Introduction to Spyder

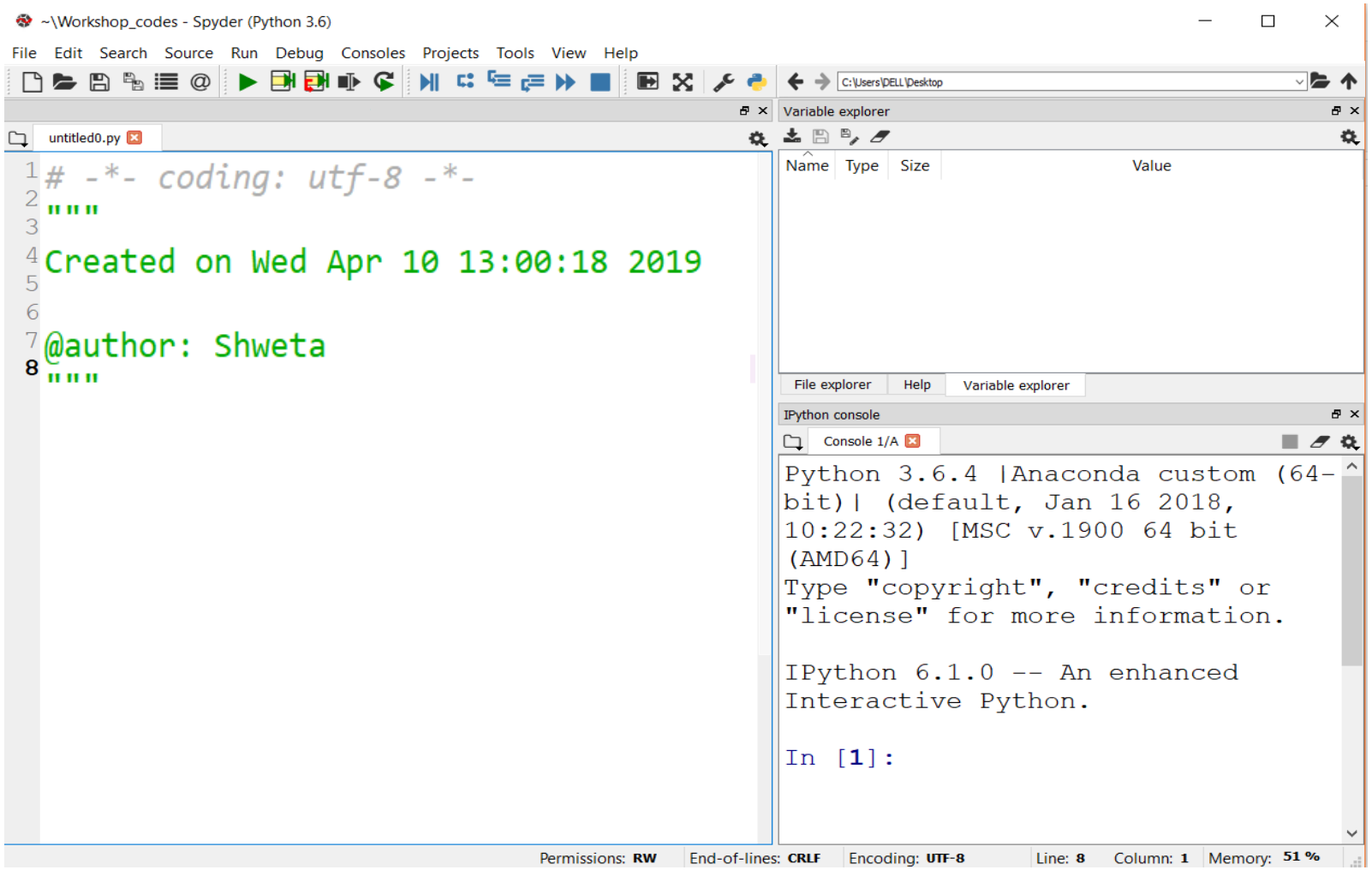
GITAA
Transforming careers

In this lecture

- How does Spyder look?
- How to set the working directory?
- How to create a Python file and save it?

