0. Launching Python and Using Jupyter

This course will teach the fundamentals of python; a high level, object orientated, computer words, non-compiled programming language.

It has been created in something called Jupyter notebooks. These are interactive notebooks that can include text and executable sections of code and are a great tool for teaching. If you already have a preferred IDE for python you are welcome to use that. There are a number of great IDE's available for python if you want to download them:
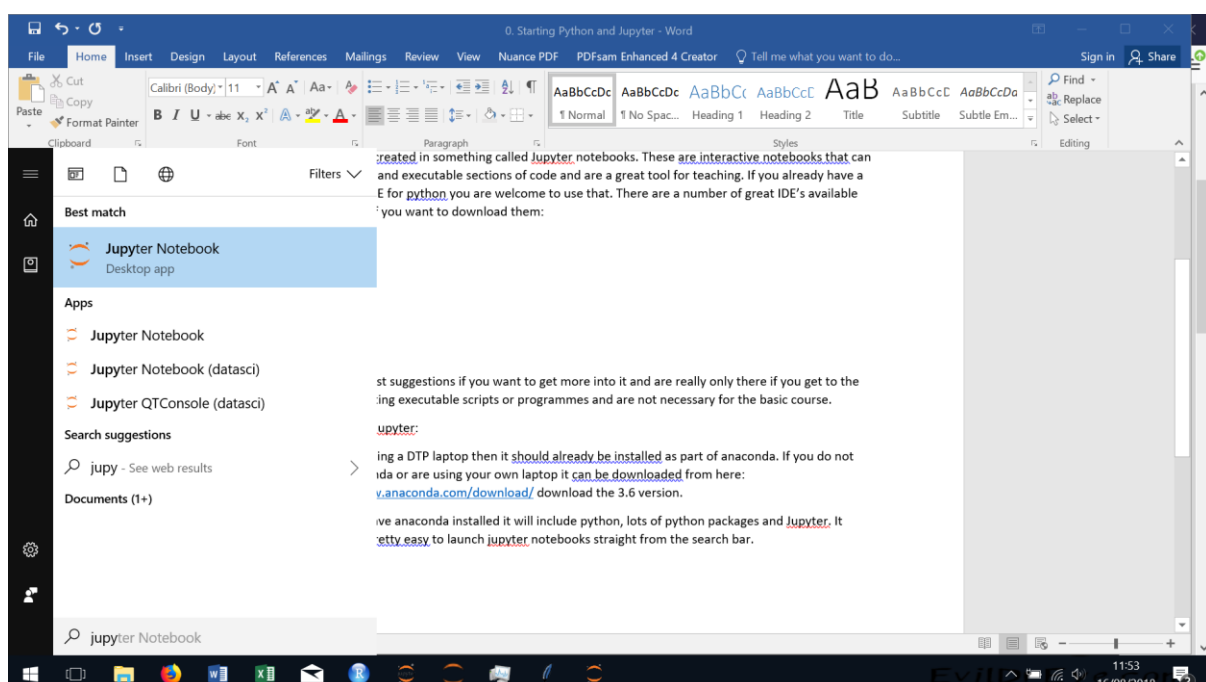
Atom

