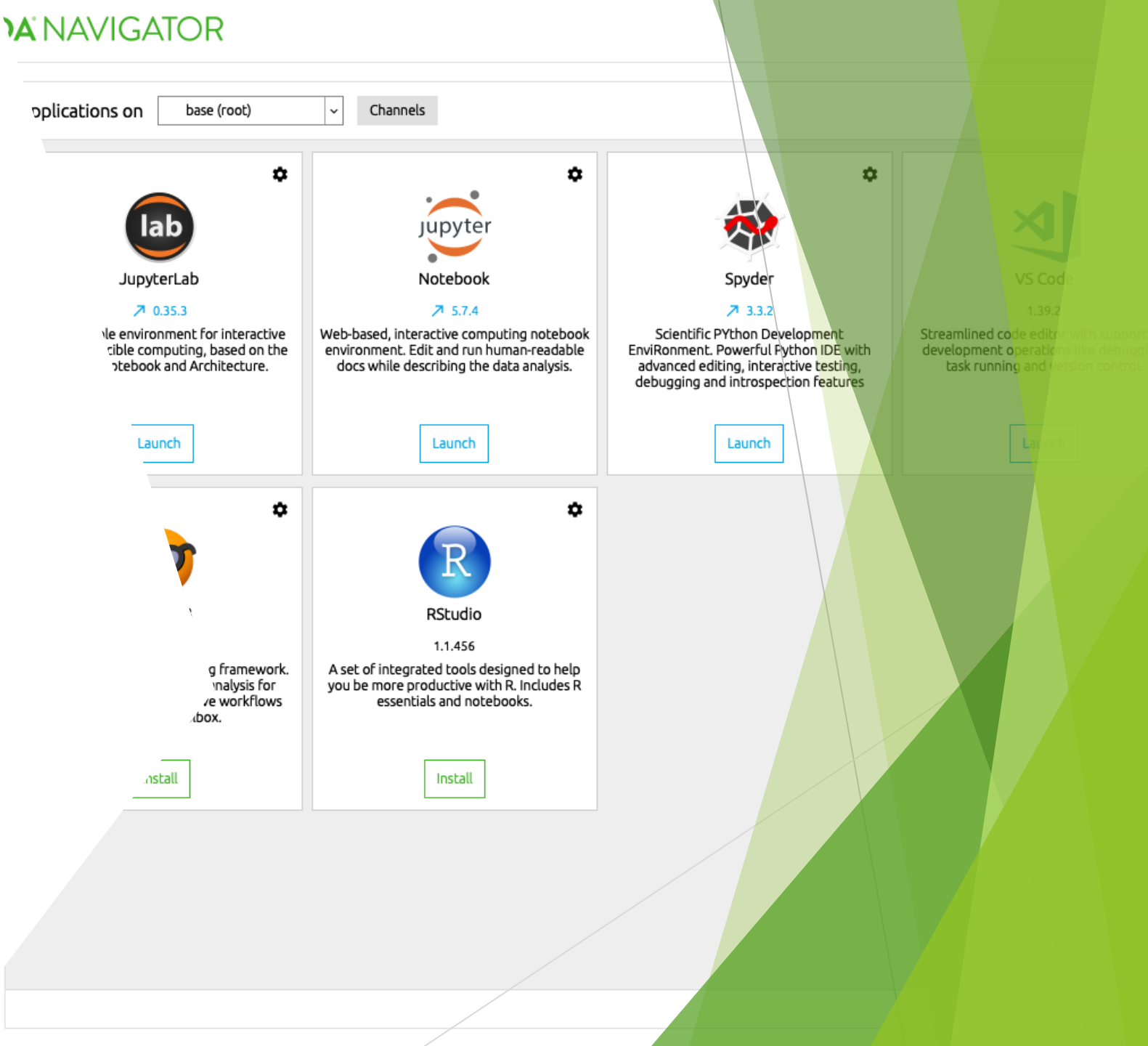
Conceptos básicos de Spyder