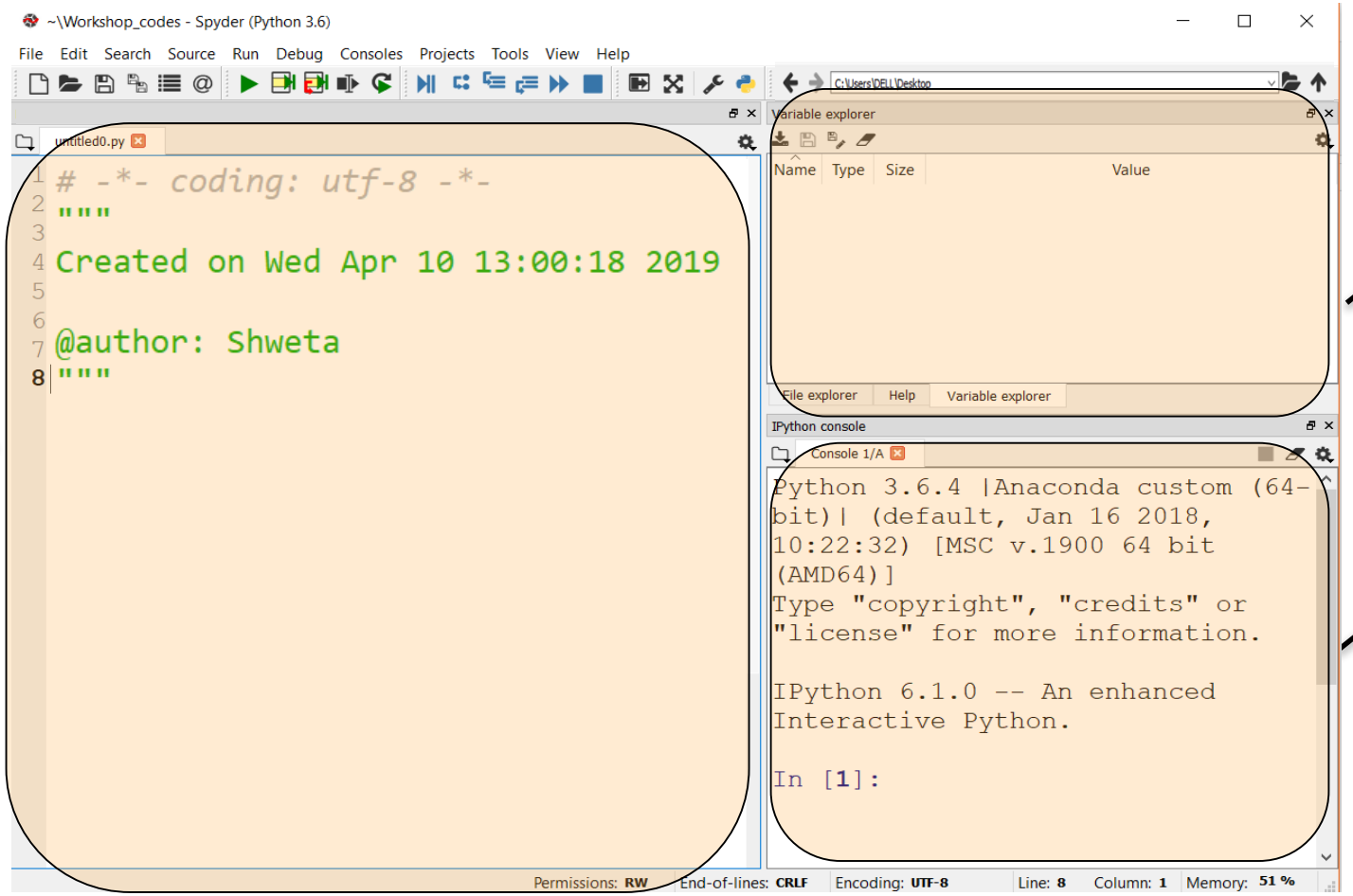
Appearance of Spyder

Appearance of Spyder



Python version 3.6

Appearance of Spyder



Scripts

Files/ Variables/ Help

Console

