Getting Started

REU Summer Workshop: Python 3

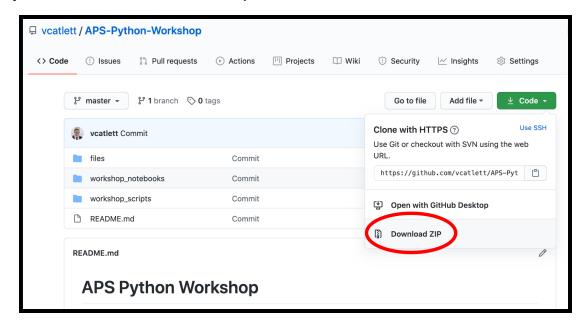
Step 1: Get the Anaconda Distribution

Anaconda Installers Linux \Lambda Windows # MacOS **É** Python 3.8 Python 3.8 Python 3.8 64-Bit Graphical Installer (440 MB) 64-Bit Graphical Installer (477 MB) 64-Bit (x86) Installer (544 MB) 32-Bit Graphical Installer (409 MB) 64-Bit Command Line Installer (433 MB) 64-Bit (Power8 and Power9) Installer (285 64-Bit (AWS Graviton2 / ARM64) Installer (413 M) 64-bit (Linux on IBM Z & LinuxONE) Installer

- Go to https://www.anaconda.com/products/individual
- Scroll down to "Anaconda Installers"
- Download the Anaconda Distribution for Python 3.8 using the appropriate installer for your operating system
- Follow the installation instructions on your computer

Note: If you are experienced with Python, you may not wish to follow all of these steps. If you already have Python on your computer, you don't need the entire Anaconda Distribution. We are downloading the distribution to facilitate Python installation and to get Jupyter Notebook. You can download Jupyter Notebook directly with pip, then run it from the Terminal or Anaconda Prompt using the command *jupyter notebook*.

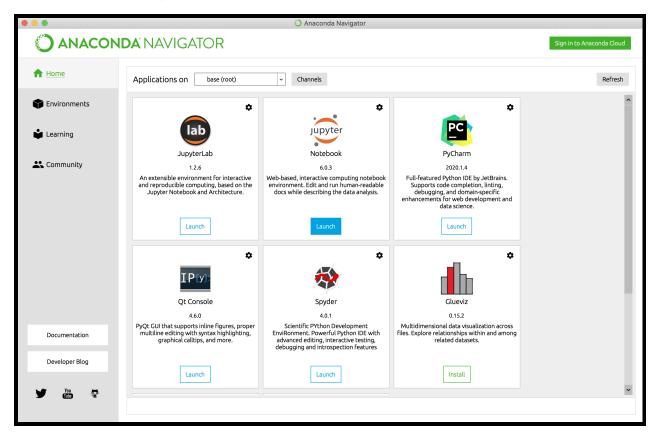
Step 2: Download the Workshop Files from GitHub



- Go to https://github.com/vcatlett/APS-Python-Workshop
- Click the green "Download Code" button
- Click the "Download ZIP" option
- Unzip the download on your computer. The download will be called APS-Python-Workshop-master.zip
- Move the unzipped folder to a location on your computer where you can easily find it (say, your desktop)

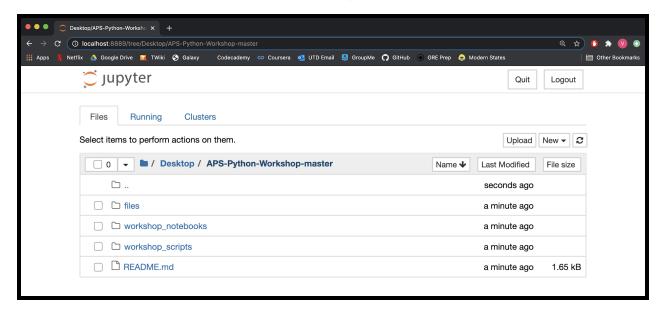
Note: If you already know Python and prefer another integrated development environment (IDE), feel free to use it instead of Jupyter Notebook. The code inside of the *workshop_scripts* folder does not require a notebook-style IDE and will produce the same results as the code in *workshop_notebooks*. However, you are responsible for understanding your own IDE, as this workshop is designed for Jupyter Notebook.

Step 3: Open Jupyter Notebook



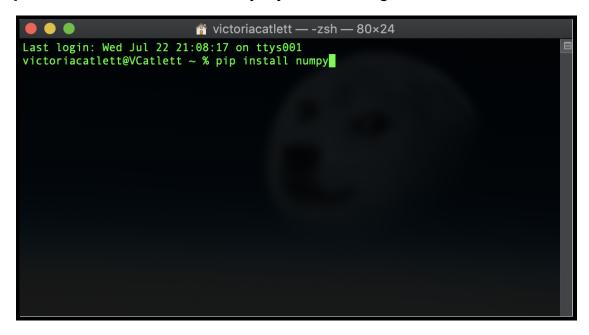
- Open the Anaconda Distribution (click on the app you just downloaded, which should look like a green circle)
- Open Jupyter Notebook by clicking the Launch button
- This should open a browser window showing the contents of your computer.
 - Don't worry, it's not putting your documents on the internet or connecting to the internet at all. It's just using the browser as an interface.

Step 4: Open the Workshop Files in Jupyter Notebook



- Navigate through your files in Jupyter until you find the workshop folder you downloaded from GitHub, APS-Python-Workshop-master
- Make sure you have everything:
 - files: This folder contains 4 data files you will use during the workshop
 - workshop_notebooks: This folder contains the Jupyter Notebook files you will use in the workshop.
 - workshop_scripts: This folder contains code which does the same things
 as the code in workshop_notebooks, but it doesn't need a notebook-style
 environment to run. Ignore or delete this folder if you're using Jupyter
 Notebook; it's just there for experienced Python users who want to use
 something else to run the code.
 - Getting Started.pdf: This document!
 - README.md: This is a file which GitHub uses to create a nice-looking description on the webpage. Ignore or delete this file.
- Open the workshop_notebooks folder. You should see two more folders, Part 1
 and Part 2, which each contain 4 files with .ipynb extensions

Step 5: Download the Necessary Python Packages



- Open the Terminal (Mac, Linux) or Anaconda Prompt (Windows) application.
 - The image above shows an example of the Terminal, which may have a different color scheme if you've never opened it before.
- Now use "pip" to install the Python packages (collections of code) we'll need for this workshop. To do so, type the following phrases into the Terminal or Command Prompt (like in the image), pressing Enter after each one:
 - pip install numpy
 - pip install scipy
 - o pip install matplotlib
 - pip install pandas
- Close the application by hitting the x button in the corner

Note: For a detailed explanation of what "pip" is, read this article from Real Python.

You're ready to go!