Default opacities of the markers. If the list is shorter than the number of points, the opacities are reused.

default_skew

float (default: 0.5) – Default skew of the marker. This number is validated to be between 0 and 1.

default_size

nonnegative int (default: 64) – Default marker size in pixel. If size data is provided with a scale, `default_size` stands for the maximal marker size (i.e. the maximum value for the ‘size’ scale range)

drag_size

nonnegative float (default: 5.) – Ratio of the size of the dragged scatter size to the default scatter size.

names

numpy.ndarray (default: None) – Labels for the points of the chart

display_names

bool (default: True) – Controls whether names are displayed for points in the scatter

enable_move

bool (default: False) – Controls whether points can be moved by dragging. Refer to `restrict_x`, `restrict_y` for more options.

restrict_x

bool (default: False) – Restricts movement of the point to only along the x axis. This is valid only when `enable_move` is set to True. If both `restrict_x` and `restrict_y` are set to True, the point cannot be moved.

restrict_y

bool (default: False) – Restricts movement of the point to only along the y axis. This is valid only when `enable_move` is set to True. If both `restrict_x` and `restrict_y` are set to True, the point cannot be moved.

Data Attributes

x: `numpy.ndarray (default: [])` abscissas of the data points (1d array)

y: `numpy.ndarray (default: [])` ordinates of the data points (1d array)

color: `numpy.ndarray or None (default: None)` color of the data points (1d array). Defaults to `default_color` when not provided or when a value is NaN

opacity: `numpy.ndarray or None (default: None)` opacity of the data points (1d array). Defaults to `default_opacity` when not provided or when a value is NaN

size: `numpy.ndarray or None (default: None)` size of the data points. Defaults to `default_size` when not provided or when a value is NaN

skew: `numpy.ndarray or None (default: None)` skewness of the markers representing the data points. Defaults to `default_skew` when not provided or when a value is NaN

rotation: `numpy.ndarray or None (default: None)` orientation of the markers representing the data points. The rotation scale’s range is [0, 180] Defaults to 0 when not provided or when a value is NaN.

Notes

The fields which can be passed to the default tooltip are: All the data attributes `index`: index of the marker being hovered on

The following are the events which can trigger interactions: `click`: left click of the mouse `hover`: mouse-over an element

The following are the interactions which can be linked to the above events: `tooltip`: display tooltip `add`: add new points to the scatter (can only linked to `click`)

`__init__ (**kwargs)`
Public constructor

Methods

<code>__init__ (**kwargs)</code>	Public constructor
<code>add_traits (**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events (name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits (**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names (**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits (**metadata)</code>	Get a dict of all the traits of this class.
<code>close ()</code>	Close method.
<code>close_all ()</code>	
<code>get_manager_state ([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state ([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec ()</code>	
<code>handle_comm_opened (msg)</code>	Static method, called when a widget is constructed.
<code>has_trait (name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync ()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications ()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change (change)</code>	Called when a property has changed.
<code>observe (handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click (callback[, remove])</code>	
<code>on_click (callback[, remove])</code>	
<code>on_displayed (callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_drag (callback[, remove])</code>	
<code>on_drag_end (callback[, remove])</code>	
<code>on_drag_start (callback[, remove])</code>	
<code>on_element_click (callback[, remove])</code>	
<code>on_hover (callback[, remove])</code>	
<code>on_legend_click (callback[, remove])</code>	
<code>on_legend_hover (callback[, remove])</code>	
<code>on_msg (callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change ([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed ()</code>	Registers a callback to be called when a widget is constructed.
<code>open ()</code>	Open a comm to the frontend if one isn't already open.
<code>send (content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state ([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state (sync_data)</code>	Called when a state is received from the front-end.

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<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>color</code>	A numpy array trait type.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>default_colors</code>	
<code>default_opacities</code>	An instance of a Python list.
<code>default_size</code>	An int trait.
<code>default_skew</code>	A float trait.
<code>display_legend</code>	A boolean (True, False) trait.
<code>display_names</code>	A boolean (True, False) trait.
<code>drag_color</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>drag_size</code>	A float trait.
<code>enable_delete</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>enable_move</code>	A boolean (True, False) trait.
<code>fill</code>	A boolean (True, False) trait.
<code>hovered_point</code>	An int trait.
<code>hovered_style</code>	An instance of a Python dict.
<code>icon</code>	
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>marker</code>	An enum whose value must be in a given sequence.
<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>names</code>	A numpy array trait type.
<code>names_unique</code>	A boolean (True, False) trait.
<code>opacity</code>	A numpy array trait type.
<code>preserve_domain</code>	An instance of a Python dict.

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Table 39 – continued from previous page

<code>restrict_x</code>	A boolean (True, False) trait.
<code>restrict_y</code>	A boolean (True, False) trait.
<code>rotation</code>	A numpy array trait type.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>size</code>	A numpy array trait type.
<code>skew</code>	A numpy array trait type.
<code>stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>stroke_width</code>	A float trait.
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unhovered_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>update_on_move</code>	A boolean (True, False) trait.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>x</code>	A numpy array trait type.
<code>y</code>	A numpy array trait type.

bqplot.marks.Hist

class `bqplot.marks.Hist` (**kwargs)

Histogram mark.

In the case of the Hist mark, scales for ‘sample’ and ‘count’ MUST be provided.

icon

string (class-level attribute) – font-awesome icon for that mark

name

string (class-level attribute) – user-friendly name of the mark

bins

nonnegative int (default: 10) – number of bins in the histogram

normalized

bool (default: False) – Boolean attribute to return normalized values which sum to 1 or direct counts for the *count* attribute. The scale of *count* attribute is determined by the value of this flag.

colors

list of colors (default: CATEGORY10) – List of colors of the Histogram. If the list is shorter than the number of bins, the colors are reused.

stroke

Color or None (default: None) – Stroke color of the histogram

opacities

list of floats (default: []) – Opacity for the bins of the histogram. Defaults to 1 when the list is too short, or the element of the list is set to None.

midpoints

list (default: []) – midpoints of the bins of the histogram. It is a read-only attribute.

Data Attributes

sample

numpy.ndarray (default: []) – sample of which the histogram must be computed.

count

numpy.ndarray (read-only) – number of sample points per bin. It is a read-only attribute.

Notes

The fields which can be passed to the default tooltip are: midpoint: mid-point of the bin related to the rectangle hovered on count: number of elements in the bin hovered on bin_start: start point of the bin bin_end: end point of the bin index: index of the bin

`__init__ (**kwargs)`

Public constructor

Methods

<code>__init__ (**kwargs)</code>	Public constructor
<code>add_traits (**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events (name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits (**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names (**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits (**metadata)</code>	Get a dict of all the traits of this class.
<code>close ()</code>	Close method.
<code>close_all ()</code>	
<code>get_manager_state ([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state ([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec ()</code>	
<code>handle_comm_opened (msg)</code>	Static method, called when a widget is constructed.
<code>has_trait (name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync ()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications ()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change (change)</code>	Called when a property has changed.
<code>observe (handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click (callback[, remove])</code>	
<code>on_click (callback[, remove])</code>	
<code>on_displayed (callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click (callback[, remove])</code>	
<code>on_hover (callback[, remove])</code>	
<code>on_legend_click (callback[, remove])</code>	

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Table 40 – continued from previous page

<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>bins</code>	An int trait.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>count</code>	A numpy array trait type.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>icon</code>	
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>midpoints</code>	An instance of a Python list.
<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>normalized</code>	A boolean (True, False) trait.
<code>opacities</code>	An instance of a Python list.
<code>preserve_domain</code>	An instance of a Python dict.
<code>sample</code>	A numpy array trait type.

Continued on next page

Table 41 – continued from previous page

<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.marks.Bars

class `bqplot.marks.Bars` (**kwargs)

Bar mark.

In the case of the Bars mark, scales for ‘x’ and ‘y’ MUST be provided. The scales of other data attributes are optional. In the case where another data attribute than ‘x’ or ‘y’ is provided but the corresponding scale is missing, the data attribute is ignored.

icon

string (class-level attribute) – font-awesome icon for that mark

name

string (class-level attribute) – user-friendly name of the mark

color_mode

{‘auto’, ‘group’, ‘element’} – enum attribute to specify if color should be the same for all bars with the same x or for all bars which belong to the same array in Y ‘group’ means for every x all bars have same color. ‘element’ means for every dimension of y, all bars have same color. ‘auto’ picks ‘group’ and ‘element’ for 1-d and 2-d values of Y respectively.

type

{‘stacked’, ‘grouped’} – whether 2-dimensional bar charts should appear grouped or stacked.

colors

list of colors (default: [‘steelblue’]) – list of colors for the bars.

orientation

{‘horizontal’, ‘vertical’} – Specifies whether the bar chart is drawn horizontally or vertically. If a horizontal bar chart is drawn, the x data is drawn vertically.

padding

float (default: 0.05) – attribute to control the spacing between the bars value is specified as a percentage of the width of the bar

stroke

Color or None (default: None) – stroke color for the bars

opacities

list of floats (default: []) – Opacities for the bars. Defaults to 1 when the list is too short, or the element of the list is set to None.

base

float (default: 0.0) – reference value from which the bars are drawn. defaults to 0.0

align

{'center', 'left', 'right'} – alignment of bars with respect to the tick value

Data Attributes

x

numpy.ndarray (default: []) – abscissas of the data points (1d array)

y

numpy.ndarray (default: []) – ordinates of the values for the data points

color

numpy.ndarray or None (default: None) – color of the data points (1d array). Defaults to default_color when not provided or when a value is NaN

Notes

The fields which can be passed to the default tooltip are: All the data attributes index: index of the bar being hovered on sub_index: if data is two dimensional, this is the minor index

