



Install Python 3

 Check which Python version you have in the Terminal in VSCode:

```
python --version
```

2. Install version 3.9 or later (not the very latest)

from:

https://www.python.org/downloads/windows/

 Check if it is actually installed by repeating step 1 in VSCode

Python Releases for Windows

- Latest Python 3 Release Python 3.10.1
- Latest Python 2 Release Python 2.7.18

Stable Releases

Python 3.10.1 - Dec. 6, 2021

Note that Python 3.10.1 cannot be used on Windows 7 or earlier.

- Download Windows embeddable package (32-bit)
- Download Windows embeddable package (64-bit)
- Download Windows help file
- Download Windows installer (32-bit)
- Download Windows installer (64-bit)
- Python 3.9.9 Nov. 15, 2021

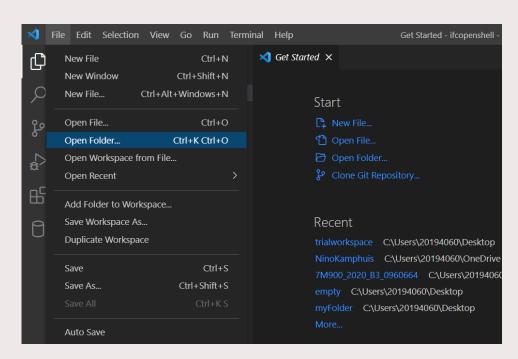
Note that Python 3.9.9 cannot be used on Windows 7 or earlier.

- Download Windows embeddable package (32-bit)
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- Python 3.9.8 Nov. 5, 2021



Install MS Visual Studio Code + Get started

- Create an empty folder on your hard drive in a memorable location
- Open Visual Studio Code (VSCode https://code.visualstudio.com)
- Go to VSCode and Click File > Open Folder...
- Open your folder



See also video tutorial: https://shorturl.at/xFHVZ



Check that you can find your project files

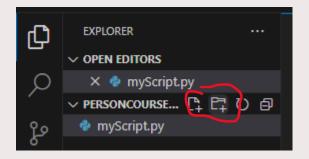
- VS Code now shows your project structure (folder) in the left side of the screen.
- If you have any file in the folder that you opened, then you can open it by doubleclicking. It then shows in edit mode in the Canvas (middle) of VS Code.

```
Project Explorer
                                                              Canvas
  File Edit Selection View Go Run Terminal Help
                                   myScript.py > ...
                                        class Person:
        X 🏶 myScript.py
     PERSONCOURSEEXAMPLE
                                            def init (self, name, email, role):
       myScript.py
                                                self.name = name
                                                self.email = email
₽
                                                self.role = role
                                                self.teachesCourse = []
                                            def addCourse(self, course):
                                                self.teachesCourse.append(course)
Д
                                        class Course:
M
                                            def init (self,name):
                                                self.hasTeacher = None
                                            def str (self):
                                                return self.name
```



Make your first Python file

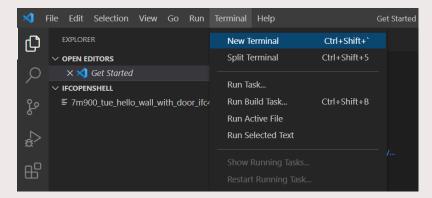
- Add Folders and Files as you prefer, using the display as shown on the right
- The very least to get started is to create a "myScript.py" file. The filename is custom. The file extension (.py) is defined of course.

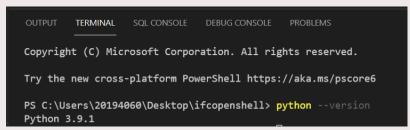




Open a Terminal Window

- Terminals, also known as command lines or consoles, allow us to accomplish and automate tasks on a computer without the use of a graphical user interface.
- In VSCode, click Terminal > New Terminal and see the Terminal appearing at the bottom of the IDE





https://itconnect.uw.edu/learn/workshops/online-tutorials/web-publishing/what-is-a-terminal/

