Components can be reused as your personal customized KNIME nodes or they can also be shared with others via KNIME Hub and KNIME Server.

To share a component choose the destination for the shared component in the window that opens. Now the component is shared and it can be edited in its new location. A green arrow appears on top of the link. The component is shared to the KNIME Hub. The link can be of different type. The selected component is visible to external users.

Save... Create a file and upload your component to KNIME Hub. It is now made available for other KNIME users to download and reuse.

Revert... Changes you made after the last save will be lost.

The user of the shared component can edit its new location on the KNIME Explorer. After editing, KNIME can update the shared component instances in other workflows. If you are using someone else’s shared component you can still edit it, but first you need to break the link. Note that then you won’t be able to get updates anymore.

Component builders can optionally implement component functionalities through coding. KNIME supports a number of coding options as well as ways to link components with other components.

Offers a code editor for JavaScript to implement a custom view. Optionally feed in data to visualize it based on your implementation. The node offers checkboxes for a few dependencies (e.g., D3.js), as well as a CSS editor.

Offers an editor for your Python to process any number and types of inputs into outputs. The node offers a code editor for your Python code. The node is sharable on the node settings and/or in KNIME Preferences. More specifically, the shared and linked components can be from the KNIME Interactive R Statistics Integration.

Fails on purpose when a certain condition is met. A custom message appears on the node and on the outside of the component. Use it to test if the component fail on purpose.

Offers a code editor for Java to implement a custom view. Optionally feed in data to visualize it based on your implementation. The node offers checkboxes for a few dependencies (e.g., D3.js), as well as a CSS editor.

Component can be used downstream of the component as well as in any other workflow you have set up.

When you drag and drop a node into a canvas, a separate window that opens. You can edit the node name, replace the placeholder image, add a custom image, copy and paste from the Windows clipboard, create a link to the KNIME Hub page, and add notes for future reference.

Component can be used downstream of the component as well as in any other workflow you have set up.
FROM
WORDS TO
WISDOM

A Guide to KNIME Analytics Platform for Beginners
Authors: Satoru Hayasaka and Rosaria Silipo

File Reader
original data set
Partitioing
80 vs. 20
Decision Tree Learner
training to predict income
Decision Tree Predictor
attach class probabilities
Scorer
confusion matrix
+ scores

KNIME®
BEGINNER’S LUCK

A Guide to KNIME Analytics Platform for Advanced Users
Authors: Rosaria Silipo and Danilo Hristokovski

WILL THEY
BLEND
SECOND EDITION
Data Blending with KNIME

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