`__init__ (**kwargs)`
Public constructor

Methods

<code>__init__ (**kwargs)</code>	Public constructor
<code>add_traits (**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events (name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits (**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names (**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits (**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state ([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state ([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened (msg)</code>	Static method, called when a widget is constructed.
<code>has_trait (name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change (change)</code>	Called when a property has changed.
<code>observe (handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click (callback[, remove])</code>	

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Table 42 – continued from previous page

<code>on_click(callback[, remove])</code>	
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click(callback[, remove])</code>	
<code>on_hover(callback[, remove])</code>	
<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code><i>align</i></code>	An enum whose value must be in a given sequence.
<code><i>apply_clip</i></code>	A boolean (True, False) trait.
<code><i>base</i></code>	A float trait.
<code><i>color</i></code>	A numpy array trait type.
<code><i>color_mode</i></code>	An enum whose value must be in a given sequence.
<code><i>colors</i></code>	An instance of a Python list.
<code><i>comm</i></code>	A trait whose value must be an instance of a specified class.
<code><i>cross_validation_lock</i></code>	A contextmanager for running a block with our cross validation lock set to True.
<code><i>display_legend</i></code>	A boolean (True, False) trait.
<code><i>enable_hover</i></code>	A boolean (True, False) trait.
<code><i>icon</i></code>	
<code><i>interactions</i></code>	An instance of a Python dict.
<code><i>keys</i></code>	An instance of a Python list.
<code><i>labels</i></code>	An instance of a Python list.
<code><i>log</i></code>	A trait whose value must be an instance of a specified class.
<code><i>mark_types</i></code>	

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<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>opacities</code>	An instance of a Python list.
<code>orientation</code>	An enum whose value must be in a given sequence.
<code>padding</code>	A float trait.
<code>preserve_domain</code>	An instance of a Python dict.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>type</code>	An enum whose value must be in a given sequence.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>x</code>	A numpy array trait type.
<code>y</code>	A numpy array trait type.

bqplot.marks.Graph

class `bqplot.marks.Graph` (**kwargs)

Graph with nodes and links.

node_data

List – list of node attributes for the graph

link_matrix

numpy.ndarray of shape(len(nodes), len(nodes)) – link data passed as 2d matrix

link_data

List – list of link attributes for the graph

charge

int (default: -300) – charge of force layout. Will be ignored when x and y data attributes are set

link_distance

float (default: 100) – link distance in pixels between nodes. Will be ignored when x and y data attributes are set

link_type

{‘arc’, ‘line’, ‘slant_line’} (default: ‘arc’) – Enum representing link type

directed

bool (default: True) – directed or undirected graph

highlight_links

bool (default: True) – highlights incoming and outgoing links when hovered on a node

colors

list (default: CATEGORY10) – list of node colors

Data Attributes

- x**
numpy.ndarray (default: []) – abscissas of the node data points (1d array)
- y**
numpy.ndarray (default: []) – ordinates of the node data points (1d array)
- color**
numpy.ndarray or None (default: None) – color of the node data points (1d array).
- link_color**
numpy.ndarray of shape(len(nodes), len(nodes)) – link data passed as 2d matrix
- __init__** (**kwargs)
Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click(callback[, remove])</code>	
<code>on_click(callback[, remove])</code>	
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click(callback[, remove])</code>	
<code>on_hover(callback[, remove])</code>	
<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.

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<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>charge</code>	An int trait.
<code>color</code>	A numpy array trait type.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>directed</code>	A boolean (True, False) trait.
<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>highlight_links</code>	A boolean (True, False) trait.
<code>hovered_point</code>	An int trait.
<code>hovered_style</code>	An instance of a Python dict.
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>link_color</code>	A numpy array trait type.
<code>link_data</code>	An instance of a Python list.
<code>link_distance</code>	A float trait.
<code>link_matrix</code>	A numpy array trait type.
<code>link_type</code>	An enum whose value must be in a given sequence.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>node_data</code>	An instance of a Python list.
<code>preserve_domain</code>	An instance of a Python dict.

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Table 45 – continued from previous page

<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unhovered_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>x</code>	A numpy array trait type.
<code>y</code>	A numpy array trait type.

bqplot.marks.GridHeatMap

class bqplot.marks.GridHeatMap (**kwargs)

GridHeatMap mark.

Alignment: The tiles can be aligned so that the data matches either the start, the end or the midpoints of the tiles. This is controlled by the `align` attribute.

Suppose the data passed is a m-by-n matrix. If the scale for the rows is `Ordinal`, then alignment is by default the mid points. For a non-ordinal scale, the data cannot be aligned to the mid points of the rectangles.

If it is not ordinal, then two cases arise. If the number of rows passed is m, then `align` attribute can be used. If the number of rows passed is m+1, then the data are the boundaries of the m rectangles.

If rows and columns are not passed, and scales for them are also not passed, then ordinal scales are generated for the rows and columns.

row_align

Enum(['start', 'end']) – This is only valid if the number of entries in `row` exactly match the number of rows in `color` and the `row_scale` is not `OrdinalScale`. `start` aligns the row values passed to be aligned with the start of the tiles and `end` aligns the row values to the end of the tiles.

column_align

Enum(['start', 'end']) – This is only valid if the number of entries in `column` exactly match the number of columns in `color` and the `column_scale` is not `OrdinalScale`. `start` aligns the column values passed to be aligned with the start of the tiles and `end` aligns the column values to the end of the tiles.

anchor_style

dict (default: {'fill': 'white', 'stroke': 'blue'}) – Controls the style for the element which serves as the anchor during selection.

Data Attributes

color

numpy.ndarray or None (default: None) – color of the data points (2d array). The number of elements in this array correspond to the number of cells created in the heatmap.

row

numpy.ndarray or None (default: None) – labels for the rows of the `color` array passed. The length of this can be no more than 1 away from the number of rows in `color`. This is a scaled attribute and can be used to affect the height of the cells as the entries of `row` can indicate the start or the end points of the cells. Refer

to the property `row_align`. If this property is `None`, then a uniformly spaced grid is generated in the row direction.

column

numpy.ndarray or None (default: None) – labels for the columns of the `color` array passed. The length of this can be no more than 1 away from the number of columns in `color`. This is a scaled attribute and can be used to affect the width of the cells as the entries of `column` can indicate the start or the end points of the cells. Refer to the property `column_align`. If this property is `None`, then a uniformly spaced grid is generated in the column direction.

`__init__` (**kwargs)
Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click(callback[, remove])</code>	
<code>on_click(callback[, remove])</code>	
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click(callback[, remove])</code>	
<code>on_hover(callback[, remove])</code>	
<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.

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Table 46 – continued from previous page

<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code><i>anchor_style</i></code>	An instance of a Python dict.
<code>apply_clip</code>	A boolean (True, False) trait.
<code><i>color</i></code>	A numpy array trait type.
<code><i>column</i></code>	A numpy array trait type.
<code><i>column_align</i></code>	An enum whose value must be in a given sequence.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>null_color</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>opacity</code>	A float trait.
<code>preserve_domain</code>	An instance of a Python dict.
<code><i>row</i></code>	A numpy array trait type.
<code><i>row_align</i></code>	An enum whose value must be in a given sequence.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>stroke</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>tooltip</code>	A trait whose value must be an instance of a specified class.

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Table 47 – continued from previous page

<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.marks.HeatMap

class `bqplot.marks.HeatMap` (**kwargs)

HeatMap mark.

Data Attributes

color

numpy.ndarray or None (default: None) – color of the data points (2d array).

x

numpy.ndarray or None (default: None) – labels for the columns of the *color* array passed. The length of this has to be the number of columns in *color*. This is a scaled attribute.

y

numpy.ndarray or None (default: None) – labels for the rows of the *color* array passed. The length of this has to be the number of rows in *color*. This is a scaled attribute.

`__init__` (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.

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Table 48 – continued from previous page

<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click(callback[, remove])</code>	
<code>on_click(callback[, remove])</code>	
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click(callback[, remove])</code>	
<code>on_hover(callback[, remove])</code>	
<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>color</code>	A numpy array trait type.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>null_color</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>preserve_domain</code>	An instance of a Python dict.

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Table 49 – continued from previous page

<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>x</code>	A numpy array trait type.
<code>y</code>	A numpy array trait type.

bqplot.marks.Label

class `bqplot.marks.Label` (**kwargs)

Label mark.

x_offset

int (default: 0) – horizontal offset in pixels from the stated x location

y_offset

int (default: 0) – vertical offset in pixels from the stated y location

text

string (default: ‘’) – text to be displayed

default_size

string (default: ‘14px’) – font size in px, em or ex

font_weight

{‘bold’, ‘normal’, ‘bolder’} – font weight of the caption

drag_size

nonnegative float (default: 1.) – Ratio of the size of the dragged label font size to the default label font size.

align

{‘start’, ‘middle’, ‘end’} – alignment of the text with respect to the provided location `enable_move`: Bool (default: False) Enable the label to be moved by dragging. Refer to `restrict_x`, `restrict_y` for more options.

restrict_x

bool (default: False) – Restricts movement of the label to only along the x axis. This is valid only when `enable_move` is set to True. If both `restrict_x` and `restrict_y` are set to True, the label cannot be moved.

restrict_y

bool (default: False) – Restricts movement of the label to only along the y axis. This is valid only when `enable_move` is set to True. If both `restrict_x` and `restrict_y` are set to True, the label cannot be moved.

