Step 1: Install the Pyinstaller Package

In the Windows Command Prompt, type the following command to install the *pyinstaller* package (and then press Enter):

```
pip install pyinstaller
```

Step 2: Save your Python Script

Now you'll need to save your Python script at your desired location.

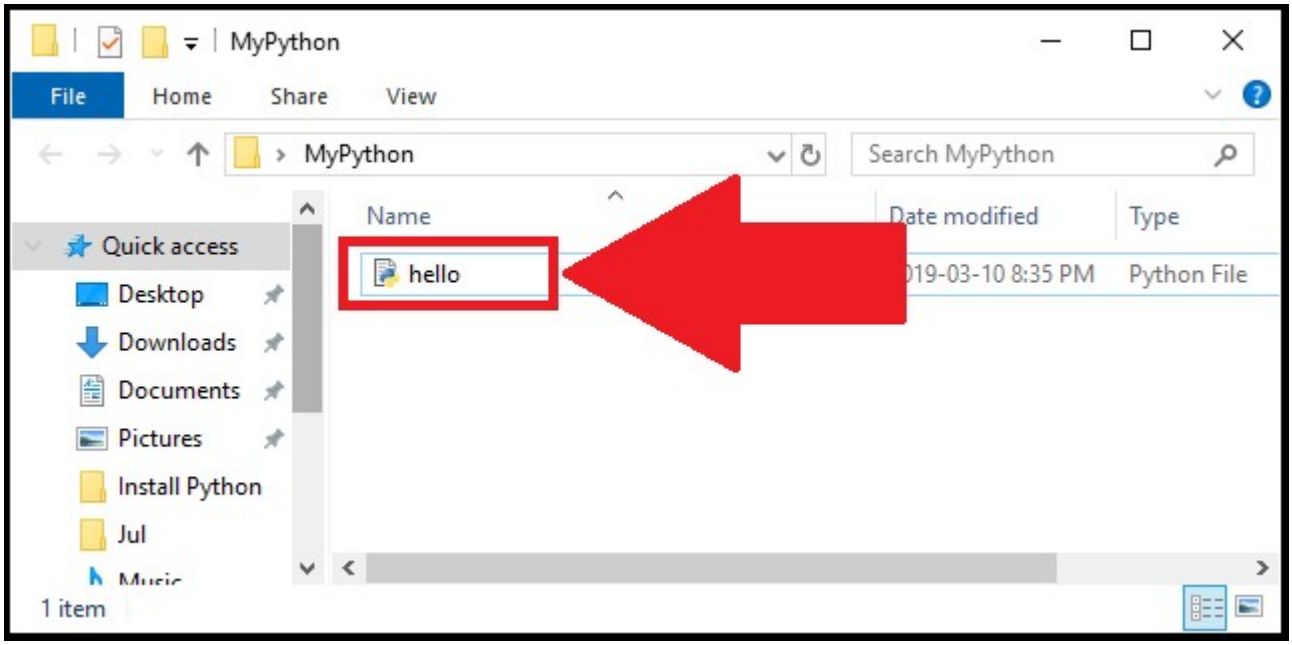
For illustration purposes, I created a simple Python script that will display 'Hello World!' when clicking the button:

```
import tkinter as tk
root= tk.Tk()
canvas1 = tk.Canvas(root, width = 300, height = 300)
canvas1.pack()
def hello ():
    label1 = tk.Label(root, text= 'Hello World!',
fg='green', font=('helvetica', 12, 'bold'))
    canvas1.create_window(150, 200, window=label1)

button1 = tk.Button(text='Click Me',command=hello,
bg='brown',fg='white')
canvas1.create_window(150, 150, window=button1)

root.mainloop()
```

I then saved the Python script in the following folder:

C:\Users\dmak\Desktop\MyPython

Where I named the Python script as 'hello'



Step 3: Create the Executable using Pyinstaller

Now you'll be able to create the executable from the Python script using pyinstaller.