See also video tutorial: https://shorturl.at/xFHVZ

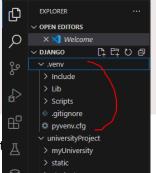


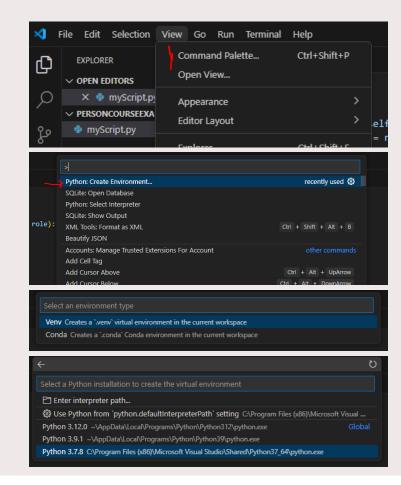
Create your Virtual Environment

- The best way to create a Virtual Environment is to
 - go to the 'View > Command Palette...', and
 - select 'Python: Create Environment...'
 - then select 'Venv Creates a ...'
 - Then select one of your Python installations as preferred

You will then see the VENV that you created in

your project folder

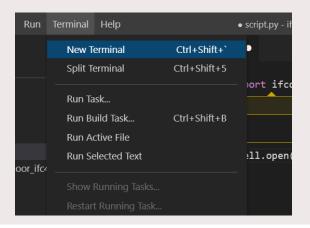


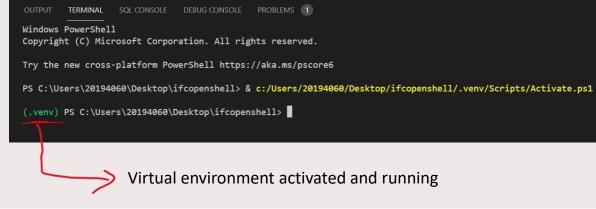




Activate your environment

- To activate your virtual environment, you need to start a new Terminal
- Starting a new Terminal will execute the command
 - .venv/Scripts/Activate.ps1
- Your virtual environment is activated and running when it shows up in green (see below)
- If this does not work, then see next slide

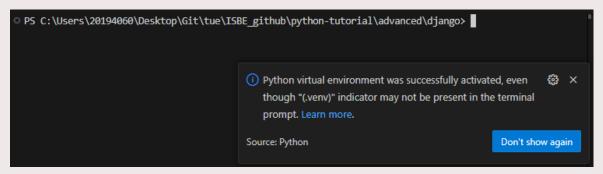






Virtual Environment is running by default

 Recently, the virtual environment is often running by default. This is the case when you see the below pop-up in VSCode:



 When the virtual environment is activated, you have successfully finished setup. You can now add code and run it!



DETOUR: Activating the virtual environment does not work

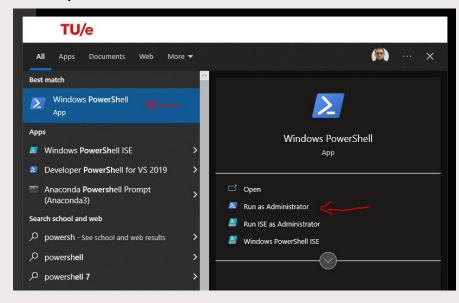
- Activating the virtual environment often does not work on Windows machines because it is by default not allowed by Windows to execute the Activate.ps1 script (or any other script) in a PowerShell terminal.
- To solve this, the 'Execution Policy' of the PowerShell terminal needs to be changed
- See next few slides on how to do this
- See for more information and explanation: https://learn.microsoft.com/en-us/powershell/module/microsoft.powershell.security/set-executionpolicy



DETOUR: setting execution policy

- Open Windows Powershell as Administrator
- Execute the below command in Windows Powershell
- Enter 'Y' to all questions
- Close Windows Powershell
- Go back to slide 29 and try
 activating your virtual
 environment again

 PS C:\WINDOWS\system32> Set-ExecutionPolicy -ExecutionPolicy RemoteSigned -Scope LocalMachine

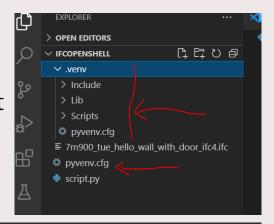


Set-ExecutionPolicy -ExecutionPolicy RemoteSigned -Scope LocalMachine Set-ExecutionPolicy Unrestricted



DETOUR: Return to your project in VSCode

- Go back to VSCode
- Check that your project is still there and that you can now activate your virtual environment or that it is activated.



```
OUTPUT TERMINAL SQL CONSOLE DEBUG CONSOLE PROBLEMS 1
Windows PowerShell
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Try the new cross-platform PowerShell https://aka.ms/pscore6

PS C:\Users\20194060\Desktop\ifcopenshell> & c:/Users/20194060/Desktop/ifcopenshell/.venv/Scripts/Activate.ps1

(.venv) PS C:\Users\20194060\Desktop\ifcopenshell>
```



