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New Python Project Configuration with VS Code

**Vlad Bezden** Mar 1, 2019 · 2 min read

Here are the steps that I use when I create a new Python project in Windows for using VS Code. I use these steps only to enable VS Code debugger. Without these steps VS Code will fail on debugging with error “the module is not found”. For this, I’m using local build and deployment. The other way of doing that is to use a .env file.

Here are my steps:

1. So these are my steps:
2. Create a virtual environment `python -m venv ./venv`
3. Create an activate.bat file with the following command `./venv/scripts/activate`
4. Run `activate.bat` file from the command prompt. This step is not required, but it saves me time
5. Run `pip list` and make sure there are only two packages installed (pip, and setuptools).
6. Most of the time pip is out of date. Update it using the following command `python -m pip install -U pip`

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def.txt file

```
wheel  
black  
flake8  
rope  
pandas
```

prod.txt file

```
pandas
```

8. Run `pip install -r requirements\dev.txt` command to install required dev packages

9. Run `pip list` command to make sure I have all packages installed

10. Open VS Code by typing `code.` from the cmd prompt from the activate venv.

11. In VS Code enter `Ctrl+Shift+P` and select interpreter that points to local venv

12. From the terminal in VS Code run `pip list` to make sure that VS Code points to the right venv with packages that was just installed

13. Create setup.py file

```
import setuptools  
  
setuptools.setup()
```

14. Create setup.cfg file

15. Run `python setup.py bdist_wheel` command.

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```
install -e .
```

 Now the package is visible to VS Code and it can be debugged.

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