Spyder

Rodeo

IDLE

Visual Code

These are just suggestions if you want to get more into it and are really only there if you get to the point of writing executable scripts or programmes and are not necessary for the basic course.
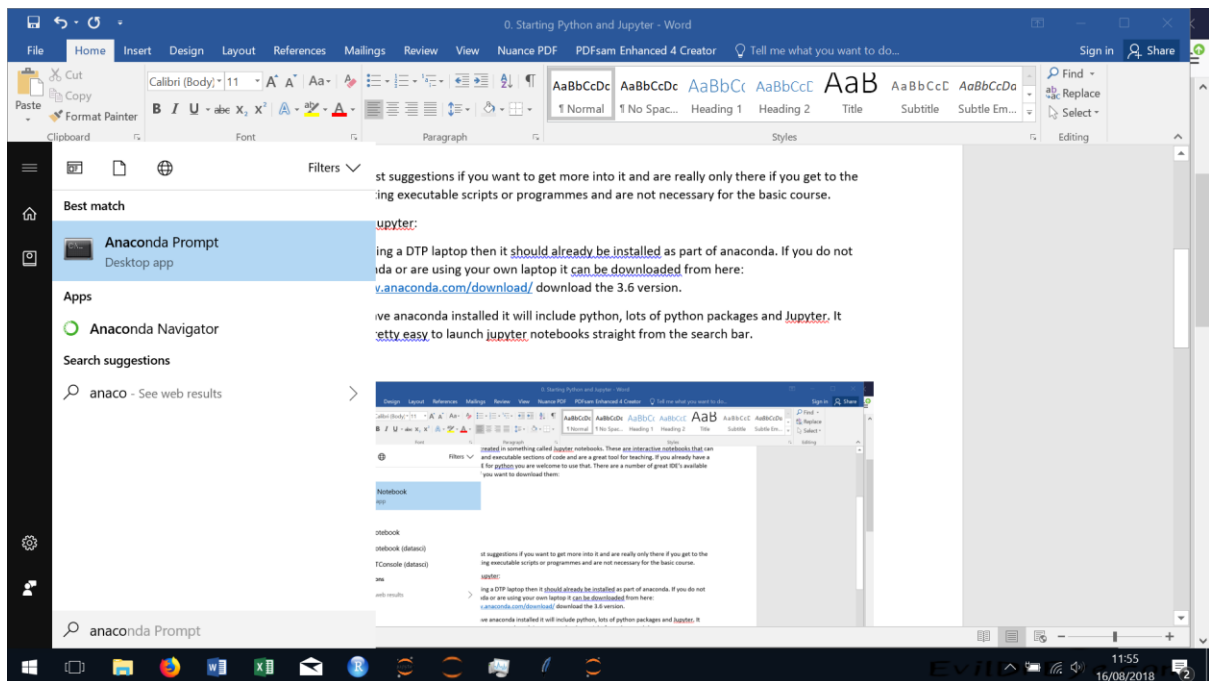
How to get Jupyter:

If you are using a DTP laptop then it should already be installed as part of anaconda. If you do not have anaconda or are using your own laptop it can be downloaded from here: https://www.anaconda.com/download/ download the 3.6 version.
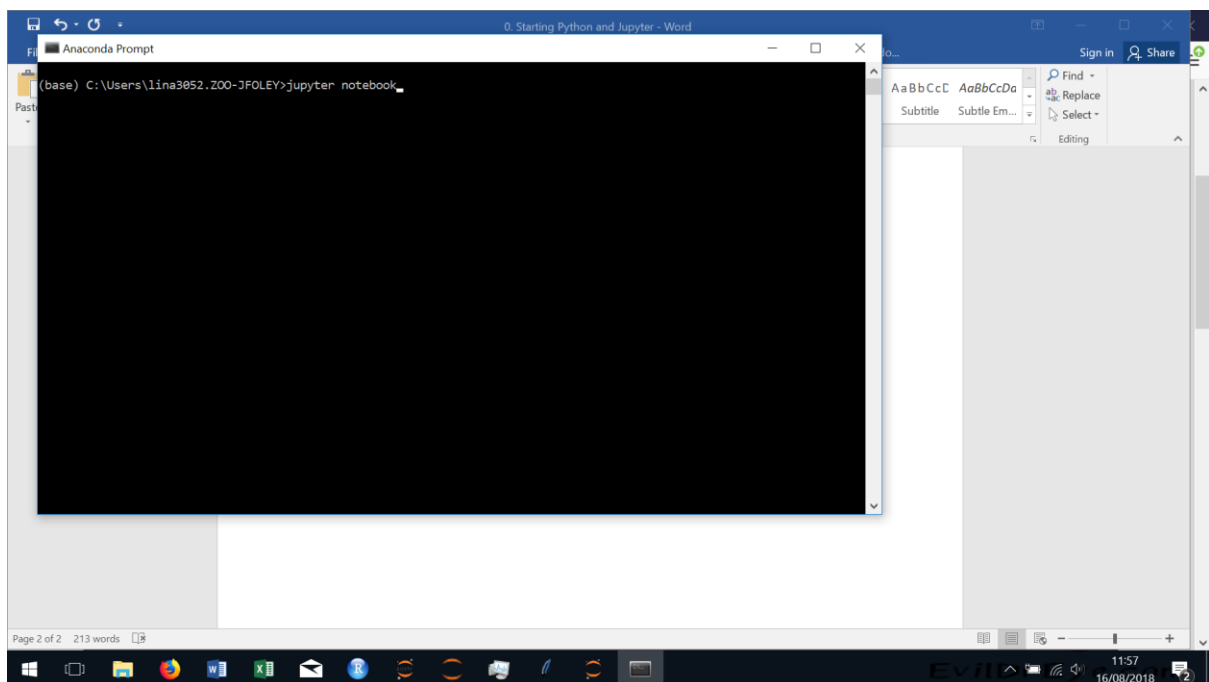
Once you have anaconda installed it will include python, lots of python packages and Jupyter. It should be pretty easy to launch jupyter notebooks straight from the search bar.
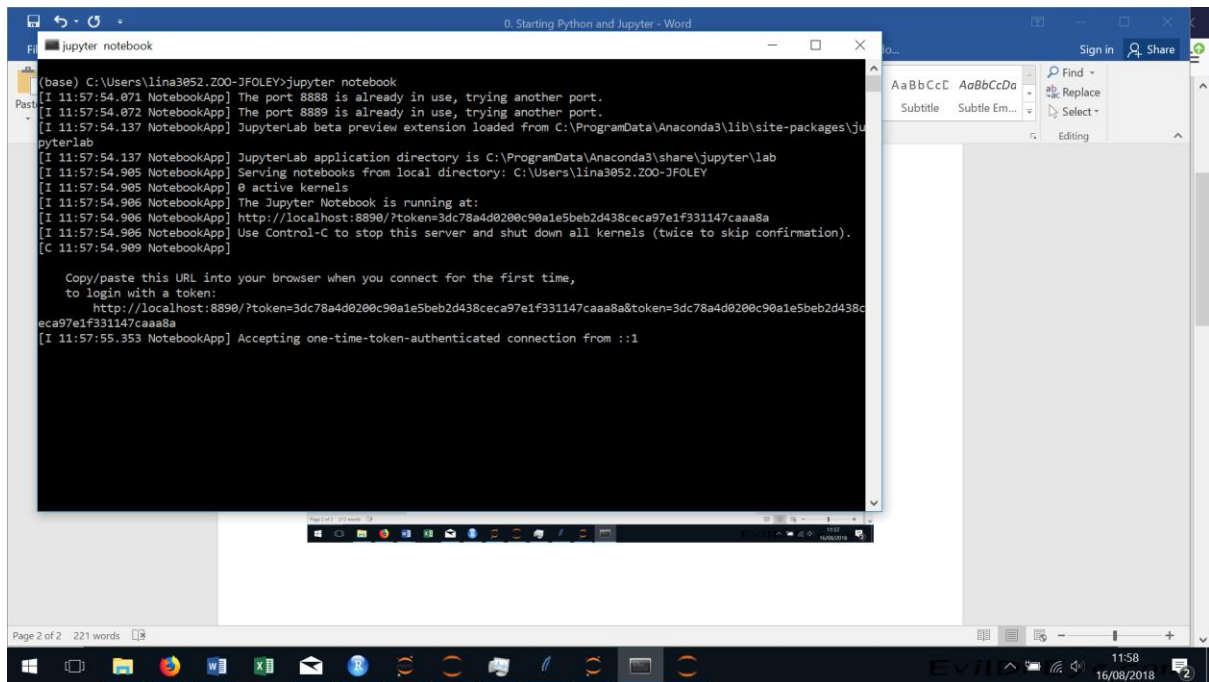
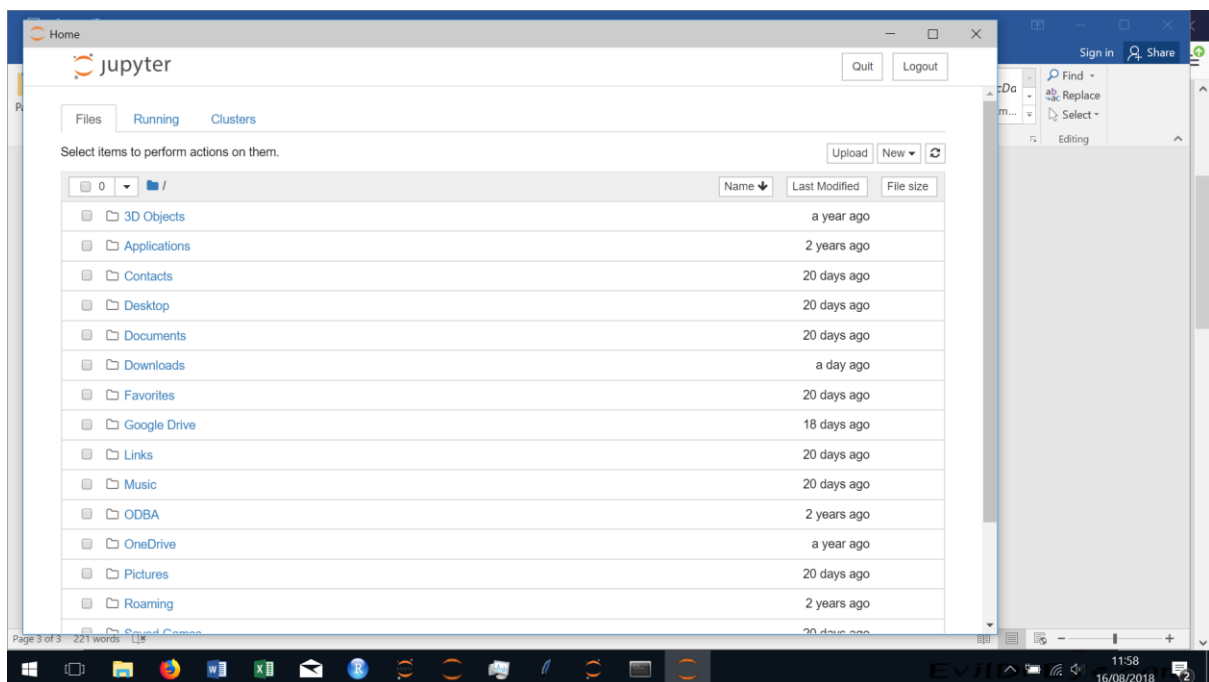However if you can't find it there it can be launched from anaconda