Simply go to the Command Prompt, and then type:

cd followed by the location where your Python script is stored

In my case, I typed the following in the command prompt:

```
cd C:\Users\dmak\Desktop\MyPython
```

(don't forget to press Enter after you typed the location where the Python script is stored on *your* computer):

Next, use the following template to create the executable:

```
pyinstaller --onefile pythonScriptName.py
```

Since in our example, the *pythonScriptName* is '**hello**', then the command to create the executable is:

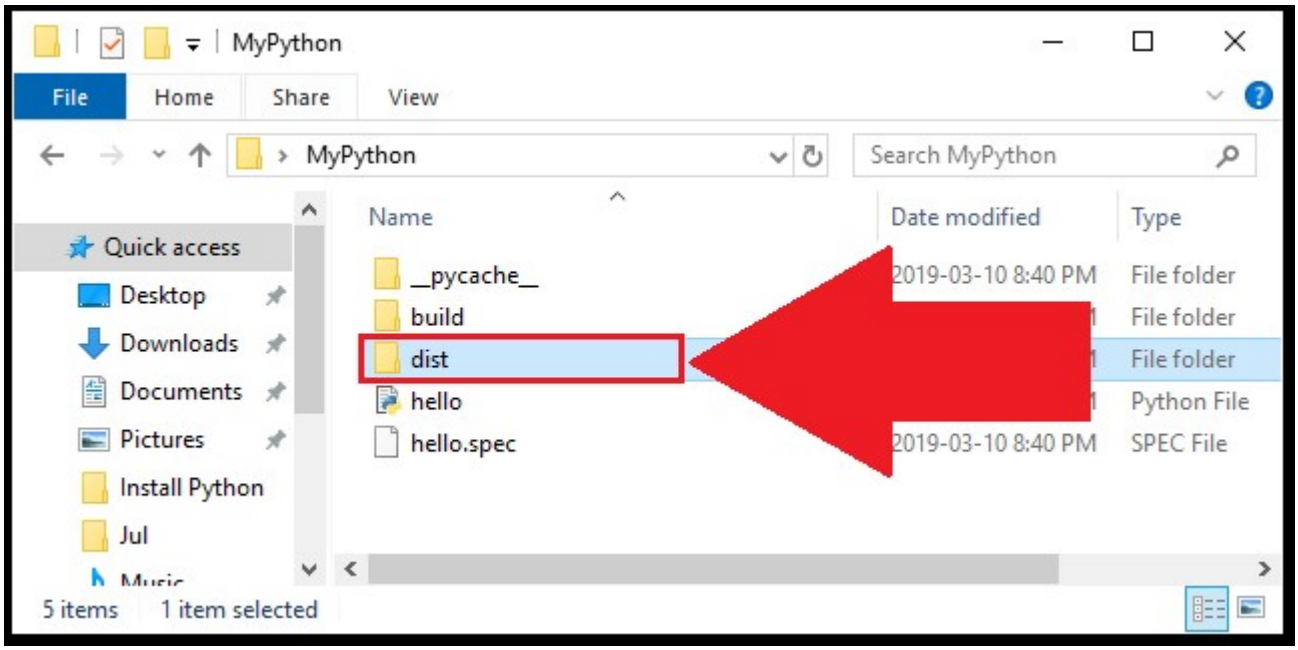
```
pyinstaller --onefile hello.py
```

Once you're done, press Enter for the last time.

