



# Conceptos básicos de Spyder

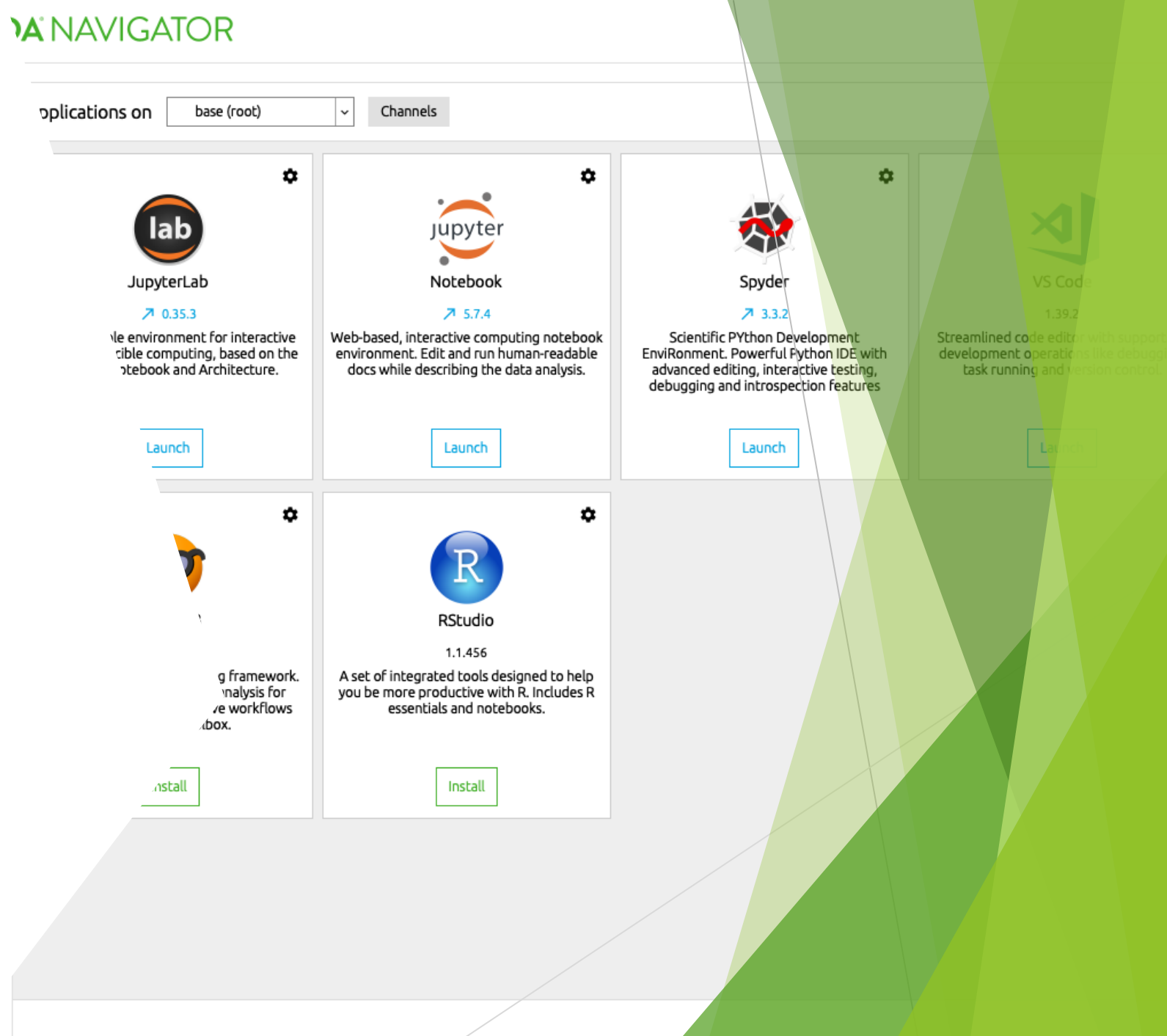
Leonardo E. Salom Muñoz

Que es?