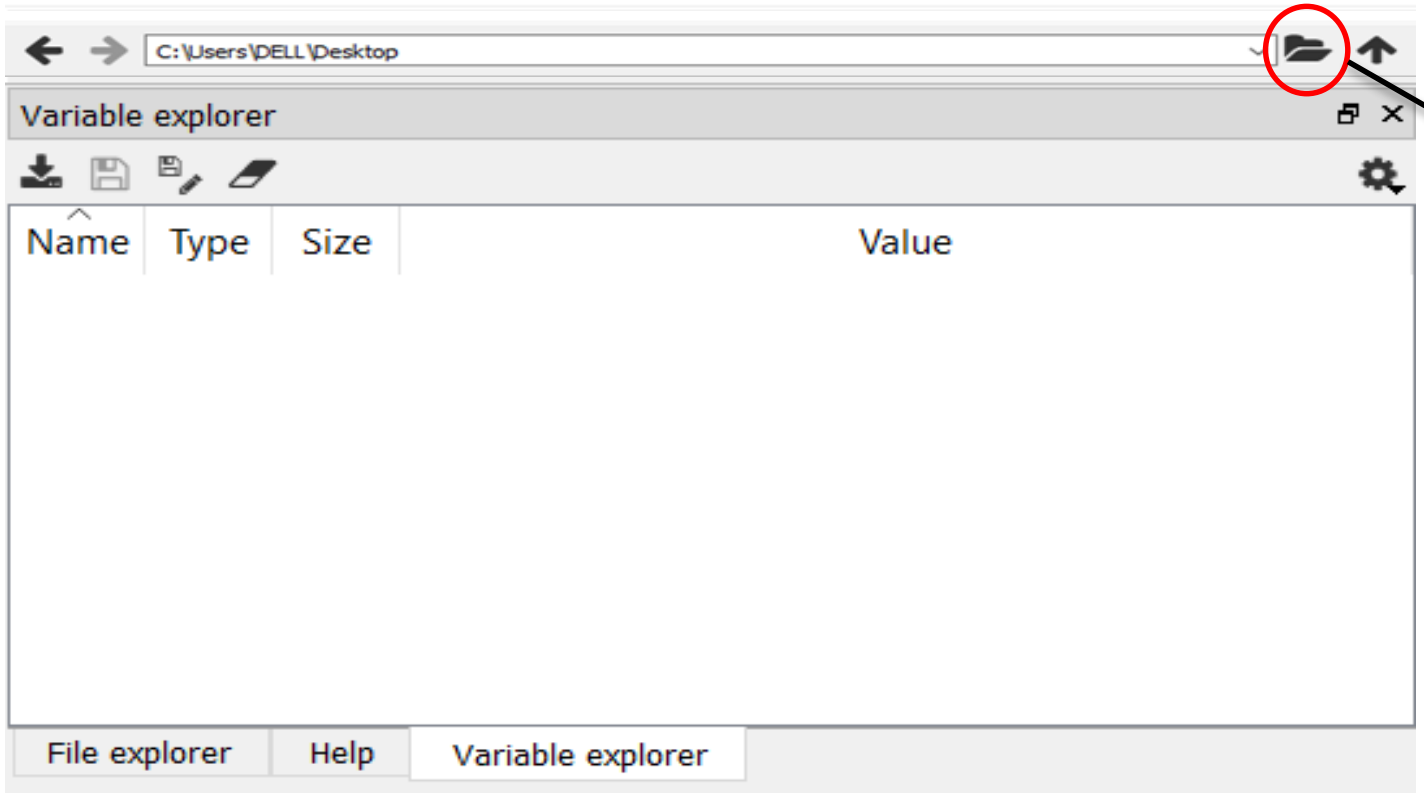
Setting working directory

Setting working directory

- There are three ways to set a working directory
  - Icon
  - Using library ***os***
  - Using command ***cd***