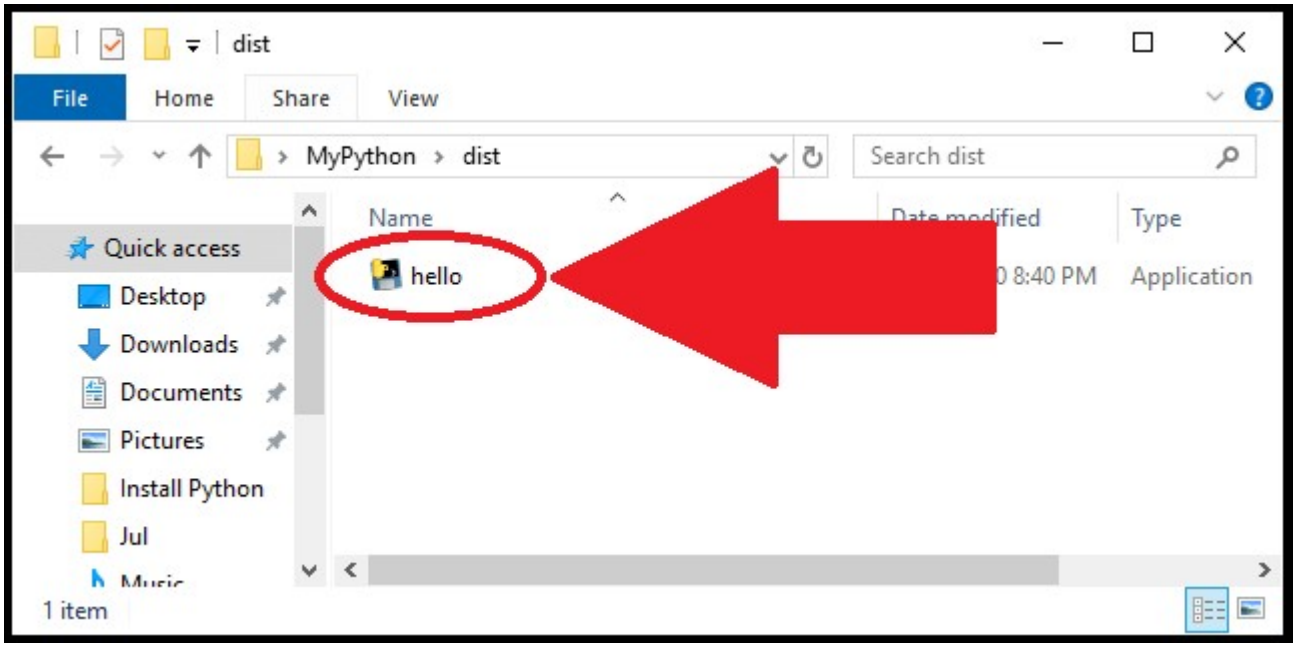
Step 4: Run the Executable

Your executable should now get created at the location that you specified.

In my case, I went back to the location where I originally stored the 'hello' script (C:\Users\dmak\Desktop\MyPython). Few additional files got created at that location. To find the executable file, open the **dist** folder:

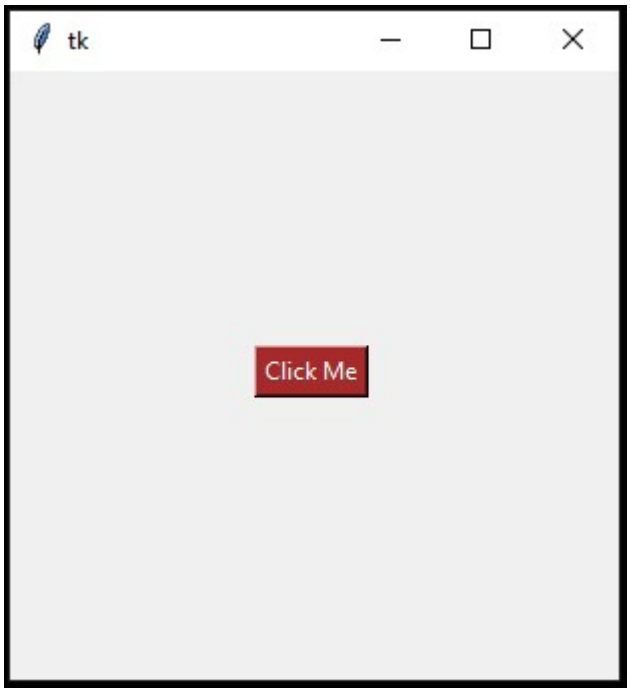


Now you'll see the executable file:

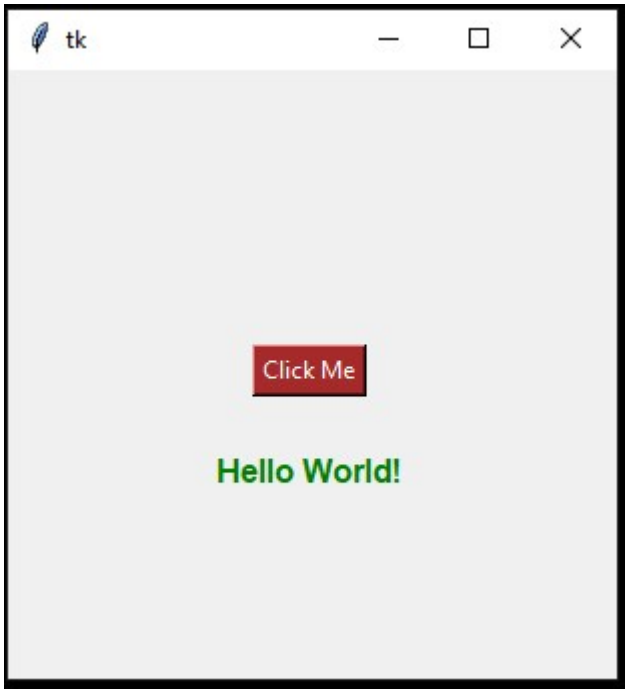


Once you click on the file, you should be able to launch your program (if you get an error message, you may need to install Visual C++ Redistributable).

For our example, once you click on the 'hello' executable, you'll see the following display with a single button:



If you click on the button, you'll see the expression of 'Hello World!'


tk
Click Me
Hello World!