Data Attributes

x

numpy.ndarray (default: []) – horizontal position of the labels, in data coordinates or in figure coordinates

y

numpy.ndarray (default: []) – vertical position of the labels, in data coordinates or in figure coordinates

color

numpy.ndarray or None (default: None) – label colors

size

numpy.ndarray or None (default: None) – label sizes

rotation

numpy.ndarray or None (default: None) – label rotations

opacity

numpy.ndarray or None (default: None) – label opacities

`__init__` (**kwargs)
Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.
<code>on_background_click</code> (callback[, remove])	
<code>on_click</code> (callback[, remove])	
<code>on_displayed</code> (callback[, remove])	(Un)Register a widget displayed callback.
<code>on_drag</code> (callback[, remove])	
<code>on_drag_end</code> (callback[, remove])	
<code>on_drag_start</code> (callback[, remove])	
<code>on_element_click</code> (callback[, remove])	
<code>on_hover</code> (callback[, remove])	
<code>on_legend_click</code> (callback[, remove])	
<code>on_legend_hover</code> (callback[, remove])	
<code>on_msg</code> (callback[, remove])	(Un)Register a custom msg receive callback.

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Table 50 – continued from previous page

<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>align</code>	An enum whose value must be in a given sequence.
<code>apply_clip</code>	A boolean (True, False) trait.
<code>color</code>	A numpy array trait type.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>default_opacities</code>	An instance of a Python list.
<code>default_size</code>	A float trait.
<code>display_legend</code>	A boolean (True, False) trait.
<code>drag_size</code>	A float trait.
<code>enable_delete</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>enable_move</code>	A boolean (True, False) trait.
<code>font_unit</code>	An enum whose value must be in a given sequence.
<code>font_weight</code>	An enum whose value must be in a given sequence.
<code>hovered_point</code>	An int trait.
<code>hovered_style</code>	An instance of a Python dict.
<code>icon</code>	
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	

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Table 51 – continued from previous page

<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>opacity</code>	A numpy array trait type.
<code>preserve_domain</code>	An instance of a Python dict.
<code>restrict_x</code>	A boolean (True, False) trait.
<code>restrict_y</code>	A boolean (True, False) trait.
<code>rotate_angle</code>	A float trait.
<code>rotation</code>	A numpy array trait type.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>size</code>	A numpy array trait type.
<code>text</code>	A numpy array trait type.
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unhovered_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>update_on_move</code>	A boolean (True, False) trait.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>x</code>	A numpy array trait type.
<code>x_offset</code>	An int trait.
<code>y</code>	A numpy array trait type.
<code>y_offset</code>	An int trait.

bqplot.marks.OHLC

class `bqplot.marks.OHLC` (**kwargs)

Open/High/Low/Close marks.

icon

string (class-level attribute) – font-awesome icon for that mark

name

string (class-level attribute) – user-friendly name of the mark

marker

{'candle', 'bar'} – marker type

stroke

color (default: None) – stroke color of the marker

stroke_width

float (default: 1.0) – stroke width of the marker

colors

List of colors (default: ['limegreen', 'red']) – fill colors for the markers (up/down)

opacities

list of floats (default: []) – Opacities for the markers of the OHLC mark. Defaults to 1 when the list is too short, or the element of the list is set to None.

format

string (default: 'ohlc') – description of y data being passed supports all permutations of the strings 'ohlc', 'oc', and 'hl'

Data Attributes

x

numpy.ndarray – abscissas of the data points (1d array)

y

numpy.ndarrays – Open/High/Low/Close ordinates of the data points (2d array)

Notes

The fields which can be passed to the default tooltip are: x: the x value associated with the bar/candle open: open value for the bar/candle high: high value for the bar/candle low: low value for the bar/candle close: close value for the bar/candle index: index of the bar/candle being hovered on

`__init__` (**kwargs)
Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.
<code>on_background_click</code> (callback[, remove])	
<code>on_click</code> (callback[, remove])	
<code>on_displayed</code> (callback[, remove])	(Un)Register a widget displayed callback.
<code>on_element_click</code> (callback[, remove])	
<code>on_hover</code> (callback[, remove])	

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<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>format</code>	A trait for unicode strings.
<code>icon</code>	
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>marker</code>	An enum whose value must be in a given sequence.
<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>opacities</code>	An instance of a Python list.
<code>preserve_domain</code>	An instance of a Python dict.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.

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Table 53 – continued from previous page

<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>stroke_width</code>	A float trait.
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>x</code>	A numpy array trait type.
<code>y</code>	A numpy array trait type.

bqplot.marks.Pie

class `bqplot.marks.Pie` (**kwargs)

Piechart mark.

colors

list of colors (default: CATEGORY10) – list of colors for the slices.

stroke

color (default: ‘white’) – stroke color for the marker

opacities

list of floats (default: []) – Opacities for the slices of the Pie mark. Defaults to 1 when the list is too short, or the element of the list is set to None.

sort

bool (default: False) – sort the pie slices by descending sizes

x

Float (default: 0.5) or Date – horizontal position of the pie center, in data coordinates or in figure coordinates

y

Float (default: 0.5) – vertical y position of the pie center, in data coordinates or in figure coordinates

radius

Float – radius of the pie, in pixels

inner_radius

Float – inner radius of the pie, in pixels

start_angle

Float (default: 0.0) – start angle of the pie (from top), in degrees

end_angle

Float (default: 360.0) – end angle of the pie (from top), in degrees

display_labels

{‘none’, ‘inside’, ‘outside’} (default: ‘inside’) – label display options

display_values

bool (default: False) – if True show values along with labels

values_format

string (default: '.2f') – format for displaying values

label_color

Color or None (default: None) – color of the labels

font_size

string (default: '14px') – label font size in px, em or ex

font_weight

{'bold', 'normal', 'bolder'} (default: 'normal') – label font weight

Data Attributes

sizes

numpy.ndarray (default: []) – proportions of the pie slices

color

numpy.ndarray or None (default: None) – color of the data points. Defaults to colors when not provided.

Notes

The fields which can be passed to the default tooltip are: : the x value associated with the bar/candle open:
 open value for the bar/candle high: high value for the bar/candle low: low value for the bar/candle close:
 close value for the bar/candle index: index of the bar/candle being hovered on

`__init__` (**kwargs)
 Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.

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Table 54 – continued from previous page

<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_background_click(callback[, remove])</code>	
<code>on_click(callback[, remove])</code>	
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_element_click(callback[, remove])</code>	
<code>on_hover(callback[, remove])</code>	
<code>on_legend_click(callback[, remove])</code>	
<code>on_legend_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>color</code>	A numpy array trait type.
<code>colors</code>	An instance of a Python list.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>display_labels</code>	An enum whose value must be in a given sequence.
<code>display_legend</code>	A boolean (True, False) trait.
<code>display_values</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>end_angle</code>	A float trait.
<code>font_size</code>	A trait for unicode strings.
<code>font_weight</code>	An enum whose value must be in a given sequence.
<code>icon</code>	
<code>inner_radius</code>	A float trait.
<code>interactions</code>	An instance of a Python dict.

Continued on next page

Table 55 – continued from previous page

<code>keys</code>	An instance of a Python list.
<code>label_color</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>mark_types</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>opacities</code>	An instance of a Python list.
<code>preserve_domain</code>	An instance of a Python dict.
<code>radius</code>	A float trait.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>sizes</code>	A numpy array trait type.
<code>sort</code>	A boolean (True, False) trait.
<code>start_angle</code>	A float trait.
<code>stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>values_format</code>	A trait for unicode strings.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	
<code>x</code>	A trait type representing a Union type.
<code>y</code>	A trait type representing a Union type.

bqplot.marks.Map

class `bqplot.marks.Map` (**kwargs)

Map mark.

colors

Dict (default: {}) – default colors for items of the map when no color data is passed. The dictionary should be indexed by the id of the element and have the corresponding colors as values. The key *default_color* controls the items for which no color is specified.

selected_styles

Dict (default: {'selected_fill': 'Red', 'selected_stroke': None, 'selected_stroke_width': 2.0}) – Dictionary containing the styles for selected subunits

hovered_styles

Dict (default: {'hovered_fill': 'Orange', 'hovered_stroke': None, 'hovered_stroke_width': 2.0}) – Dictionary containing the styles for hovered subunits

selected

List (default: []) – list containing the selected countries in the map

hover_highlight

bool (default: True) – boolean to control if the map should be aware of which country is being hovered on.

map_data

dict (default: topo_load(“map_data/WorldMap.json”)) – a topojson-formatted dictionary with the objects to map under the key ‘subunits’.

Data Attributes
color

Dict or None (default: None) – dictionary containing the data associated with every country for the color scale

`__init__` (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class’ traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.
<code>on_background_click</code> (callback[, remove])	
<code>on_click</code> (callback[, remove])	
<code>on_displayed</code> (callback[, remove])	(Un)Register a widget displayed callback.
<code>on_element_click</code> (callback[, remove])	
<code>on_hover</code> (callback[, remove])	
<code>on_legend_click</code> (callback[, remove])	
<code>on_legend_hover</code> (callback[, remove])	
<code>on_msg</code> (callback[, remove])	(Un)Register a custom msg receive callback.
<code>on_trait_change</code> ([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.

Continued on next page

Table 56 – continued from previous page

<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>apply_clip</code>	A boolean (True, False) trait.
<code>color</code>	An instance of a Python dict.
<code>colors</code>	An instance of a Python dict.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>display_legend</code>	A boolean (True, False) trait.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>hover_highlight</code>	A boolean (True, False) trait.
<code>hovered_styles</code>	An instance of a Python dict.
<code>icon</code>	
<code>interactions</code>	An instance of a Python dict.
<code>keys</code>	An instance of a Python list.
<code>labels</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>map_data</code>	An instance of a Python dict.
<code>mark_types</code>	
<code>model_id</code>	Gets the model id of this widget.
<code>name</code>	
<code>preserve_domain</code>	An instance of a Python dict.
<code>scales</code>	An instance of a Python dict.
<code>scales_metadata</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_style</code>	An instance of a Python dict.
<code>selected_styles</code>	An instance of a Python dict.