Setting working directory

Method 1



To choose a working directory, click on the icon

Choose a suitable location by clicking on the indicated icon

Setting working directory

- Type the following in the console

Method 2

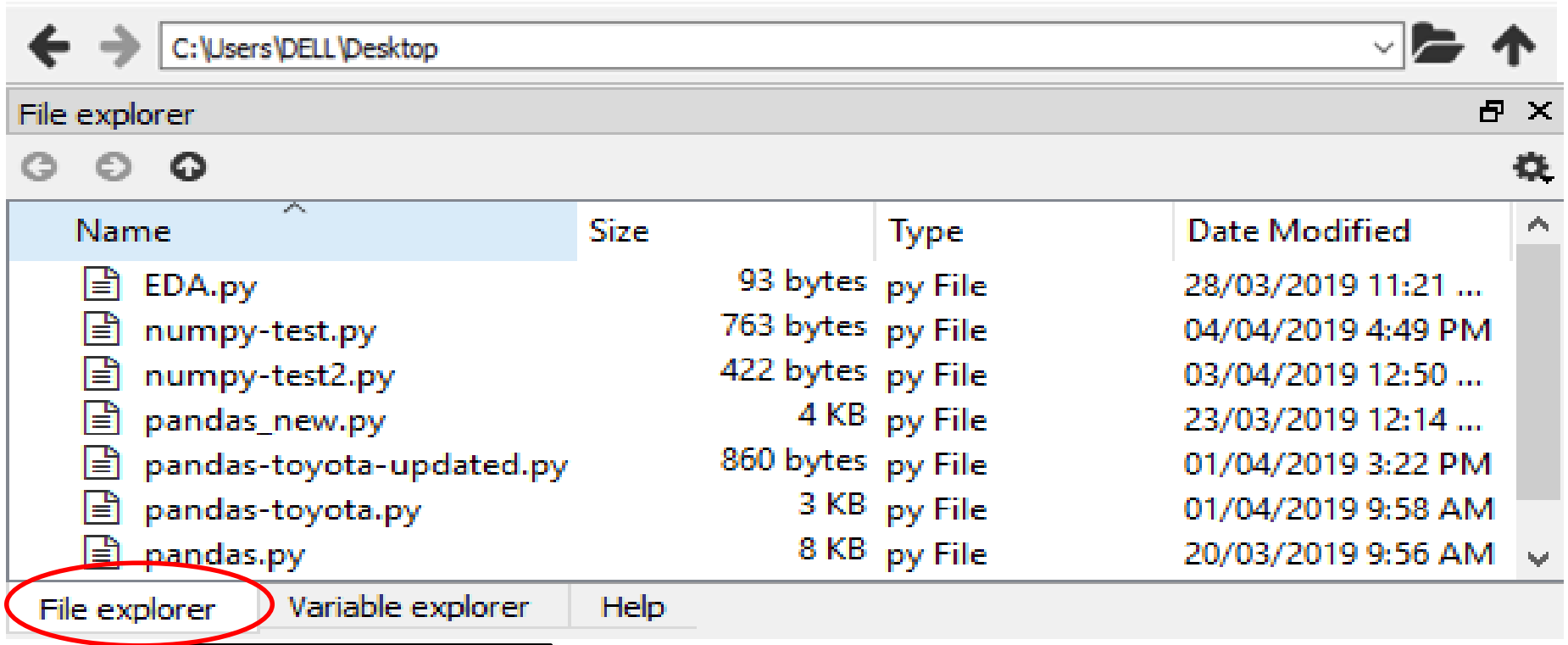
```
# Import os to setup the working directory
import os

# Setting the working the directory
os.chdir('C:/Users/DELL/Desktop')
```

Method 3

```
cd C:/Users/DELL/Desktop
```

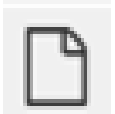
Accessing file explorer



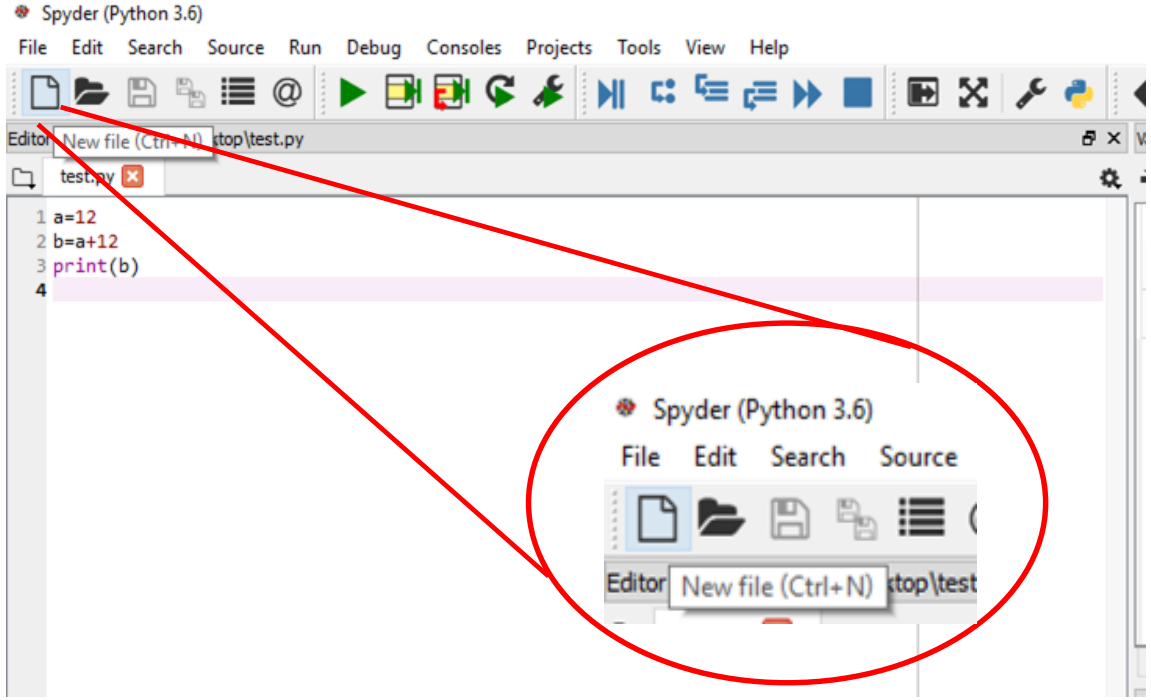
Click here to check for files after setting the working directory