Leonardo E. Salom Muñoz

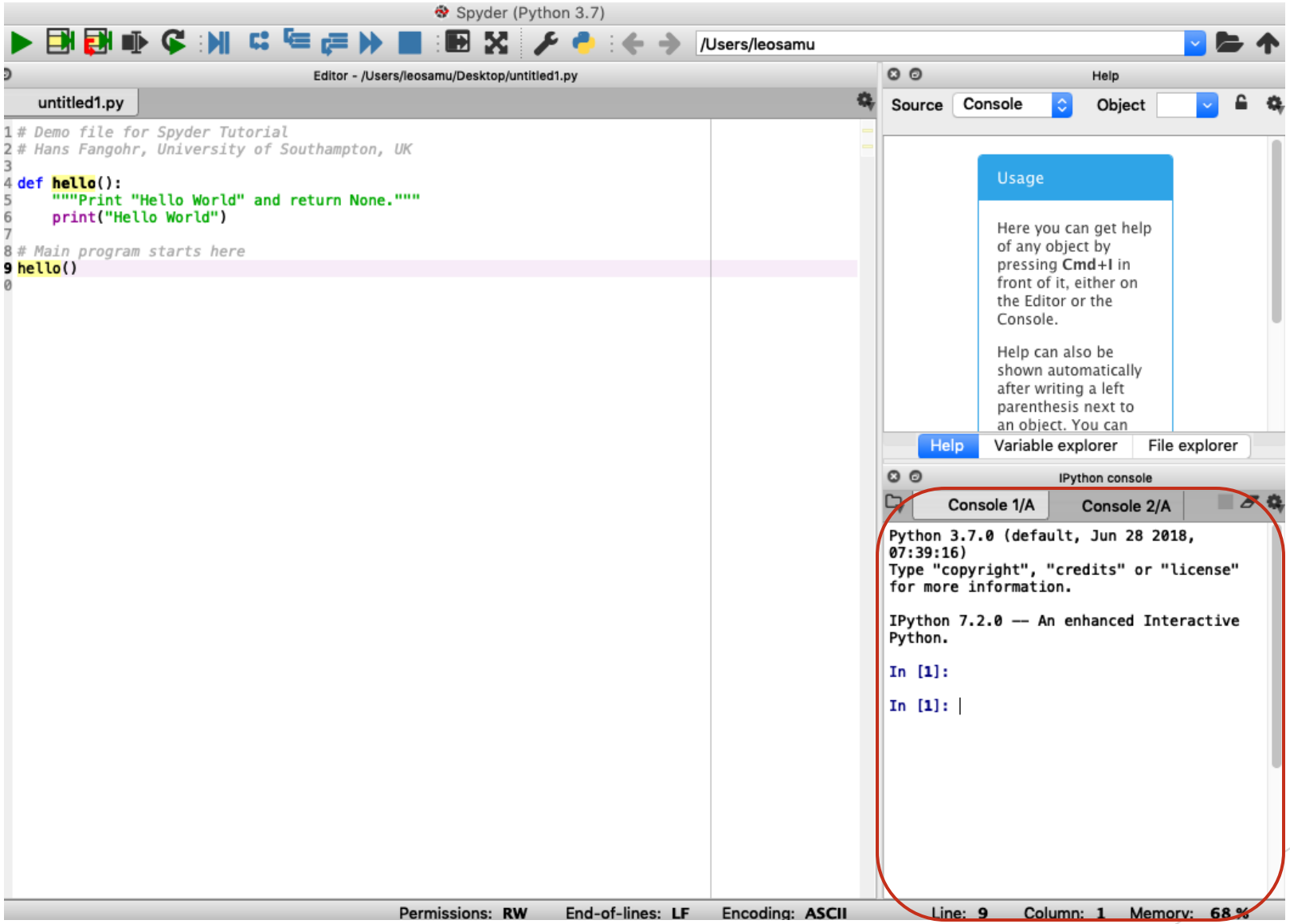
Que es?

