

# Setting up your Project with Virtual Environments

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# Overview



**Why virtual environments**

**Create and explore a virtual environment**

**Using virtual environments with projects**

**Project dependencies**



# Problems with System-wide Installs

**Multiple projects with  
conflicting dependencies**

**Conflicts with system  
dependencies**

**Multi-user systems**

**Testing code against different  
python and library versions**



# Virtual Environments



**Isolated context for installing packages**

**Always work inside a virtual environment**

- No global installs anymore
- Create a virtual env. for every project

**Isolate project dependencies**

- No more conflicts with other projects

# Demo



## Starting a project

- Create a virtual environment
- Explore the virtual environment



# Demo



## Working inside a virtual environment

- Activating the environment
- Running python and pip
- Installing a package
- Deactivate



# Creating a Virtual Environment

```
virtualenv myenv
```

```
# Need to install virtualenv package first
```

```
# Included with python >= 3.3: venv
```

```
python -m venv myvenv
```

```
# Deprecated
```

```
pyvenv myvenv
```



# Activating a Virtual Environment

# Run the activate script inside the virtual environment

# On linux/Mac OS:

```
reindert@pc:~/dev/$ . myvenv/bin/activate
```

# On Windows:

```
C:\Users\reindert\dev> myvenv\Scripts\activate.bat
```





# After Activation

# The prompt will show the name of the active venv

```
(myvenv) reindert@pc:~/dev/$
```

# You are now ready to install packages

# And work on your project

# When you're done, leave the virtual environment

```
(myvenv) reindert@pc:~/dev/$ deactivate
```

# To remove a virtual env., simply delete the directory



# In an Active Virtual Environment



**python refers to interpreter in venv**

- Same for pip

**Packages are installed inside the venv**

- Don't interfere with other projects

# Demo

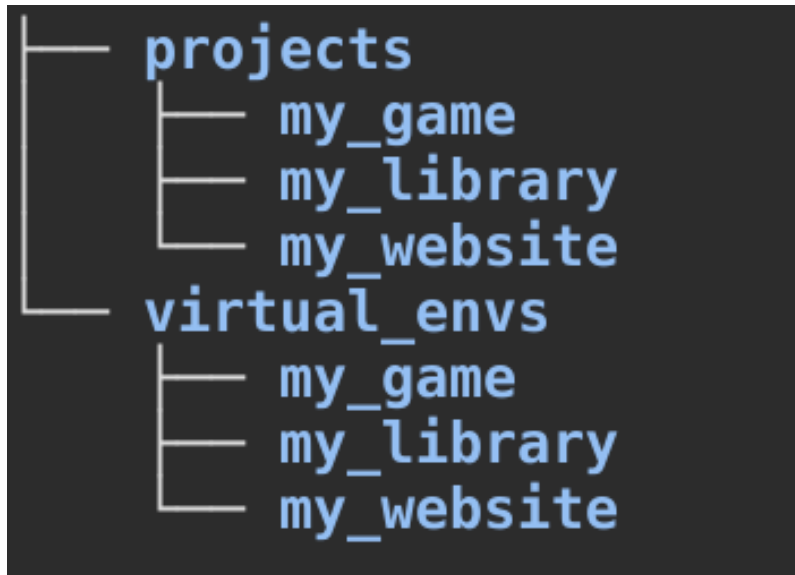


## Requirements

- Syncing dependencies with your team



# Projects and Virtualenvs



## Projects

- Contain source code
- Are under version control

## Virtual environments

- Contain packages, tools, python, etc.
- Keep them separate from your projects
- Usually: 1 venv per project
- Can have multiple venvs per project
- Or a single venv for multiple projects



## requirements.txt

# After installing packages

```
python -m pip freeze > requirements.txt
```

# Resulting file (put this in version control):

```
certifi==2018.11.29
```

```
chardet==3.0.4
```

```
idna==2.8    (...etc...)
```

# To install all dependencies

```
python -m pip install -r requirements.txt
```



# Specifying Versions

`docopt == 0.6.1` `# Must be version 0.6.1`

`keyring >= 4.1.1` `# Minimum version 4.1.1`

`coverage != 3.5` `# Anything except version 3.5`



# Versions and Pip

```
python -m pip install flask==0.9
```

```
python -m pip install 'Django<2.0'      # Mind the quotes!
```

```
# Upgrade to latest version
```

```
python -m pip install -U flask
```

```
# Upgrade pip itself
```

```
# Take care not to overwrite system pip
```

```
python -m pip install -U pip
```



# Demo



A real-world github project





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