File creation

Creating a script file

- There are two ways of creating a script file
- By clicking the icon “  ” below the menubar

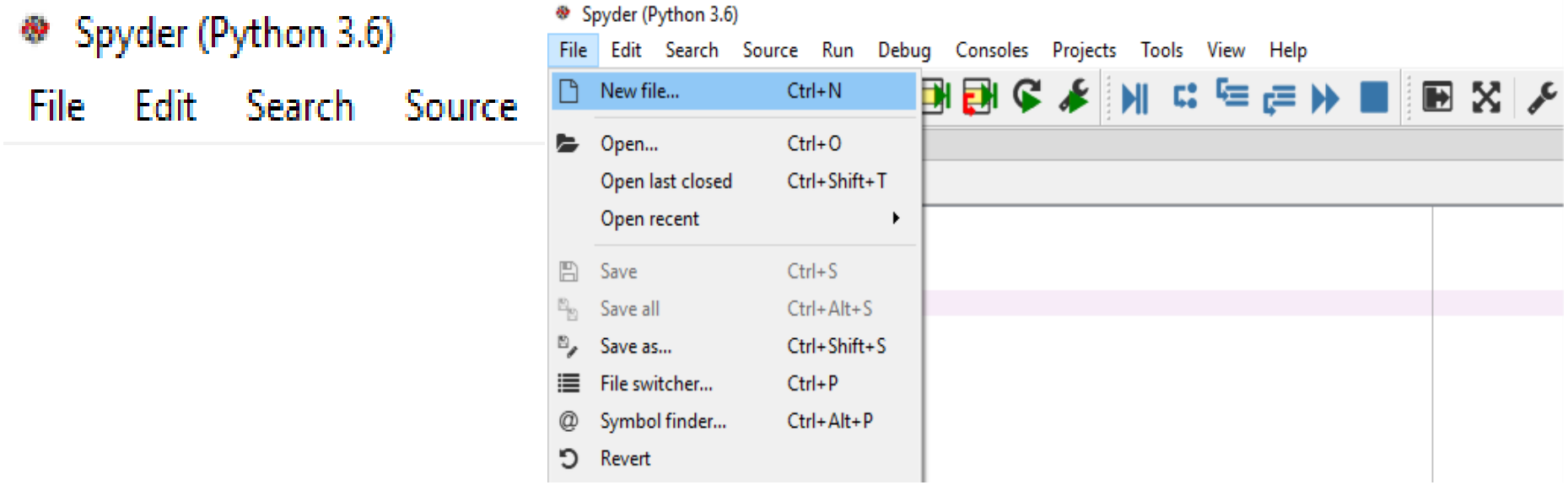
Method 1



Creating a script file

- By clicking the “File” menu in the menubar and select “New File”

