

# Windows Installation of zellegraphics

- 1) Check that Python is installed on your laptop by looking for one of the directories:

**C:\Program Files\Python34**

**C:\Python34**

**C:\Program Files(x86)\Python34**

Regardless of where it's installed, let's call the installed directory **PYTHON\_DIR**. If Python is not installed, follow the instructions linked from the **Other** tab on the index page to install it.

If it is not in any of those, go to

C:\Users\<USERNAME>\AppData\Local\Programs\Python

<USERNAME> is the name of the account on the computer you are using.

**AppData** folder is hidden in the File Explorer in Windows, you must the address bar to get there.

- 2) Download the **zellegraphics** module (John Zelle's Python Graphics module → Save Link as) from the **Graphics** tab on the index page

- a) Place it in the folder **PYTHON\_DIR\Lib\site-packages**

Potential "gotchas": (1) That is **Lib**, not *libs*, in the path.

- 3) To verify your installation:

- a) Click Start → All Programs → Python 3.4 → IDLE (Python GUI) to Launch IDLE

- b) At the prompt type:

**from zellegraphics import \***

press ENTER

If you do not get an error message, then the installation was successful.

# Mac Installation of zellegraphics

1) Check that Python3 is installed on your MacBook:

a) Launch a Terminal by clicking Finder → Applications. Expand “Utilities” then double-click on Terminal.

b) Type:

**python3 --version**

press ENTER

You should see Python 3.4.3 (or some other version number, e.g, 3.4.4). If not, install Python by following the instructions linked from the **Other** tab on the index page.

2) At the Terminal, type:

**python3**

press ENTER

This will take you to the python interactive console.

3) At the console, type:

**import site**

press ENTER

**site.getsitepackages()**

press ENTER

You should see a **list of locations** displayed in the console.

4) Download the **zellegraphics** module from the **Graphics** tab on the index page into your **Downloads** folder.

a) Back in the Terminal, copy the first location in the list from **Step 3)** above to your clipboard.

- b) Close the python console by typing **exit()** in it then pressing ENTER.
- c) While you are still at Terminal, change directory to the location you copied by entering the command `cd <PASTE_COPIED_LOCATION_HERE>`.
- d) Place the downloaded zellegraphics module in that location by entering the following command at the Terminal.

**`cp ~/Downloads/ zellegraphics.py .`**

5) To verify your installation:

- a) Reopen the python console by typing the following at the Terminal:

**`python3`**

press ENTER

- b) In the console, type:

**`from zellegraphics import *`**

press ENTER

If you do not get an error message, then the installation was successful.

# PI Installation of zellegraphics

Using a Rose-Hulman Pi, the *zellegraphics* file will be in the right place.

1) To verify your installation:

a) Open a terminal and launch *idle3*

b) At the prompt type:

```
from zellegraphics import *  
press ENTER
```

If you do not get an error message, then the installation was successful.