Installing SimpleGUICS2Pygame

In the first classes of the course Python III, we will be exploring the topic of basic GUI programming. We will be using a module called Simplegui2Pygame which is a port of the simplegui module found in Codeskulptor.

It is a very basic GUI interface excellent to start exploring some GUI concepts.

In our labs at the college, this module is already setup in the stations, but as we are doing the course remotely you will need to set it up along with your python.

1) I assume you have already setup your python environment. And if you go to the cmd (or terminal) and you type python, you see something like this:

```
Command Prompt-python

Microsoft Windows [Version 10.0.18363.1198]

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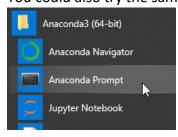
(c:\Users\GCE>python

Python 3.6.5 | Anaconda, Inc.| (default, Mar 29 2018, 13:32

Type "help", "copyright", "credits" or "license" for more

>>> ___
```

1.1) You could also try the same in the Anaconda command prompt:



```
Anaconda Prompt - python

(base) C:\Users\GCE>python

Python 3.6.5 |Anaconda, Inc.| (default,

Type "help", "copyright", "credits" or

>>>

>>>

>>>

>>>

>>>
```

If that is what you see, type exit(). You are ready to install the SimpleGUICS2Pygame module.

2) You are going to install the SimpleGUICS2Pygame module in your computer. This make take some tries depending on how your environment is setup.

NOTE: In the environment we had at the college we did everything in the Anaconda cmd prompt:

2.1 first make sure you have pip, by typing:

```
(base) C:\Users\GCE>pip --version
pip 18.1 from c:\users\gce\anaconda3\lib\site-p
```

You should have pip.

To install SimpleGUICS2Pygame, type:

```
python -m pip install SimpleGUICS2Pygame --user --upgrade
```

In case you need them, general instructions for installation are found in https://simpleguics2pygame.readthedocs.io/en/latest/

This is the first time students need to install the module on their computers, so be patient, until everybody is setup.

If the module is installed, then you should be able to import it, without errors.

```
Python 3.6.5 |Anaconda, Inc.| (default, Mar 29 2018, 13
Type "help", "copyright", "credits" or "license" for mo
>>> import SimpleGUICS2Pygame as simplegui
>>>
```

Also you should be able to access it from wing IDE,

```
File Edit Source Debug Tools Window Help

in_gui01a.py *

1     #import SimpleGUI

2     import SimpleGUICS2Pygame.simpleguics2pygame as simplegui

Debug I/O Python Shell Search Stack Data

Commands execute without debug. Use arrow keys for history.

3.6.5 | Anaconda, Inc. | (default, Mar 29 2018, 13:32:41) [MSC v.1900 64 bit (AMD64)] Python Type "help", "copyright", "credits" or "license" for more information.

>>> [evaluate in_gui01a.py] pygame 1.9.4 Hello from the pygame community. https://www.pygame.org/contribute.html
```

If that is the case, then this simple script should work in your ide:

```
import SimpleGUICS2Pygame.simpleguics2pygame as simplegui
frame=simplegui.create_frame("Test",600,600)
frame.start()
```

Sent me a MIO email, letting me know if you are able to install the module.