Continued on next page

Table 57 – continued from previous page

<code>stroke_color</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>tooltip</code>	A trait whose value must be an instance of a specified class.
<code>tooltip_location</code>	An enum whose value must be in a given sequence.
<code>tooltip_style</code>	An instance of a Python dict.
<code>unselected_style</code>	An instance of a Python dict.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	

3.1.4 Axes

<code>Axis(**kwargs)</code>	A line axis.
<code>ColorAxis(**kwargs)</code>	A colorbar axis.

bqplot.axes.Axis

class `bqplot.axes.Axis` (***kwargs*)

A line axis.

A line axis is the visual representation of a numerical or date scale.

icon

string (class-level attribute) – The font-awesome icon name for this object.

axis_types

dict (class-level attribute) – A registry of existing axis types.

orientation

{‘horizontal’, ‘vertical’} – The orientation of the axis, either vertical or horizontal

side

{‘bottom’, ‘top’, ‘left’, ‘right’} or None (default: None) – The side of the axis, either bottom, top, left or right.

label

string (default: ‘’) – The axis label

tick_format

string or None (default: ‘’) – The tick format for the axis, for dates use d3 string formatting.

scale

Scale – The scale represented by the axis

num_ticks

int or None (default: None) – If `tick_values` is None, number of ticks

tick_values

numpy.ndarray or None (default: None) – Tick values for the axis

offset

dict (default: {}) – Contains a scale and a value {‘scale’: scale or None, ‘value’: value of the offset} If `offset[‘scale’]` is None, the corresponding figure scale is used instead.

label_location

{‘middle’, ‘start’, ‘end’} – The location of the label along the axis, one of ‘start’, ‘end’ or ‘middle’

label_color

Color or None (default: None) – The color of the axis label

grid_lines

{'none', 'solid', 'dashed'} – The display of the grid lines

grid_color

Color or None (default: None) – The color of the grid lines

color

Color or None (default: None) – The color of the line

label_offset

string or None (default: None) – Label displacement from the axis line. Units allowed are 'em', 'px' and 'ex'. Positive values are away from the figure and negative values are towards the figure with respect to the axis line.

visible

bool (default: True) – A visibility toggle for the axis

tick_style

Dict (default: {}) – Dictionary containing the CSS-style of the text for the ticks. For example: font-size of the text can be changed by passing *{'font-size': 14}*

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.

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Table 59 – continued from previous page

<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<i>axis_types</i>	
<i>color</i>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<i>comm</i>	A trait whose value must be an instance of a specified class.
<i>cross_validation_lock</i>	A contextmanager for running a block with our cross validation lock set to True.
<i>grid_color</i>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<i>grid_lines</i>	An enum whose value must be in a given sequence.
<i>icon</i>	
<i>keys</i>	An instance of a Python list.
<i>label</i>	A trait for unicode strings.
<i>label_color</i>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<i>label_location</i>	An enum whose value must be in a given sequence.
<i>label_offset</i>	A trait for unicode strings.
<i>log</i>	A trait whose value must be an instance of a specified class.
<i>model_id</i>	Gets the model id of this widget.
<i>num_ticks</i>	An int trait.
<i>offset</i>	An instance of a Python dict.
<i>orientation</i>	An enum whose value must be in a given sequence.
<i>scale</i>	A trait whose value must be an instance of a specified class.
<i>side</i>	An enum whose value must be in a given sequence.
<i>tick_format</i>	A trait for unicode strings.

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Table 60 – continued from previous page

<code>tick_style</code>	An instance of a Python dict.
<code>tick_values</code>	A numpy array trait type.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	

bqplot.axes.ColorAxis

class `bqplot.axes.ColorAxis` (**kwargs)

A colorbar axis.

A color axis is the visual representation of a color scale.

scale

ColorScale – The scale represented by the axis

`__init__` (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.
<code>on_displayed</code> (callback[, remove])	(Un)Register a widget displayed callback.
<code>on_msg</code> (callback[, remove])	(Un)Register a custom msg receive callback.
<code>on_trait_change</code> ([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed</code> ()	Registers a callback to be called when a widget is constructed.
<code>open</code> ()	Open a comm to the frontend if one isn't already open.

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Table 61 – continued from previous page

<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>axis_types</code>	
<code>color</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>grid_color</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>grid_lines</code>	An enum whose value must be in a given sequence.
<code>icon</code>	
<code>keys</code>	An instance of a Python list.
<code>label</code>	A trait for unicode strings.
<code>label_color</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>label_location</code>	An enum whose value must be in a given sequence.
<code>label_offset</code>	A trait for unicode strings.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>num_ticks</code>	An int trait.
<code>offset</code>	An instance of a Python dict.
<code>orientation</code>	An enum whose value must be in a given sequence.
<code>scale</code>	A trait whose value must be an instance of a specified class.
<code>side</code>	An enum whose value must be in a given sequence.
<code>tick_format</code>	A trait for unicode strings.
<code>tick_style</code>	An instance of a Python dict.
<code>tick_values</code>	A numpy array trait type.
<code>visible</code>	A boolean (True, False) trait.
<code>widget_types</code>	
<code>widgets</code>	

3.1.5 Market Map

<code>MarketMap(**kwargs)</code>	Waffle wrapped map.
<code>SquareMarketMap(**kwargs)</code>	

`bqplot.market_map.MarketMap`

class `bqplot.market_map.MarketMap` (***kwargs*)

Waffle wrapped map.

names

numpy.ndarray of strings (default: []) – The elements can also be objects convertible to string primary key for the map data. A rectangle is created for each unique entry in this array

groups

numpy.ndarray (default: []) – attribute on which the groupby is run. If this is an empty array, then there is no group by for the map.

display_text

numpy.ndarray or None (default: None) – data to be displayed on each rectangle of the map. If this is empty it defaults to the names attribute.

ref_data

pandas.DataFrame or None (default: None) – Additional data associated with each element of the map. The data in this data frame can be displayed as a tooltip.

color

numpy.ndarray (default: []) – Data to represent the color for each of the cells. If the value of the data is NaN for a cell, then the color of the cell is the color of the group it belongs to in absence of data for color

scales

Dictionary of scales holding a scale for each data attribute – If the map has data being passed as color, then a corresponding color scale is required

axes

List of axes – Ability to add an axis for the scales which are used to scale data represented in the map

on_hover

custom event – This event is received when the mouse is hovering over a cell. Returns the data of the cell and the ref_data associated with the cell.

tooltip_widget

Instance of a widget – Widget to be displayed as the tooltip. This can be combined with the on_hover event to display the chart corresponding to the cell being hovered on.

tooltip_fields

list – names of the fields from the ref_data dataframe which should be displayed in the tooltip.

tooltip_formats

list – formats for each of the fields for the tooltip data. Order should match the order of the tooltip_fields

show_groups

bool – attribute to determine if the groups should be displayed. If set to True, the finer elements are blurred

Map Drawing Attributes

cols

int – Suggestion for no of columns in the map. If not specified, value is inferred from the no of rows and no of cells

rows

int – No of rows in the map. If not specified, value is inferred from the no of cells and no of columns. If both rows and columns are not specified, then a square is constructed basing on the no of cells. The above two attributes are suggestions which are respected unless they are not feasible. One required condition is that, the number of columns is odd when row_groups is greater than 1.

row_groups

int – No of groups the rows should be divided into. This can be used to draw more square cells for each of the groups

Layout Attributes**map_margin**

dict (default: {top=50, bottom=50, left=50, right=50}) – Dictionary containing the top, bottom, left and right margins. The user is responsible for making sure that the width and height are greater than the sum of the margins.

min_aspect_ratio

float – minimum width / height ratio of the figure

max_aspect_ratio

float – maximum width / height ratio of the figure

Display Attributes

colors: list of colors Colors for each of the groups which are cycled over to cover all the groups

title: string Title of the Market Map

title_style: dict CSS style for the title of the Market Map

stroke: color Stroke of each of the cells of the market map

group_stroke: color Stroke of the border for the group of cells corresponding to a group

selected_stroke: color stroke for the selected cells

hovered_stroke: color stroke for the cell being hovered on

font_style: dict CSS style for the text of each cell

Other Attributes

enable_select: bool boolean to control the ability to select the cells of the map by clicking

enable_hover: bool boolean to control if the map should be aware of which cell is being hovered on. If it is set to False, tooltip will not be displayed

Note: The aspect ratios stand for width / height ratios.

- If the available space is within bounds in terms of min and max aspect ratio, we use the entire available space.
- If the available space is too oblong horizontally, we use the client height and the width that corresponds max_aspect_ratio (maximize width under the constraints).
- If the available space is too oblong vertically, we use the client width and the height that corresponds to min_aspect_ratio (maximize height under the constraint). This corresponds to maximizing the area under the constraints.

Default min and max aspect ratio are both equal to 16 / 9.

`__init__ (**kwargs)`
Public constructor

Methods

<code>__init__ (**kwargs)</code>	Public constructor
<code>add_class(className)</code>	Adds a class to the top level element of the widget.
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_hover(callback[, remove])</code>	
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before self. <code>__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.

Continued on next page

Table 64 – continued from previous page

<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>axes</code>	An instance of a Python list.
<code>color</code>	A numpy array trait type.
<code>colors</code>	An instance of a Python list.
<code>cols</code>	An int trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>display_text</code>	A numpy array trait type.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>enable_select</code>	A boolean (True, False) trait.
<code>font_style</code>	An instance of a Python dict.
<code>group_stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>groups</code>	A numpy array trait type.
<code>hovered_stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>keys</code>	An instance of a Python list.
<code>layout</code>	A trait whose value must be an instance of a specified class.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>map_margin</code>	An instance of a Python dict.
<code>max_aspect_ratio</code>	A float trait.
<code>min_aspect_ratio</code>	A float trait.
<code>model_id</code>	Gets the model id of this widget.
<code>names</code>	A numpy array trait type.
<code>ref_data</code>	A pandas dataframe trait type.
<code>row_groups</code>	An int trait.
<code>rows</code>	An int trait.
<code>scales</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>show_groups</code>	A boolean (True, False) trait.
<code>stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>title</code>	A trait for unicode strings.
<code>title_style</code>	An instance of a Python dict.
<code>tooltip_fields</code>	An instance of a Python list.
<code>tooltip_formats</code>	An instance of a Python list.
<code>tooltip_widget</code>	A trait whose value must be an instance of a specified class.

