Setup:

Make sure you have installed Visual Studio code "VS code" before starting. Follow the given steps to install.

Step 1: Download VS Code

- 1. Open your web browser (Chrome, Edge, Firefox, etc.).
- 2. Go to the official VS Code website: https://code.visualstudio.com/
- Click on the "Download for [Your OS]" button. It will automatically detect your operating system.
 - Windows: Download the .exe file.
 - o **Mac:** Download the .dmg file.
 - o **Linux:** Download the appropriate .deb or .rpm file.

Step 2: Install VS Code

For Windows Users:

- 1. Open the downloaded .exe file.
- 2. Click "Run" if prompted.
- 3. Click "Next" to continue the setup.
- 4. Accept the license agreement and click "Next".
- 5. Choose the installation location (default is fine) and click "Next".
- 6. Check the boxes for:
 - "Add to PATH" (Important for using VS Code in the terminal)
 - "Create a desktop icon" (Optional)
- 7. Click "Install", then wait for it to complete.
- 8. Click "Finish" and open VS Code! 💐

For Mac Users:

- 1. Open the downloaded . dmg file.
- 2. Drag the Visual Studio Code icon into the Applications folder.
- 3. Open VS Code from the Applications folder or by searching in Spotlight (Cmd + Space).

For Linux Users:

• Debian/Ubuntu:

- 1. Open Terminal (Ctrl + Alt + T).
- 2. Navigate to the downloads folder:

```
sh
CopyEdit
cd ~/Downloads
```

3. Install using:

```
sh
CopyEdit
sudo dpkg -i code*.deb
sudo apt-get install -f
```

4. Run VS Code by typing code in the terminal.

• Fedora/CentOS:

- 1. Open **Terminal**.
- 2. Navigate to the downloads folder:

```
sh
CopyEdit
cd ~/Downloads
```

3. Install using:

```
sh
CopyEdit
sudo rpm -i code*.rpm
```

4. Open VS Code from the applications menu or by typing code in the terminal.

Step 3: Set Up VS Code for Coding

- 1. **Open a Folder:** Click **File → Open Folder** and select a project folder.
- 2. **Open Terminal:** Click on the path of your folder and type **cmd**.
- 3. **Open VS code:** In terminal type command (**code .**).
- 4. **Start Coding!** Open a new file by clicking **File** → **New File** and save it as first.py or any language you are working with.