SPYDER

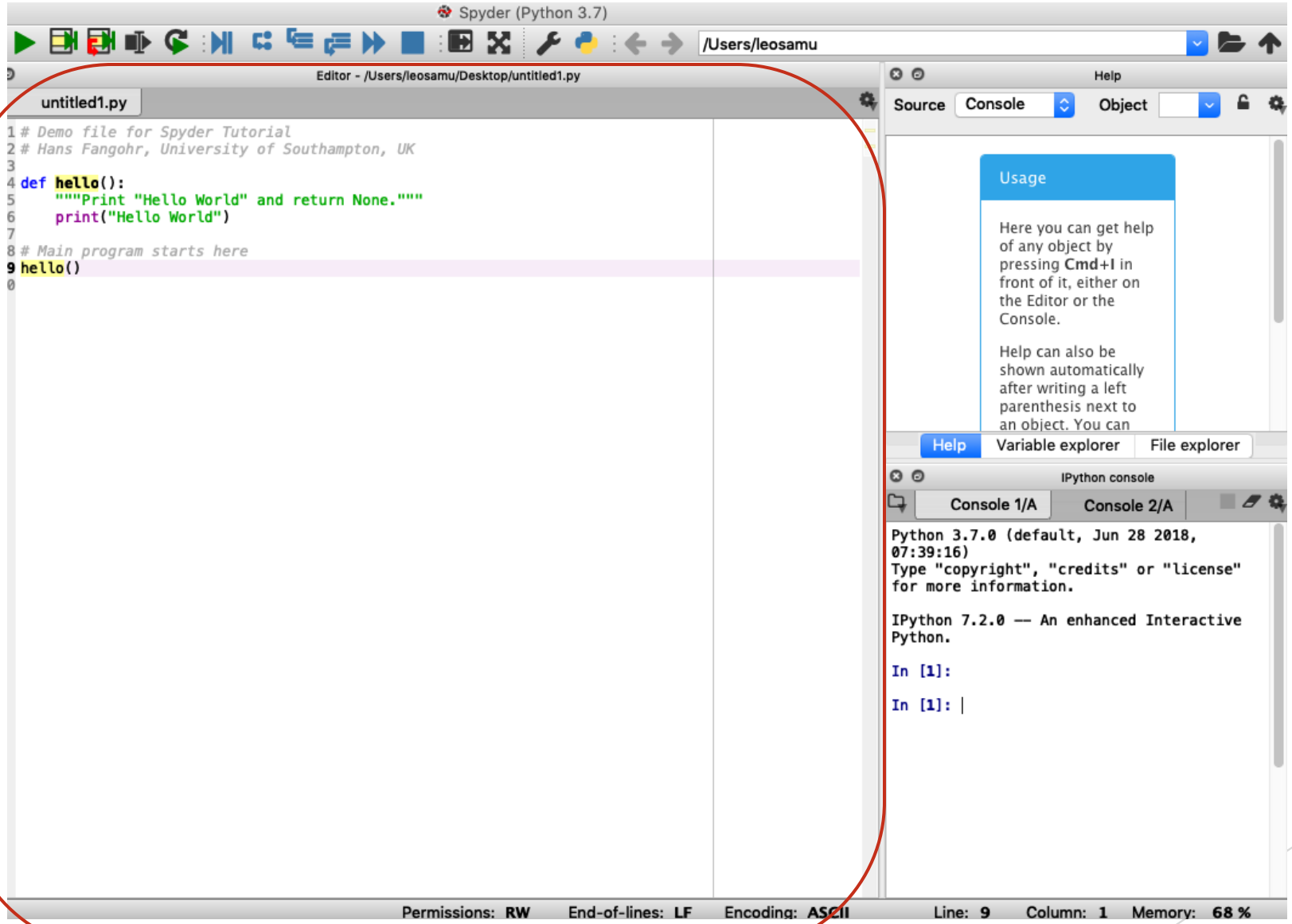
Disponible desde Anaconda Navigator



Consola


Spyder (Python 3.7)
/Users/leosamu
Editor - /Users/leosamu/Desktop/untitled1.py
untitled1.py
1 # Demo file for Spyder Tutorial
2 # Hans Fangohr, University of Southampton, UK
3
4 def hello():
5 """Print "Hello World" and return None."""