Continued on next page

Table 65 – continued from previous page

widget_types
widgets

bqplot.market_map.SquareMarketMap

class bqplot.market_map.SquareMarketMap (**kwargs)

`__init__` (**kwargs)
Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_class</code> (className)	Adds a class to the top level element of the widget.
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.
<code>on_displayed</code> (callback[, remove])	(Un)Register a widget displayed callback.
<code>on_hover</code> (callback[, remove])	
<code>on_msg</code> (callback[, remove])	(Un)Register a custom msg receive callback.
<code>on_trait_change</code> ([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed</code> ()	Registers a callback to be called when a widget is constructed.
<code>open</code> ()	Open a comm to the frontend if one isn't already open.
<code>remove_class</code> (className)	Removes a class from the top level element of the widget.
<code>send</code> (content[, buffers])	Sends a custom msg to the widget model in the frontend.

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Table 66 – continued from previous page

<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>axes</code>	An instance of a Python list.
<code>color</code>	A numpy array trait type.
<code>colors</code>	An instance of a Python list.
<code>cols</code>	An int trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>data</code>	An instance of a Python dict.
<code>display_text</code>	A numpy array trait type.
<code>enable_hover</code>	A boolean (True, False) trait.
<code>enable_select</code>	A boolean (True, False) trait.
<code>font_style</code>	An instance of a Python dict.
<code>group_stroke</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>groups</code>	A numpy array trait type.
<code>hovered_stroke</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>keys</code>	An instance of a Python list.
<code>layout</code>	A trait whose value must be an instance of a specified class.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>map_margin</code>	An instance of a Python dict.
<code>margin</code>	An instance of a Python dict.
<code>max_aspect_ratio</code>	A float trait.
<code>min_aspect_ratio</code>	A float trait.
<code>mode</code>	An enum whose value must be in a given sequence.
<code>model_id</code>	Gets the model id of this widget.
<code>names</code>	A numpy array trait type.
<code>ref_data</code>	A pandas dataframe trait type.
<code>row_groups</code>	An int trait.
<code>rows</code>	An int trait.

Continued on next page

Table 67 – continued from previous page

<code>scales</code>	An instance of a Python dict.
<code>selected</code>	An instance of a Python list.
<code>selected_stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>show_groups</code>	A boolean (True, False) trait.
<code>stroke</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>title</code>	A trait for unicode strings.
<code>title_style</code>	An instance of a Python dict.
<code>tooltip_fields</code>	An instance of a Python list.
<code>tooltip_formats</code>	An instance of a Python list.
<code>tooltip_widget</code>	A trait whose value must be an instance of a specified class.
<code>widget_types</code>	
<code>widgets</code>	

3.1.6 Interacts

<code>BrushIntervalSelector(**kwargs)</code>	Brush interval selector interaction.
<code>BrushSelector(**kwargs)</code>	Brush interval selector interaction.
<code>HandDraw(**kwargs)</code>	A hand-draw interaction.
<code>IndexSelector(**kwargs)</code>	Index selector interaction.
<code>FastIntervalSelector(**kwargs)</code>	Fast interval selector interaction.
<code>MultiSelector(**kwargs)</code>	Multi selector interaction.
<code>OneDSelector(**kwargs)</code>	One-dimensional selector interaction
<code>Interaction(**kwargs)</code>	The base interaction class.
<code>PanZoom(**kwargs)</code>	An interaction to pan and zoom wrt scales.
<code>Selector(**kwargs)</code>	Selector interaction.
<code>TwoDSelector(**kwargs)</code>	Two-dimensional selector interaction.

bqplot.interacts.BrushIntervalSelector

class `bqplot.interacts.BrushIntervalSelector` (***kwargs*)

Brush interval selector interaction.

This 1-D selector interaction enables the user to select an interval using the brushing action of the mouse. A mouse-down marks the start of the interval. The drag after the mouse down in the x-direction selects the extent and a mouse-up signifies the end of the interval.

Once an interval is drawn, the selector can be moved to a new interval by dragging the selector to the new interval.

A double click at the same point without moving the mouse in the x-direction will result in the entire interval being selected.

selected

numpy.ndarray – Two element array containing the start and end of the interval selected in terms of the scale of the selector. This attribute changes while the selection is being made with the `BrushIntervalSelector`.

brushing

bool – Boolean attribute to indicate if the selector is being dragged. It is True when the selector is being moved and False when it is not. This attribute can be used to trigger computationally intensive code which

should be run only on the interval selection being completed as opposed to code which should be run whenever selected is changing.

color

Color or None (default: None) – Color of the rectangle representing the brush selector.

`__init__` (**kwargs)
Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.
<code>on_displayed</code> (callback[, remove])	(Un)Register a widget displayed callback.
<code>on_msg</code> (callback[, remove])	(Un)Register a custom msg receive callback.
<code>on_trait_change</code> ([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed</code> ()	Registers a callback to be called when a widget is constructed.
<code>open</code> ()	Open a comm to the frontend if one isn't already open.
<code>reset</code> ()	
<code>send</code> (content[, buffers])	Sends a custom msg to the widget model in the front-end.
<code>send_state</code> ([key])	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state</code> (sync_data)	Called when a state is received from the front-end.
<code>set_trait</code> (name, value)	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance</code> (*args, **kwargs)	This is called before self. <code>__init__</code> is called.
<code>trait_events</code> ([name])	Get a dict of all the event handlers of this class.

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<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>brushing</code>	A boolean (True, False) trait.
<code>color</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>marks</code>	An instance of a Python list.
<code>model_id</code>	Gets the model id of this widget.
<code>scale</code>	A trait whose value must be an instance of a specified class.
<code>selected</code>	A numpy array trait type.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.interacts.BrushSelector

class `bqplot.interacts.BrushSelector` (***kwargs*)

Brush interval selector interaction.

This 2-D selector interaction enables the user to select a rectangular region using the brushing action of the mouse. A mouse-down marks the starting point of the interval. The drag after the mouse down selects the rectangle of interest and a mouse-up signifies the end point of the interval.

Once an interval is drawn, the selector can be moved to a new interval by dragging the selector to the new interval.

A double click at the same point without moving the mouse will result in the entire interval being selected.

selected

numpy.ndarray – Two element array containing the start and end of the interval selected in terms of the scales of the selector. This attribute changes while the selection is being made with the `BrushIntervalSelector`.

brushing

bool (default: False) – boolean attribute to indicate if the selector is being dragged. It is True when the selector is being moved and False when it is not. This attribute can be used to trigger computationally intensive code which should be run only on the interval selection being completed as opposed to code which should be run whenever selected is changing.

color

Color or None (default: None) – Color of the rectangle representing the brush selector.

`__init__` (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.
<code>on_displayed</code> (callback[, remove])	(Un)Register a widget displayed callback.
<code>on_msg</code> (callback[, remove])	(Un)Register a custom msg receive callback.
<code>on_trait_change</code> ([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed</code> ()	Registers a callback to be called when a widget is constructed.
<code>open</code> ()	Open a comm to the frontend if one isn't already open.
<code>reset</code> ()	
<code>send</code> (content[, buffers])	Sends a custom msg to the widget model in the front-end.
<code>send_state</code> ([key])	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state</code> (sync_data)	Called when a state is received from the front-end.
<code>set_trait</code> (name, value)	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance</code> (*args, **kwargs)	This is called before self. <code>__init__</code> is called.
<code>trait_events</code> ([name])	Get a dict of all the event handlers of this class.
<code>trait_metadata</code> (traitname, key[, default])	Get metadata values for trait by key.
<code>trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>traits</code> (**metadata)	Get a dict of all the traits of this class.

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Table 71 – continued from previous page

<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>brushing</code>	A boolean (True, False) trait.
<code>clear</code>	A boolean (True, False) trait.
<code>color</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>marks</code>	An instance of a Python list.
<code>model_id</code>	Gets the model id of this widget.
<code>selected</code>	An instance of a Python list.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	
<code>x_scale</code>	A trait whose value must be an instance of a specified class.
<code>y_scale</code>	A trait whose value must be an instance of a specified class.

bqplot.interacts.HandDraw

class `bqplot.interacts.HandDraw` (**kwargs)

A hand-draw interaction.

This can be used to edit the ‘y’ value of an existing line using the mouse. The minimum and maximum x values of the line which can be edited may be passed as parameters. The y-values for any part of the line can be edited by drawing the desired path while holding the mouse-down. y-values corresponding to x-values smaller than `min_x` or greater than `max_x` cannot be edited by `HandDraw`.

lines

an instance Lines mark or None (default: None) – The instance of Lines which is edited using the hand-draw interaction. The ‘y’ values of the line are changed according to the path of the mouse. If the lines has multi dimensional ‘y’, then the ‘line_index’ attribute is used to selected the ‘y’ to be edited.

line_index

nonnegative integer (default: 0) – For a line with multi-dimensional ‘y’, this indicates the index of the ‘y’ to be edited by the handdraw.

min_x

float or Date or None (default: None) – The minimum value of ‘x’ which should be edited via the hand-draw.

max_x

float or Date or None (default: None) – The maximum value of ‘x’ which should be edited via the hand-

draw.