SPYDER

# Disponibile desde Anaconda Navigator



# Consola

The image shows the Spyder Python IDE interface. The main editor window displays a Python script named `untitled1.py` with the following code:

```
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
```

The right-hand side of the interface contains several panels. The top panel is the 'Help' panel, which is currently showing the 'Usage' section. Below it are the 'Variable explorer' and 'File explorer' panels. The bottom panel is the 'IPython console', which is currently showing the output of the `hello()` function:

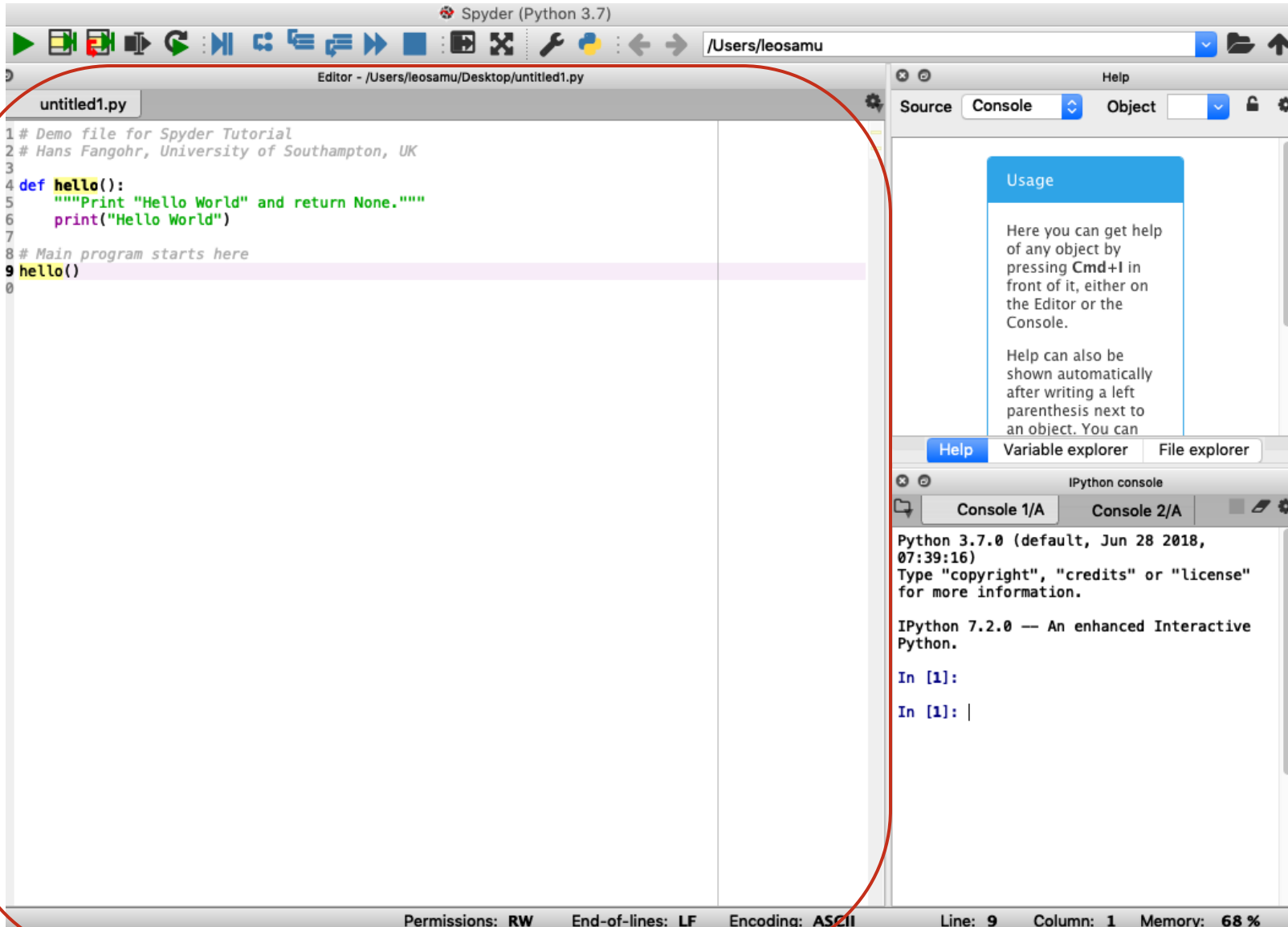
```
Python 3.7.0 (default, Jun 28 2018, 07:39:16)
Type "copyright", "credits" or "license"
for more information.

IPython 7.2.0 -- An enhanced Interactive
Python.

In [1]:
In [1]: |
```