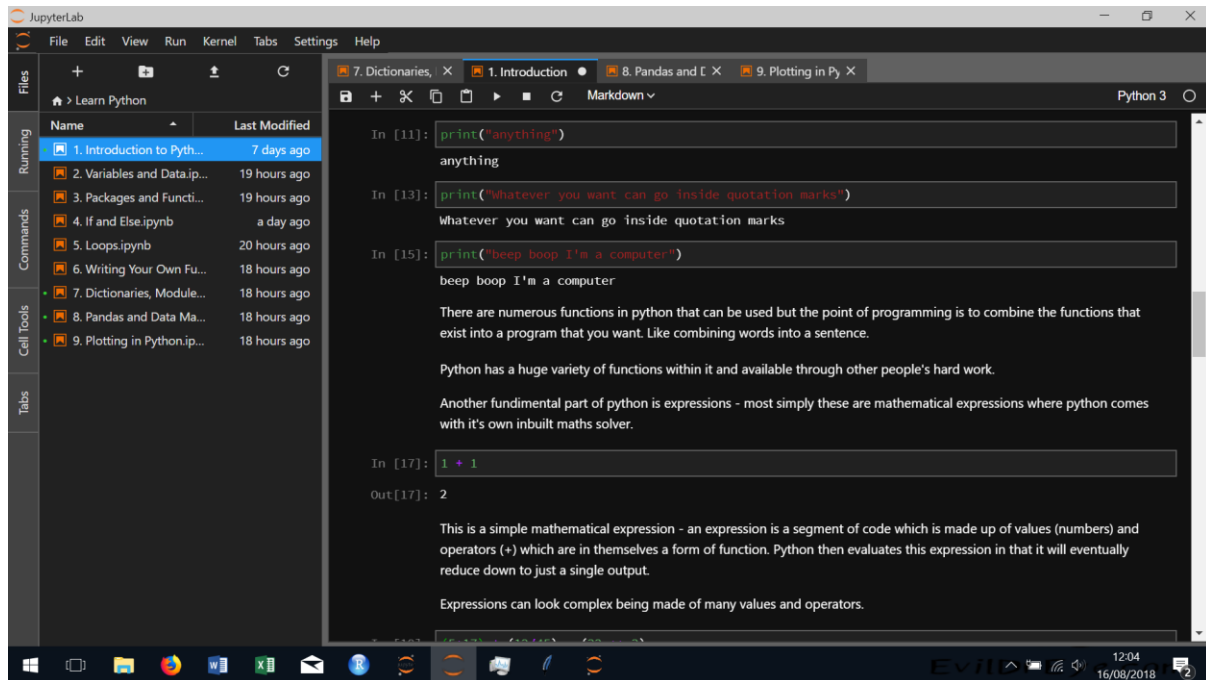Just type jupyter notebook into the anaconda prompt

Jupyter should launch:

Then you just navigate to the where you downloaded the rest of the jupytr notebooks for the course and open them.

Using a Jupytr notebook:

A notebook will launch in your browser and look something like this:

I use a custom IDE to run things but the notebook looks pretty much the same. There will be sections of text and then sections of code in squares.

To run a section of code just go into that cell and press ctrl + enter. If you want to create a new cell of code press alt+enter.

That's pretty much it for now.