Method 2

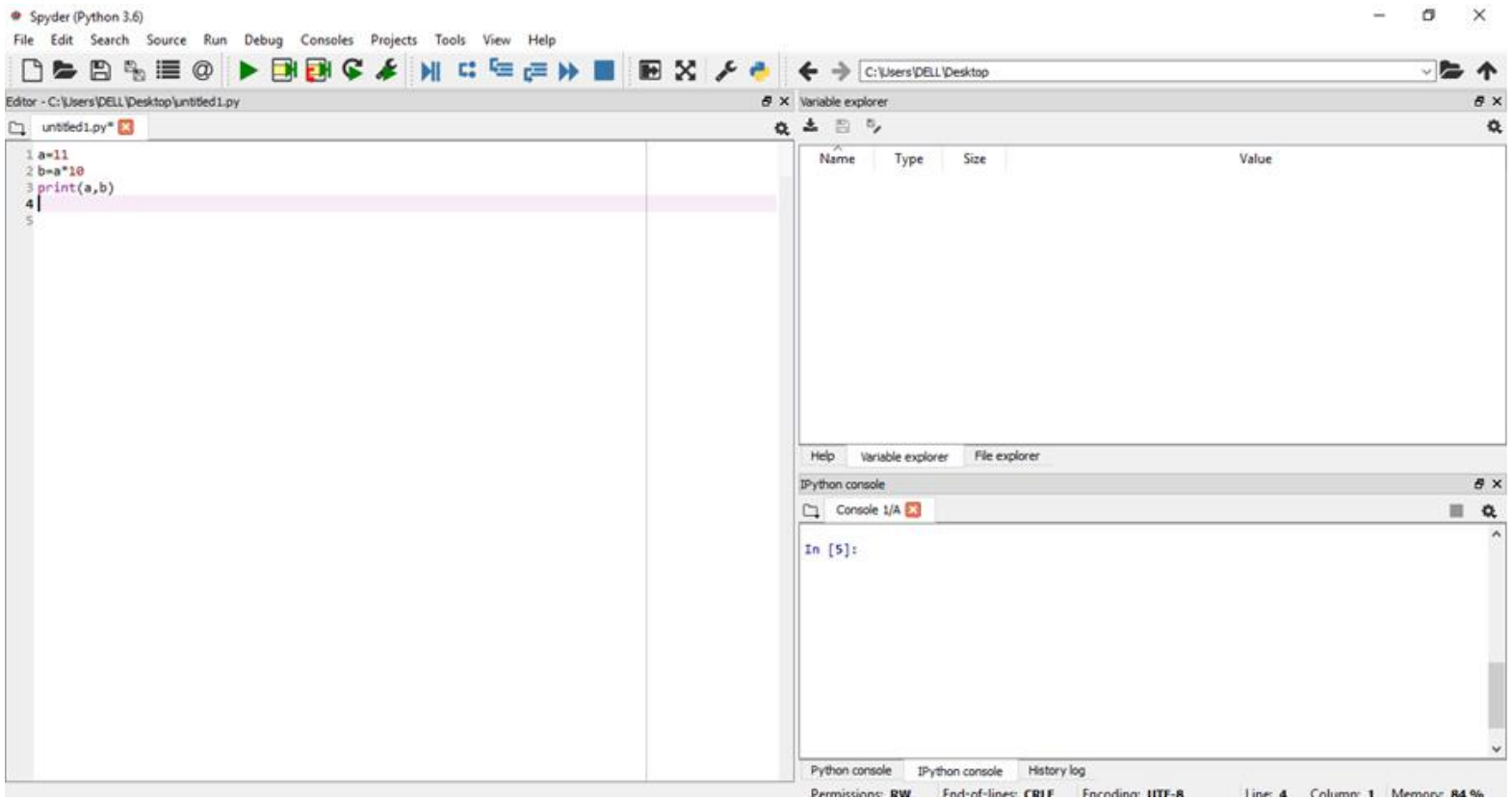


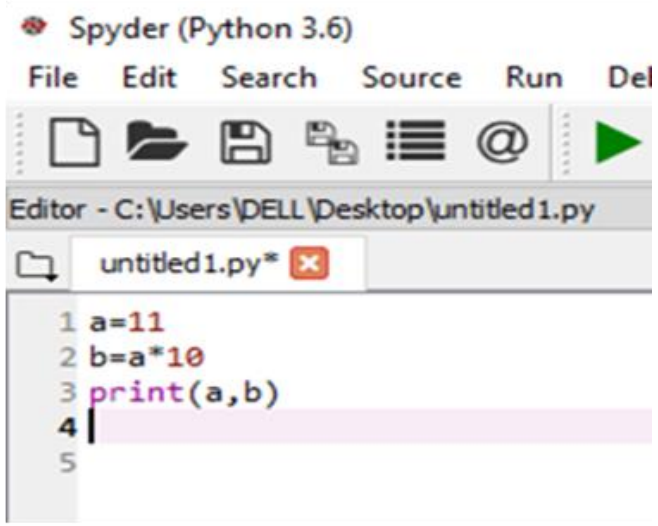
Variable

Variable

- An identifier containing a known information
- Information is referred to as value
- Variable name points to a memory address or a storage location and used to reference the stored value