The status bar at the bottom of the interface displays the following information: Permissions: RW, End-of-lines: LF, Encoding: ASCII, Line: 9, Column: 1, Memory: 68%.

# Editor



# Explorador de variables

The image shows the Spyder Python IDE interface. The main editor window displays a Python script named `untitled1.py` with the following code:

```
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()
10
```

The right-hand side of the interface contains several panels. The top panel is the **Help** panel, which is currently showing the **Usage** section. Below it is the **Variable explorer** panel, which is highlighted with a red rectangle. The bottom panel is the **IPython console**, which shows the output of the code execution:

```
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]: |
```

The status bar at the bottom of the interface displays the following information: Permissions: RW, End-of-lines: LF, Encoding: ASCII, Line: 9, Column: 1, Memory: 68 %.

# Explorador de archivos

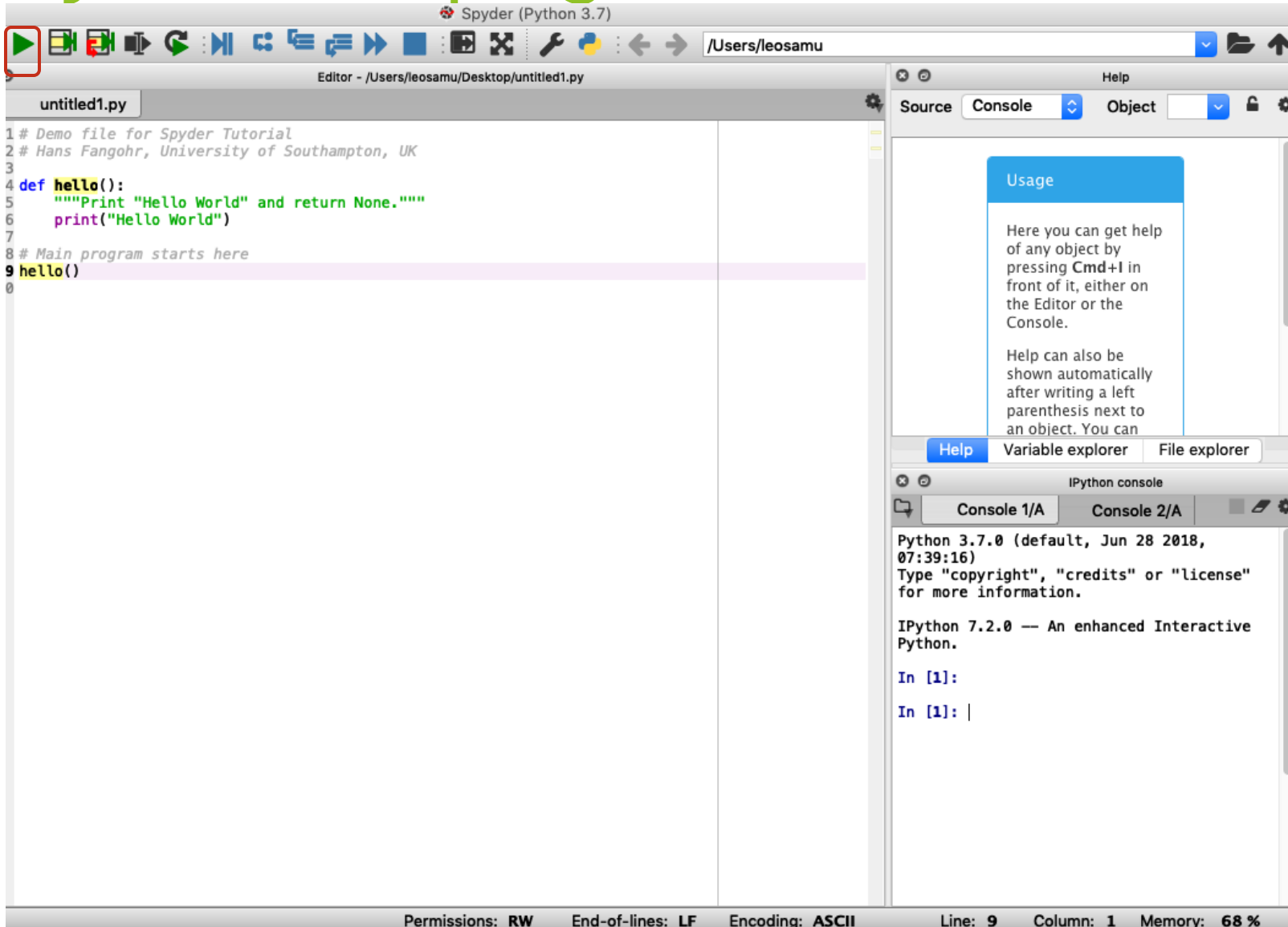
The image shows the Spyder Python IDE interface. The main editor window displays a Python script named `untitled1.py` with the following code:

```
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()
10
```