`__init__` (**kwargs)
Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.
<code>notify_change</code> (change)	Called when a property has changed.
<code>observe</code> (handler[, names, type])	Setup a handler to be called when a trait changes.
<code>on_displayed</code> (callback[, remove])	(Un)Register a widget displayed callback.
<code>on_msg</code> (callback[, remove])	(Un)Register a custom msg receive callback.
<code>on_trait_change</code> ([handler, name, remove])	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed</code> ()	Registers a callback to be called when a widget is constructed.
<code>open</code> ()	Open a comm to the frontend if one isn't already open.
<code>send</code> (content[, buffers])	Sends a custom msg to the widget model in the front-end.
<code>send_state</code> ([key])	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state</code> (sync_data)	Called when a state is received from the front-end.
<code>set_trait</code> (name, value)	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance</code> (*args, **kwargs)	This is called before self.__init__ is called.
<code>trait_events</code> ([name])	Get a dict of all the event handlers of this class.
<code>trait_metadata</code> (traitname, key[, default])	Get metadata values for trait by key.
<code>trait_names</code> (**metadata)	Get a list of all the names of this class' traits.
<code>traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>unobserve</code> (handler[, names, type])	Remove a trait change handler.

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Table 73 – continued from previous page

<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.
Attributes	
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>line_index</code>	An int trait.
<code>lines</code>	A trait whose value must be an instance of a specified class.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>max_x</code>	A trait type representing a Union type.
<code>min_x</code>	A trait type representing a Union type.
<code>model_id</code>	Gets the model id of this widget.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.interacts.IndexSelector

class `bqplot.interacts.IndexSelector` (**kwargs)

Index selector interaction.

This 1-D selector interaction uses the mouse x-coordinate to select the corresponding point in terms of the selector scale.

Index Selector has two modes:

1. default mode: The mouse controls the x-position of the selector.
2. **frozen mode: In this mode, the selector is frozen at a point and** does not respond to mouse events.

A single click switches between the two modes.

selected

numpy.ndarray – A single element array containing the point corresponding the x-position of the mouse. This attribute is updated as you move the mouse along the x-direction on the figure.

color

Color or None (default: None) – Color of the line representing the index selector.

line_width

nonnegative integer (default: 0) – Width of the line representing the index selector.

`__init__` (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>reset()</code>	
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>color</code>	A string holding a valid HTML color such as 'blue', '#060482', '#A80'
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>line_width</code>	An int trait.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>marks</code>	An instance of a Python list.
<code>model_id</code>	Gets the model id of this widget.
<code>scale</code>	A trait whose value must be an instance of a specified class.
<code>selected</code>	A numpy array trait type.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.interacts.FastIntervalSelector

class `bqplot.interacts.FastIntervalSelector` (**kwargs)

Fast interval selector interaction.

This 1-D selector is used to select an interval on the x-scale by just moving the mouse (without clicking or dragging). The x-coordinate of the mouse controls the mid point of the interval selected while the y-coordinate of the mouse controls the the width of the interval. The larger the y-coordinate, the wider the interval selected.

Interval selector has three modes:

1. **default mode: This is the default mode in which the mouse controls** the location and width of the interval.
2. **fixed-width mode: In this mode the width of the interval is frozen** and only the location of the interval is controlled with the mouse. A single click from the default mode takes you to this mode. Another single click takes you back to the default mode.
3. **frozen mode: In this mode the selected interval is frozen and the** selector does not respond to mouse move. A double click from the default mode takes you to this mode. Another double click takes you back to the default mode.

selected

numpy.ndarray – Two-element array containing the start and end of the interval selected in terms of the scale of the selector.

color

Color or None (default: None) – color of the rectangle representing the interval selector

size

Float or None (default: None) – if not None, this is the fixed pixel-width of the interval selector

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>reset()</code>	
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>color</code>	A string holding a valid HTML color such as ‘blue’, ‘#060482’, ‘#A80’
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>marks</code>	An instance of a Python list.
<code>model_id</code>	Gets the model id of this widget.
<code>scale</code>	A trait whose value must be an instance of a specified class.
<code>selected</code>	A numpy array trait type.
<code>size</code>	A float trait.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.interacts.MultiSelector

class bqplot.interacts.**MultiSelector** (**kwargs)

Multi selector interaction.

This 1-D selector interaction enables the user to select multiple intervals using the mouse. A mouse-down marks the start of the interval. The drag after the mouse down in the x-direction selects the extent and a mouse-up signifies the end of the interval.

The current selector is highlighted with a green border and the inactive selectors are highlighted with a red border.

The multi selector has three modes:

1. **default mode: In this mode the interaction behaves exactly as the** brush selector interaction with the current selector.
2. **add mode: In this mode a new selector can be added by clicking at** a point and dragging over the interval of interest. Once a new selector has been added, the multi selector is back in the default mode. From the default mode, ctrl+click switches to the add mode.
3. **choose mode: In this mode, any of the existing inactive selectors** can be set as the active selector. When an inactive selector is selected by clicking, the multi selector goes back to the default mode. From the default mode, shift+click switches to the choose mode.

A double click at the same point without moving the mouse in the x-direction will result in the entire interval being selected for the current selector.

selected

dict – A dictionary with keys being the names of the intervals and values being the two element arrays containing the start and end of the interval selected by that particular selector in terms of the scale of the selector. This is a read-only attribute. This attribute changes while the selection is being made with the MultiSelectorinteraction.

brushing

bool (default: False) – A boolean attribute to indicate if the selector is being dragged. It is True when

the selector is being moved and false when it is not. This attribute can be used to trigger computationally intensive code which should be run only on the interval selection being completed as opposed to code which should be run whenever selected is changing.

names

list – A list of strings indicating the keys of the different intervals. Default values are ‘int1’, ‘int2’, ‘int3’ and so on.

show_names

bool (default: True) – Attribute to indicate if the names of the intervals are to be displayed along with the interval.

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class’ traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hidden_selected_changed(name, selected)</code>	
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn’t already open.
<code>reset()</code>	
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the frontend.

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<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>brushing</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>marks</code>	An instance of a Python list.
<code>model_id</code>	Gets the model id of this widget.
<code>names</code>	An instance of a Python list.
<code>scale</code>	A trait whose value must be an instance of a specified class.
<code>selected</code>	An instance of a Python dict.
<code>show_names</code>	A boolean (True, False) trait.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.interacts.OneDSelector

class `bqplot.interacts.OneDSelector` (***kwargs*)

One-dimensional selector interaction

Base class for all selectors which select data in one dimension, i.e., either the x or the y direction. The `scale` attribute should be provided.

scale

An instance of Scale – This is the scale which is used for inversion from the pixels to data co-ordinates. This scale is used for setting the selected attribute for the selector.

`__init__` (***kwargs*)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>reset()</code>	
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>marks</code>	An instance of a Python list.
<code>model_id</code>	Gets the model id of this widget.
<code>scale</code>	A trait whose value must be an instance of a specified class.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.interacts.Interaction

class `bqplot.interacts.Interaction` (**kwargs)

The base interaction class.

An interaction is a mouse interaction layer for a figure that requires the capture of all mouse events on the plot area. A consequence is that one can allow only one interaction at any time on a figure.

An interaction can be associated with features such as selection or manual change of specific mark. Although, they differ from the so called ‘mark interactions’ in that they do not rely on knowing whether a specific element of the mark are hovered by the mouse.

types

dict (class-level attribute) representing interaction types – A registry of existing interaction types.

`__init__` (**kwargs)

Public constructor

Methods

<code>__init__</code> (**kwargs)	Public constructor
<code>add_traits</code> (**traits)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (**metadata)	Get a list of all the names of this class’ traits.
<code>class_traits</code> (**metadata)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	

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<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.interacts.PanZoom

class `bqplot.interacts.PanZoom(**kwargs)`

An interaction to pan and zoom wrt scales.

allow_pan

bool (default: True) – Toggle the ability to pan.

allow_zoom

bool (default: True) – Toggle the ability to zoom.

scales

Dictionary of lists of Scales (default: {}) – Dictionary with keys such as ‘x’ and ‘y’ and values being the scales in the corresponding direction (dimensions) which should be panned or zoomed.

__init__ (**kwargs)

Public constructor

Methods

<code>__init__(**kwargs)</code>	Public constructor
<code>add_traits(**traits)</code>	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events(name)</code>	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits(**metadata)</code>	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names(**metadata)</code>	Get a list of all the names of this class’ traits.
<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn’t already open.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.

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<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>allow_pan</code>	A boolean (True, False) trait.
<code>allow_zoom</code>	A boolean (True, False) trait.
<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>scales</code>	An instance of a Python dict.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	

bqplot.interacts.Selector

class `bqplot.interacts.Selector` (***kwargs*)

Selector interaction. A selector can be used to select a subset of data

Base class for all the selectors.

marks

list (default: []) – list of marks for which the *selected* attribute is updated based on the data selected by the selector.

`__init__` (***kwargs*)

Public constructor

Methods

<code>__init__</code> (<i>**kwargs</i>)	Public constructor
<code>add_traits</code> (<i>**traits</i>)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (<i>name</i>)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (<i>**metadata</i>)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (<i>**metadata</i>)	Get a list of all the names of this class' traits.

Continued on next page

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<code>class_traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>close()</code>	Close method.
<code>close_all()</code>	
<code>get_manager_state([widgets])</code>	Returns the full state for a widget manager for embedding
<code>get_state([key, drop_defaults])</code>	Gets the widget state, or a piece of it.
<code>get_view_spec()</code>	
<code>handle_comm_opened(msg)</code>	Static method, called when a widget is constructed.
<code>has_trait(name)</code>	Returns True if the object has a trait with the specified name.
<code>hold_sync()</code>	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications()</code>	Context manager for bundling trait change notifications and cross validation.
<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>reset()</code>	
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>marks</code>	An instance of a Python list.

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model_id	Gets the model id of this widget.
types	
widget_types	
widgets	

bqplot.interacts.TwoDSelector

class bqplot.interacts.TwoDSelector (**kwargs)

Two-dimensional selector interaction.