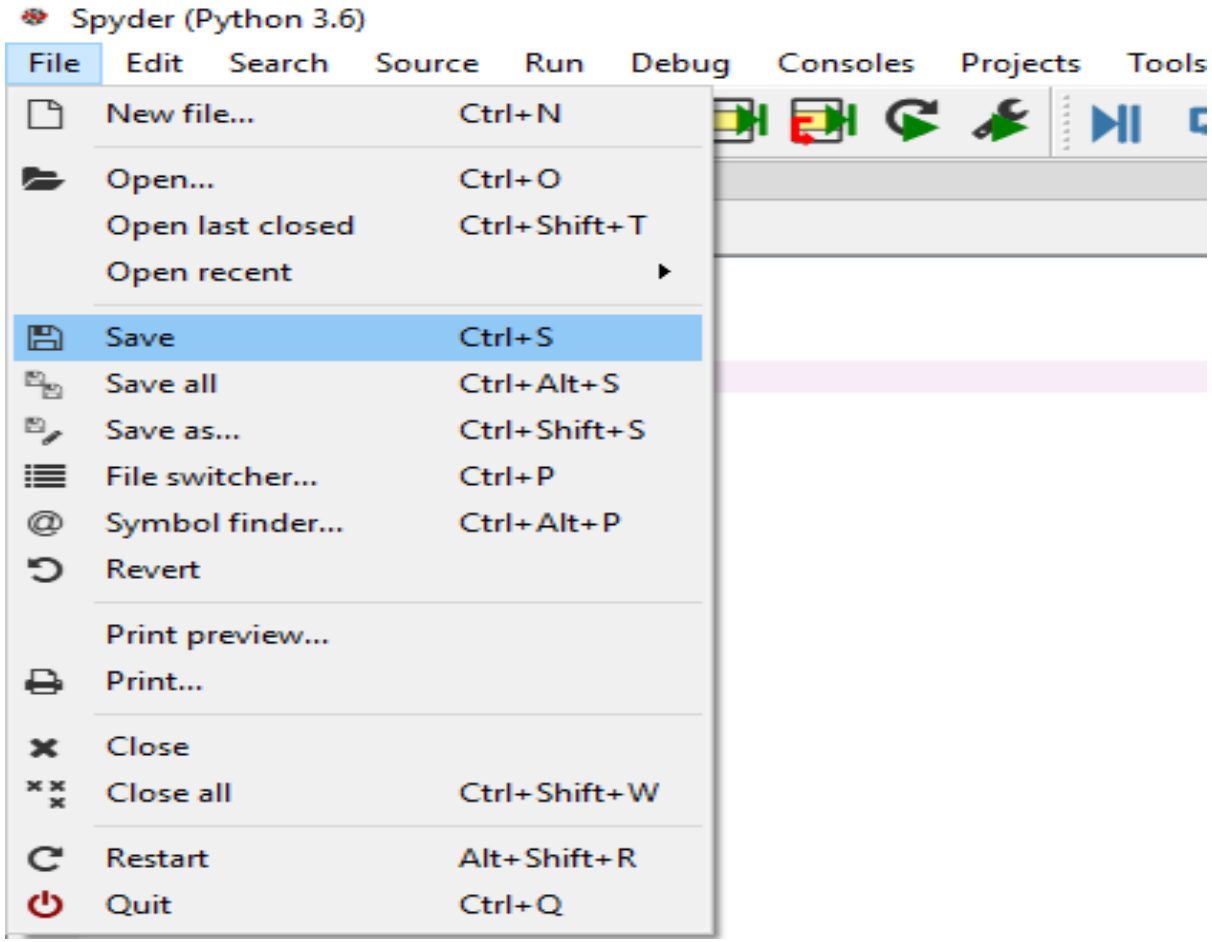
Creating variables



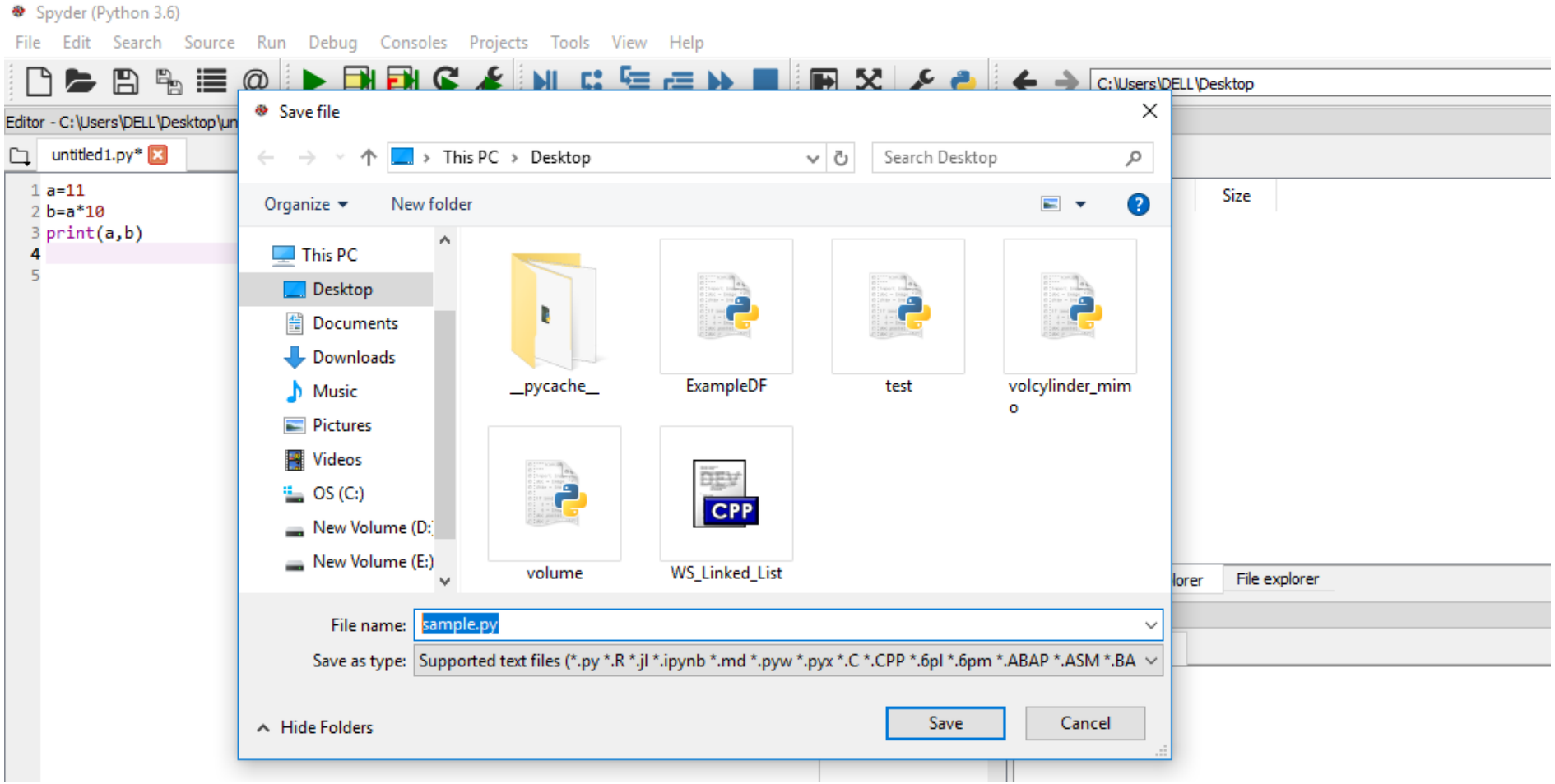


Saving script files

Saving a script file



Saving a script file for the first time



Summary

- Interface of Spyder
- Setting the working directory
- Create and save Python script file


operation == "MIRROR_X":
irror_mod.use_x = True
irror_mod.use_y = False
irror_mod.use_z = False
operation == "MIRROR_Y":
irror_mod.use_x = False
irror_mod.use_y = True
irror_mod.use_z = False
operation == "MIRROR_Z":
irror_mod.use_x = False
irror_mod.use_y = False
irror_mod.use_z = True
selection at the end -add
_ob.select= 1
er_ob.select=1
ntext.scene.objects.acti
("Selected" + str(modifier
irror_ob.select = 0
bpy.context.selected_ob
ata.objects[one.name].se
int("please select exact

THANK YOU