The right-hand side of the interface contains several panels. The **File explorer** panel is highlighted with a red rectangle. It shows the current directory structure, including the `untitled1.py` file. Other panels visible include **Help**, **Variable explorer**, and **IPython console**. The **IPython console** panel shows the output of the `hello()` function, which is `Hello World`.

The bottom status bar displays the following information: Permissions: RW, End-of-lines: LF, Encoding: ASCII, Line: 9, Column: 1, Memory: 68 %.

# Ejecutar un programa



The image shows the Spyder Python IDE interface. The main window is titled "Spyder (Python 3.7)". The top toolbar contains various icons, with the "Run" icon (a green play button) highlighted by a red square. Below the toolbar is the "Editor" pane, which displays a file named "untitled1.py". The code in the editor is as follows:

```
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
```

To the right of the editor is the "Help" pane, which shows a "Usage" section with the following text:

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

Below the "Help" pane are the "Variable explorer" and "File explorer" panes, which are currently empty.

At the bottom of the interface is the "IPython console" pane, which shows the following text:

```
Python 3.7.0 (default, Jun 28 2018, 07:39:16)
Type "copyright", "credits" or "license" for more information.

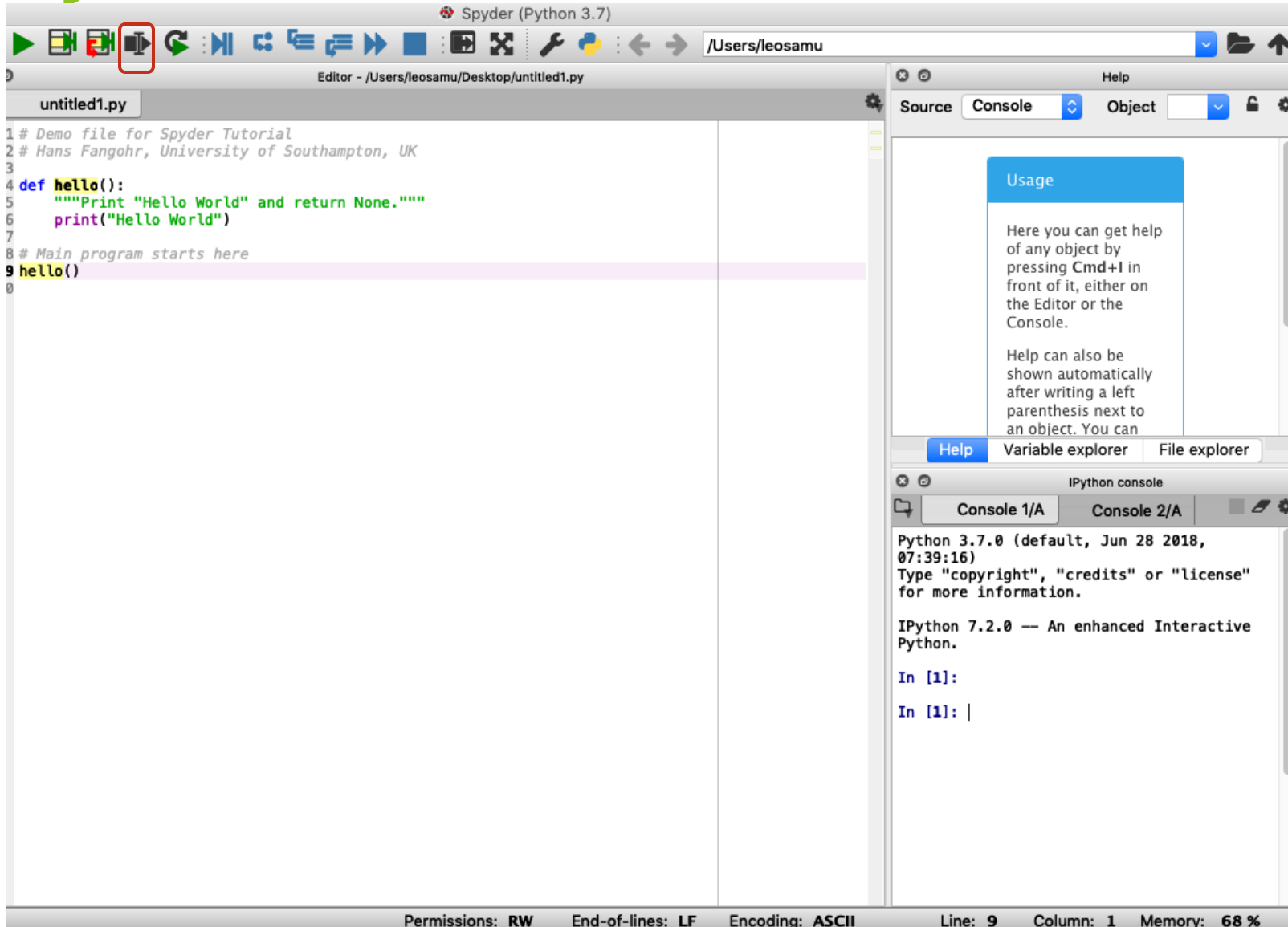