6 print("Hello World")
7
8 # Main program starts here
9 hello()
0
Help
Source
Console
Object
Usage
Here you can get help of any object by pressing Cmd+I in front of it, either on the Editor or the Console.
Help can also be shown automatically after writing a left parenthesis next to an object. You can
Help
Variable explorer
File explorer
IPython console
Console 1/A
Console 2/A
Python 3.7.0 (default, Jun 28 2018, 07:39:16)
Type "copyright", "credits" or "license" for more information.
IPython 7.2.0 -- An enhanced Interactive Python.
In [1]:
In [1]:
Permissions: RW
End-of-lines: LF
Encoding: ASCII
Line: 9
Column: 1
Memory: 68 %

Editor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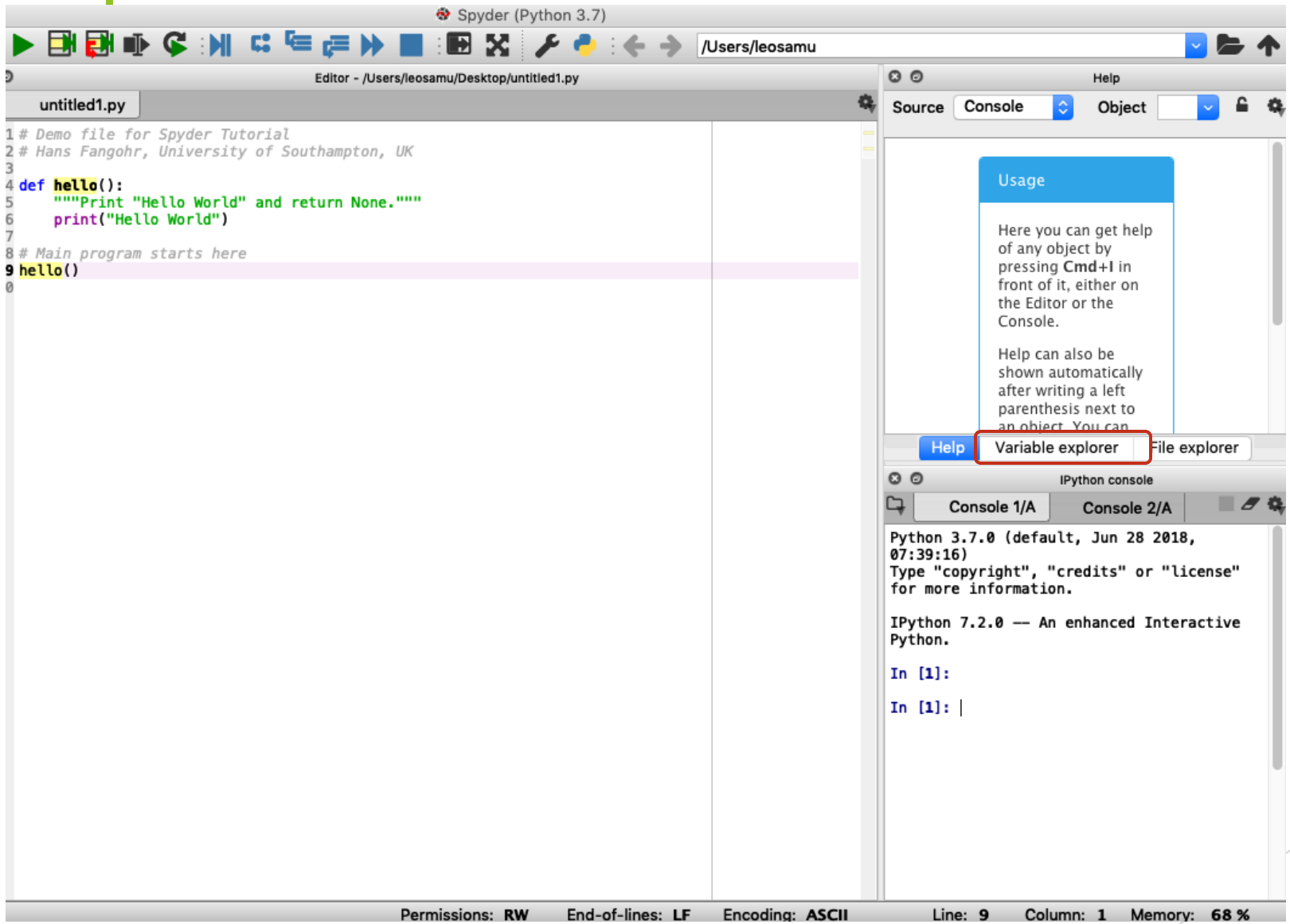
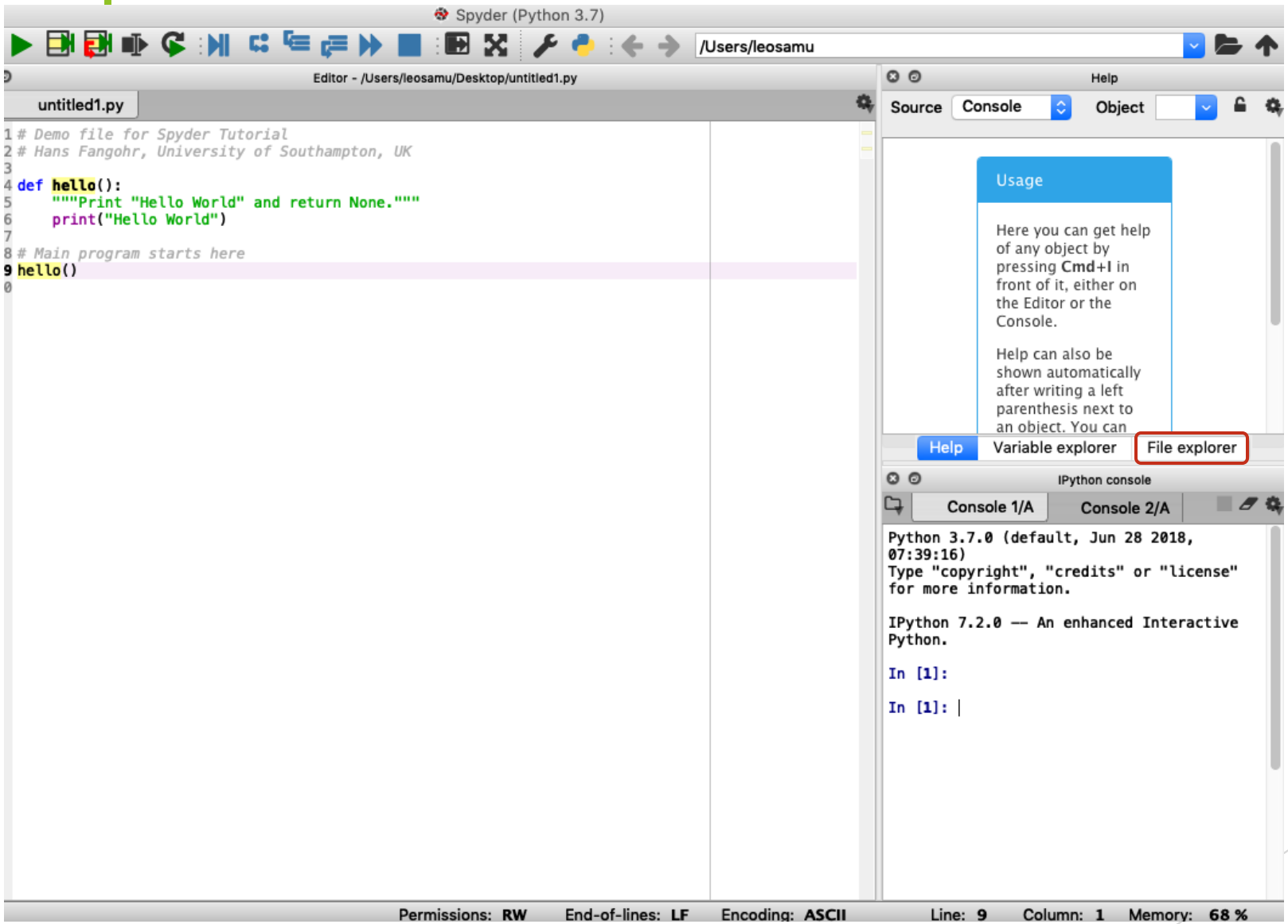
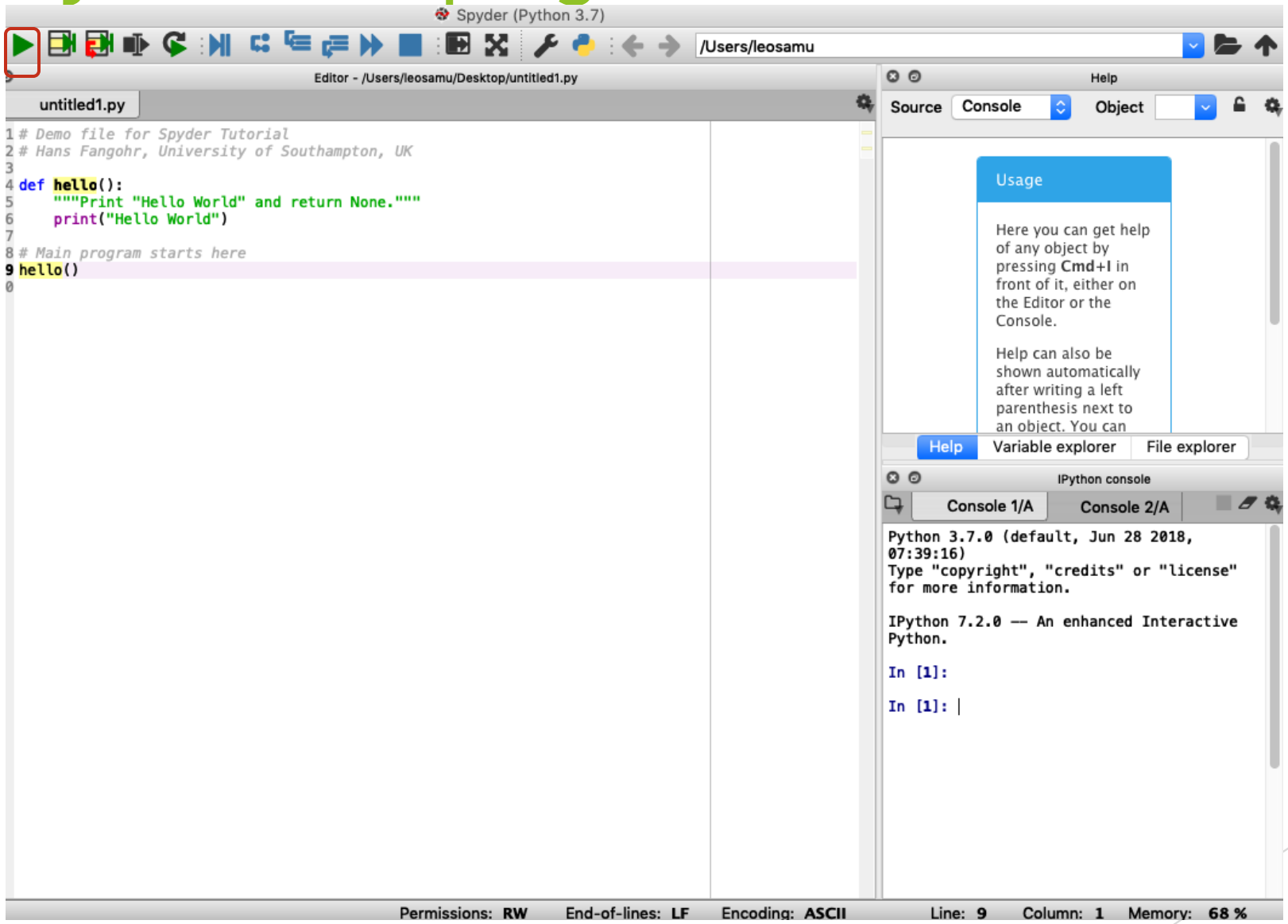
Explorador de variables



Explorador de archivos



Ejecutar un programa



Ejecutar linea o selección