

# **Virtual Environment**

Steps to create Virtual Environment

## **Step 1: Installing virtualenv**

On Windows:

```
py -m pip install --user virtualenv
```

On macOS and Linux:

```
python3 -m pip install --user virtualenv
```

## **Step 2: Creating a Virtual Environment**

On Windows:

```
py -m venv Beam_Streaming
```

On macOS and Linux:

```
python3 -m venv Beam_Streaming
```

The second argument is the location to create the virtual environment. Generally, you can just create this in your project and call it env.

## **Step 3: Activating a Virtual Environment**

On Windows:

```
.\Beam_Streaming\Scripts\activate
```

On macOS and Linux:

```
source env/Beam_Streaming/activate
```

```
D:\gcp\ApacheBeam>
D:\gcp\ApacheBeam>.\Beam_Streaming\Scripts\activate

(Beam_Streaming) D:\gcp\ApacheBeam>where python
D:\gcp\ApacheBeam\Beam_Streaming\Scripts\python.exe
C:\Users\23082.CORP\AppData\Local\Programs\Python\Python37\python.exe

(Beam_Streaming) D:\gcp\ApacheBeam>
(Beam_Streaming) D:\gcp\ApacheBeam>
```

#### **Step 4:** Installing the packages

```
pip install requests
```

#### **Step 5:** Leaving the Virtual Environment

```
deactivate
```

Reference : <https://packaging.python.org/guides/installing-using-pip-and-virtual-environments/>