Base class for all selectors which select data in both the x and y dimensions. The attributes ‘x_scale’ and ‘y_scale’ should be provided.

x_scale

An instance of Scale – This is the scale which is used for inversion from the pixels to data co-ordinates in the x-direction. This scale is used for setting the selected attribute for the selector along with y_scale.

y_scale

An instance of Scale – This is the scale which is used for inversion from the pixels to data co-ordinates in the y-direction. This scale is used for setting the selected attribute for the selector along with x_scale.

__init__ (**kwargs)

Public constructor

Methods

__init__ (**kwargs)	Public constructor
add_traits (**traits)	Dynamically add trait attributes to the Widget.
class_own_trait_events (name)	Get a dict of all event handlers defined on this class, not a parent.
class_own_traits (**metadata)	Get a dict of all the traitlets defined on this class, not a parent.
class_trait_names (**metadata)	Get a list of all the names of this class’ traits.
class_traits (**metadata)	Get a dict of all the traits of this class.
close ()	Close method.
close_all ()	
get_manager_state ([widgets])	Returns the full state for a widget manager for embedding
get_state ([key, drop_defaults])	Gets the widget state, or a piece of it.
get_view_spec ()	
handle_comm_opened (msg)	Static method, called when a widget is constructed.
has_trait (name)	Returns True if the object has a trait with the specified name.
hold_sync ()	Hold syncing any state until the outermost context manager exits
hold_trait_notifications ()	Context manager for bundling trait change notifications and cross validation.
notify_change (change)	Called when a property has changed.
observe (handler[, names, type])	Setup a handler to be called when a trait changes.
on_displayed (callback[, remove])	(Un)Register a widget displayed callback.
on_msg (callback[, remove])	(Un)Register a custom msg receive callback.

Continued on next page

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<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>reset()</code>	
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a dict of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a dict of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>keys</code>	An instance of a Python list.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>marks</code>	An instance of a Python list.
<code>model_id</code>	Gets the model id of this widget.
<code>types</code>	
<code>widget_types</code>	
<code>widgets</code>	
<code>x_scale</code>	A trait whose value must be an instance of a specified class.
<code>y_scale</code>	A trait whose value must be an instance of a specified class.

3.1.7 Traits Types

<code>Date([default_value])</code>	A datetime trait type.
------------------------------------	------------------------

bqplot.traits.Date

class bqplot.traits.Date (*default_value=datetime.datetime(2018, 2, 18, 19, 42, 43, 516317)*, ***kwargs*)

A datetime trait type.

Converts the passed date into a string format that can be used to construct a JavaScript datetime.

__init__ (*default_value=datetime.datetime(2018, 2, 18, 19, 42, 43, 516317)*, ***kwargs*)
 Declare a traitlet.

If *allow_none* is True, None is a valid value in addition to any values that are normally valid. The default is up to the subclass. For most trait types, the default value for *allow_none* is False.

Extra metadata can be associated with the traitlet using the *.tag()* convenience method or by using the traitlet instance's *.metadata* dictionary.

Methods

<code>__init__</code> ([default_value])	Declare a traitlet.
<code>class_init</code> (cls, name)	Part of the initialization which may depend on the underlying HasDescriptors class.
<code>default_value_repr</code> ()	
<code>error</code> (obj, value)	
<code>get</code> (obj[, cls])	
<code>get_default_value</code> ()	DEPRECATED: Retrieve the static default value for this trait.
<code>get_metadata</code> (key[, default])	DEPRECATED: Get a metadata value.
<code>info</code> ()	
<code>init_default_value</code> (obj)	DEPRECATED: Set the static default value for the trait type.
<code>instance_init</code> (obj)	Part of the initialization which may depend on the underlying HasDescriptors instance.
<code>set</code> (obj, value)	
<code>set_metadata</code> (key, value)	DEPRECATED: Set a metadata key/value.
<code>tag</code> (**metadata)	Sets metadata and returns self.
<code>validate</code> (obj, value)	

Attributes

<code>allow_none</code>
<code>default_value</code>
<code>info_text</code>
<code>metadata</code>
<code>name</code>
<code>read_only</code>
<code>this_class</code>

3.1.8 Toolbar

`Toolbar(**kwargs)`

Default toolbar for bqplot figures.

bqplot.toolbar.Toolbar

class `bqplot.toolbar.Toolbar` (***kwargs*)

Default toolbar for bqplot figures.

The default toolbar provides three buttons:

- A *Panzoom* toggle button which enables panning and zooming the figure.
- A *Save* button to save the figure as a png image.
- A *Reset* button, which resets the figure position to its original state.

When the *Panzoom* button is toggled to True for the first time, a new instance of `PanZoom` widget is created. The created `PanZoom` widget uses the scales of all the marks that are on the figure at this point. When the *PanZoom* widget is toggled to False, the figure retrieves its previous interaction. When the *Reset* button is pressed, the `PanZoom` widget is deleted and the figure scales reset to their initial state. We are back to the case where the `PanZoom` widget has never been set.

If new marks are added to the figure after the panzoom button is toggled, and these use new scales, those scales will not be panned or zoomed, unless the reset button is clicked.

figure

instance of Figure – The figure to which the toolbar will apply.

`__init__` (***kwargs*)

Public constructor

Methods

<code>__init__</code> (<i>**kwargs</i>)	Public constructor
<code>add_class</code> (className)	Adds a class to the top level element of the widget.
<code>add_traits</code> (<i>**traits</i>)	Dynamically add trait attributes to the Widget.
<code>class_own_trait_events</code> (name)	Get a dict of all event handlers defined on this class, not a parent.
<code>class_own_traits</code> (<i>**metadata</i>)	Get a dict of all the traitlets defined on this class, not a parent.
<code>class_trait_names</code> (<i>**metadata</i>)	Get a list of all the names of this class' traits.
<code>class_traits</code> (<i>**metadata</i>)	Get a dict of all the traits of this class.
<code>close</code> ()	Close method.
<code>close_all</code> ()	
<code>get_manager_state</code> ([widgets])	Returns the full state for a widget manager for embedding
<code>get_state</code> ([key, drop_defaults])	Gets the widget state, or a piece of it.
<code>get_view_spec</code> ()	
<code>handle_comm_opened</code> (msg)	Static method, called when a widget is constructed.
<code>has_trait</code> (name)	Returns True if the object has a trait with the specified name.
<code>hold_sync</code> ()	Hold syncing any state until the outermost context manager exits
<code>hold_trait_notifications</code> ()	Context manager for bundling trait change notifications and cross validation.

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Table 95 – continued from previous page

<code>notify_change(change)</code>	Called when a property has changed.
<code>observe(handler[, names, type])</code>	Setup a handler to be called when a trait changes.
<code>on_displayed(callback[, remove])</code>	(Un)Register a widget displayed callback.
<code>on_msg(callback[, remove])</code>	(Un)Register a custom msg receive callback.
<code>on_trait_change([handler, name, remove])</code>	DEPRECATED: Setup a handler to be called when a trait changes.
<code>on_widget_constructed()</code>	Registers a callback to be called when a widget is constructed.
<code>open()</code>	Open a comm to the frontend if one isn't already open.
<code>remove_class(className)</code>	Removes a class from the top level element of the widget.
<code>send(content[, buffers])</code>	Sends a custom msg to the widget model in the front-end.
<code>send_state([key])</code>	Sends the widget state, or a piece of it, to the front-end, if it exists.
<code>set_state(sync_data)</code>	Called when a state is received from the front-end.
<code>set_trait(name, value)</code>	Forcibly sets trait attribute, including read-only attributes.
<code>setup_instance(*args, **kwargs)</code>	This is called before <code>self.__init__</code> is called.
<code>trait_events([name])</code>	Get a <code>dict</code> of all the event handlers of this class.
<code>trait_metadata(traitname, key[, default])</code>	Get metadata values for trait by key.
<code>trait_names(**metadata)</code>	Get a list of all the names of this class' traits.
<code>traits(**metadata)</code>	Get a <code>dict</code> of all the traits of this class.
<code>unobserve(handler[, names, type])</code>	Remove a trait change handler.
<code>unobserve_all([name])</code>	Remove trait change handlers of any type for the specified name.

Attributes

<code>comm</code>	A trait whose value must be an instance of a specified class.
<code>cross_validation_lock</code>	A contextmanager for running a block with our cross validation lock set to True.
<code>figure</code>	A trait whose value must be an instance of a specified class.
<code>keys</code>	An instance of a Python list.
<code>layout</code>	An instance trait which coerces a dict to an instance.
<code>log</code>	A trait whose value must be an instance of a specified class.
<code>model_id</code>	Gets the model id of this widget.
<code>widget_types</code>	
<code>widgets</code>	

3.1.9 Pyplot

<code>figure([key, fig])</code>	Creates figures and switches between figures.
<code>show([key, display_toolbar])</code>	Shows the current context figure in the output area.
<code>axes([mark, options])</code>	Draws axes corresponding to the scales of a given mark.

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<code>plot(*args, **kwargs)</code>	Draw lines in the current context figure.
<code>scatter(x, y, **kwargs)</code>	Draw a scatter in the current context figure.
<code>hist(sample[, options])</code>	Draw a histogram in the current context figure.
<code>bar(x, y, **kwargs)</code>	Draws a bar chart in the current context figure.
<code>ohlc(*args, **kwargs)</code>	Draw OHLC bars or candle bars in the current context figure.
<code>geo(map_data, **kwargs)</code>	Draw a map in the current context figure.
<code>clear()</code>	Clears the current context figure of all marks axes and grid lines.
<code>close(key)</code>	Closes and unregister the context figure corresponding to the key.
<code>current_figure()</code>	Returns the current context figure.
<code>scales([key, scales])</code>	Creates and switches between context scales.
<code>xlim(min, max)</code>	Set the domain bounds of the current ‘x’ scale.
<code>ylim(min, max)</code>	Set the domain bounds of the current ‘y’ scale.
<code>axes([mark, options])</code>	Draws axes corresponding to the scales of a given mark.
<code>xlabel([label, mark])</code>	Sets the value of label for an axis whose associated scale has the dimension <i>x</i> .
<code>ylabel([label, mark])</code>	Sets the value of label for an axis whose associated scale has the dimension <i>y</i> .

bqplot.pyplot.figure

`bqplot.pyplot.figure` (*key=None, fig=None, **kwargs*)

Creates figures and switches between figures.

