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.

1. Download the **zellegraphics** module (John Zelle’s Python Graphics module 🡪 Save Link as) from the **Graphics** tab on the index page   
   1. Place it in the folder **PYTHON\_DIR**\Lib\site-packages

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

1. To verify your installation:  
   1. Click Start 🡪 All Programs 🡪 Python 3.4 🡪 IDLE (Python GUI) to Launch IDLE
   2. 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:  
   1. Launch a Terminal by clicking Finder 🡪 Applications. Expand “Utilities” then double-click on Terminal.
   2. 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.

1. At the Terminal, type:  
   **python3**  
   press ENTER  
     
   This will take you to the python interactive console.
2. At the console, type:  
   **import site**  
   press ENTER  
   **site.getsitepackages()**  
   press ENTER  
     
   You should see a **list of locations** displayed in the console.
3. Download the **zellegraphics** module from the **Graphics** tab on the index page into your **Downloads** folder.  
   1. Back in the Terminal, copy the first location in the list from **Step 3)** above to your clipboard.
   2. Close the python console by typing **exit()** in it then pressing ENTER.
   3. While you are still at Terminal, change directory to the location you copied by entering the command cd <PASTE\_COPIED\_LOCATION\_HERE>.
   4. Place the downloaded zellegraphics module in that location by entering the following command at the Terminal.  
        
      **cp ~/Downloads/ zellegraphics.py .**
4. To verify your installation:  
   1. Reopen the python console by typing the following at the Terminal:

**python3**  
press ENTER

* 1. 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:  
   1. Open a terminal and launch *idle3*
   2. At the prompt type:  
      **from zellegraphics import \***  
      press ENTER

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