IPython 7.2.0 -- An enhanced Interactive Python.

In [1]:
In [1]: |
```

The status bar at the bottom of the window displays the following information: Permissions: RW, End-of-lines: LF, Encoding: ASCII, Line: 9, Column: 1, Memory: 68 %.



# Ejecutar linea o selección



The image shows the Spyder Python IDE interface. The main window is titled "Spyder (Python 3.7)". The top toolbar contains various icons for file operations and execution. The "Run" icon (a green play button) is highlighted with a red square. Below the toolbar is the "Editor" window, which displays a Python file named "untitled1.py". The code in the editor is as follows:

```
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()
10
```

The "Console" tab is selected in the right-hand pane. It displays the "Usage" section of the help for the "hello" function, which explains how to get help for any object by pressing `Cmd+I` in front of it, either in the Editor or the Console. Below the help text, there are tabs for "Help", "Variable explorer", and "File explorer". The "IPython console" is also visible, showing the Python 3.7.0 (default, Jun 28 2018, 07:39:16) prompt and the IPython 7.2.0 — An enhanced Interactive Python. prompt. The console output shows the execution of the `hello()` function, resulting in the output `Hello World`.

At the bottom of the window, the status bar displays the following information: Permissions: RW, End-of-lines: LF, Encoding: ASCII, Line: 9, Column: 1, Memory: 68 %.