If a `bqplot.Figure` object is provided via the `fig` optional argument, this figure becomes the current context figure.

Otherwise:

- If no key is provided, a new empty context figure is created.
- If a key is provided for which a context already exists, the corresponding context becomes current.
- If a key is provided and no corresponding context exists, a new context is created for that key and becomes current.

Besides, optional arguments allow to set or modify Attributes of the selected context figure.

Parameters

- **key** (*hashable, optional*) – Any variable that can be used as a key for a dictionary
- **fig** (*Figure, optional*) – A `bqplot.Figure`

bqplot.pyplot.show

`bqplot.pyplot.show` (*key=None, display_toolbar=True*)

Shows the current context figure in the output area.

Parameters

- **key** (*hashable, optional*) – Any variable that can be used as a key for a dictionary.
- **display_toolbar** (*bool (default: True)*) – If `True`, a toolbar for different mouse interaction is displayed with the figure.

Raises `KeyError` – When no context figure is associated with the provided key.

Examples

```
>>> import numpy as np
>>> import pyplot as plt
>>> n = 100
>>> x = np.arange(n)
>>> y = np.cumsum(np.random.randn(n))
>>> plt.plot(x,y)
>>> plt.show()
```

bqplot.pyplot.axes

`bqplot.pyplot.axes` (*mark=None, options={}, **kwargs*)

Draws axes corresponding to the scales of a given mark.

It also returns a dictionary of drawn axes. If the mark is not provided, the last drawn mark is used.

Parameters

- **mark** (*Mark or None (default: None)*) – The mark to inspect to create axes. If None, the last mark drawn is used instead.
- **options** (*dict (default: {})*) – Options for the axes to be created. If a scale labeled ‘x’ is required for that mark, options[‘x’] contains optional keyword arguments for the constructor of the corresponding axis type.

bqplot.pyplot.plot

`bqplot.pyplot.plot` (**args, **kwargs*)

Draw lines in the current context figure.

Signature: `plot(x, y, **kwargs)` or `plot(y, **kwargs)`, depending of the length of the list of positional arguments. In the case where the *x* array is not provided.

Parameters

- **x** (*numpy.ndarray or list, 1d or 2d (optional)*) – The x-coordinates of the plotted line. When not provided, the function defaults to `numpy.arange(len(y))` x can be 1-dimensional or 2-dimensional.
- **y** (*numpy.ndarray or list, 1d or 2d*) – The y-coordinates of the plotted line. If argument *x* is 2-dimensional it must also be 2-dimensional.
- **marker_str** (*string*) – string representing line_style, marker and color. For e.g. ‘g-o’, ‘sr’ etc
- **options** (*dict (default: {})*) – Options for the scales to be created. If a scale labeled ‘x’ is required for that mark, options[‘x’] contains optional keyword arguments for the constructor of the corresponding scale type.
- **axes_options** (*dict (default: {})*) – Options for the axes to be created. If an axis labeled ‘x’ is required for that mark, axes_options[‘x’] contains optional keyword arguments for the constructor of the corresponding axis type.

- **figure** (*Figure or None*) – The figure to which the line is to be added. If the value is None, the current figure is used.

bqplot.pyplot.scatter

`bqplot.pyplot.scatter(x, y, **kwargs)`

Draw a scatter in the current context figure.

Parameters

- **x** (*numpy.ndarray, 1d*) – The x-coordinates of the data points.
- **y** (*numpy.ndarray, 1d*) – The y-coordinates of the data points.
- **options** (*dict (default: {})*) – Options for the scales to be created. If a scale labeled ‘x’ is required for that mark, options[‘x’] contains optional keyword arguments for the constructor of the corresponding scale type.
- **axes_options** (*dict (default: {})*) – Options for the axes to be created. If an axis labeled ‘x’ is required for that mark, axes_options[‘x’] contains optional keyword arguments for the constructor of the corresponding axis type.

bqplot.pyplot.hist

`bqplot.pyplot.hist(sample, options={}, **kwargs)`

Draw a histogram in the current context figure.

Parameters

- **sample** (*numpy.ndarray, 1d*) – The sample for which the histogram must be generated.
- **options** (*dict (default: {})*) – Options for the scales to be created. If a scale labeled ‘counts’ is required for that mark, options[‘counts’] contains optional keyword arguments for the constructor of the corresponding scale type.
- **axes_options** (*dict (default: {})*) – Options for the axes to be created. If an axis labeled ‘counts’ is required for that mark, axes_options[‘counts’] contains optional keyword arguments for the constructor of the corresponding axis type.

bqplot.pyplot.bar

`bqplot.pyplot.bar(x, y, **kwargs)`

Draws a bar chart in the current context figure.

Parameters

- **x** (*numpy.ndarray, 1d*) – The x-coordinates of the data points.
- **y** (*numpy.ndarray, 1d*) – The y-coordinates of the data points.
- **options** (*dict (default: {})*) – Options for the scales to be created. If a scale labeled ‘x’ is required for that mark, options[‘x’] contains optional keyword arguments for the constructor of the corresponding scale type.
- **axes_options** (*dict (default: {})*) – Options for the axes to be created. If an axis labeled ‘x’ is required for that mark, axes_options[‘x’] contains optional keyword arguments for the constructor of the corresponding axis type.

bqplot.pyplot.ohlc

`bqplot.pyplot.ohlc(*args, **kwargs)`

Draw OHLC bars or candle bars in the current context figure.

Signature: `ohlc(x, y, **kwargs)` or `ohlc(y, **kwargs)`, depending of the length of the list of positional arguments. In the case where the `x` array is not provided

Parameters

- **x** (*numpy.ndarray or list, 1d (optional)*) – The x-coordinates of the plotted line. When not provided, the function defaults to `numpy.arange(len(y))`.
- **y** (*numpy.ndarray or list, 2d*) – The ohlc (open/high/low/close) information. A two dimensional array. `y` must have the shape `(n, 4)`.
- **options** (*dict (default: {})*) – Options for the scales to be created. If a scale labeled 'x' is required for that mark, `options['x']` contains optional keyword arguments for the constructor of the corresponding scale type.
- **axes_options** (*dict (default: {})*) – Options for the axes to be created. If an axis labeled 'x' is required for that mark, `axes_options['x']` contains optional keyword arguments for the constructor of the corresponding axis type.

bqplot.pyplot.geo

`bqplot.pyplot.geo(map_data, **kwargs)`

Draw a map in the current context figure.

Parameters

- **map_data** (*string or bqplot.map (default: WorldMap)*) – Name of the map or json file required for the map data.
- **options** (*dict (default: {})*) – Options for the scales to be created. If a scale labeled 'x' is required for that mark, `options['x']` contains optional keyword arguments for the constructor of the corresponding scale type.
- **axes_options** (*dict (default: {})*) – Options for the axes to be created. If an axis labeled 'x' is required for that mark, `axes_options['x']` contains optional keyword arguments for the constructor of the corresponding axis type.

bqplot.pyplot.clear

`bqplot.pyplot.clear()`

Clears the current context figure of all marks axes and grid lines.

bqplot.pyplot.close

`bqplot.pyplot.close(key)`

Closes and unregister the context figure corresponding to the key.

Parameters **key** (*hashable*) – Any variable that can be used as a key for a dictionary

bqplot.pyplot.current_figure

`bqplot.pyplot.current_figure()`
Returns the current context figure.

bqplot.pyplot.scales

`bqplot.pyplot.scales` (*key=None, scales={}*)
Creates and switches between context scales.

If no key is provided, a new blank context is created.

If a key is provided for which a context already exists, the existing context is set as the current context.

If a key is provided and no corresponding context exists, a new context is created for that key and set as the current context.

Parameters

- **key** (*hashable, optional*) – Any variable that can be used as a key for a dictionary
- **scales** (*dictionary*) – Dictionary of scales to be used in the new context

Example

```
>>> scales(scales={
>>>     'x': Keep,
>>>     'color': ColorScale(min=0, max=1)
>>> })
```

This creates a new scales context, where the ‘x’ scale is kept from the previous context, the ‘color’ scale is an instance of `ColorScale` provided by the user. Other scales, potentially needed such as the ‘y’ scale in the case of a line chart will be created on the fly when needed.

Notes

Every call to the function `figure` triggers a call to `scales`.

The `scales` parameter is ignored if the `key` argument is not `Keep` and context scales already exist for that key.

bqplot.pyplot.xlim

`bqplot.pyplot.xlim` (*min, max*)
Set the domain bounds of the current ‘x’ scale.

bqplot.pyplot.ylim

`bqplot.pyplot.ylim` (*min, max*)
Set the domain bounds of the current ‘y’ scale.

bqplot.pyplot.xlabel

`bqplot.pyplot.xlabel` (*label=None, mark=None, **kwargs*)

Sets the value of label for an axis whose associated scale has the dimension *x*.

Parameters `label` (*Unicode or None (default: None)*) – The label for x axis

bqplot.pyplot.ylabel

`bqplot.pyplot.ylabel` (*label=None, mark=None, **kwargs*)

Sets the value of label for an axis whose associated scale has the dimension *y*.

Parameters `label` (*Unicode or None (default: None)*) – The label for y axis

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