Note For Using Python on a MacBook Pro

Research Running Log

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Abstract

A set of notes documenting the initially painful process of getting a Python development environment up and running on my MacBook Pro (Retina, 13-inch, Early 2013, macOS Catalina, 10.15.7).

This is written from a point of view of having used R for the last 5 years plus. But with a previous background of using Python 2.x very heavily.

2021-11-20

- Initial installation of Python 3.x using Homebrew
- Initial playing with VS Code.
- Problems accessing Photos DB from within VS Code debug to console. I've tracked this down to some clash of macosx Catalina security settings. If you run the code from a terminal it has access no problem because I've allowed that in the System Settings.

Workaround to use project settings (.vscode/launch.json) of

- "console": "externalTerminal"

2021-11-21

Rmarkdown for Python?

I thought I'd check if there was a Python equivalent to Rmarkdown and in particular Rmarkdown to PDF.

Using this Google query "Does python have an equivalent to Rmarkdown", the answer appears to be … No.

See (https://jackbakerds.com/posts/python-equivalent-rmarkdown/)

2021-11-24

More observations on using VS Code with Python. It seems to me at this stage to be pretty awkward to use. It's full of, for me, irritating modes which I accept, particularly at this stage, are due to my dislike of using Python because it still seems to be very nerdy to set up. This coupled with what seems to still be a less than mature IDE means there is a lot of gritting of teeth.

Another issue is that a lot of the stackoverflow answers don't work because they are suggesting fixes which are in earlier (and I suspect more buggy) versions.

The one I'm dealing with tonight is that when you start a project it seems to automatically run the virtual environment and then *all* the code in the file you have open.

In my case because of the problem of the console not having the right security setup to access the Photos DB this causes an immediate crash. I *know* that will happen and it *is* annoying and had to be solved by using the external terminal. See the entry for 2021-11-20.

By 20:55 some progress on extraction techniques. I accept that I need to make allowances for re-learning the Python basics *and* a new IDE.

Install pip-date

- See (https://stackoverflow.com/questions/30559214/get-date-and-time-of-installation-for-packages-installed-via-pip)

This was installed into the venv for this project.

String Builder Techniques

Anyway the real research tonight is about extracting the useful bits from an osxphotos object and getting it into a string for output to a .csv file.

ExpDBLock As Example Code

I've done all this tedious stuff before (many times) but it occurred to me that the ExpDBLock code must be a good starting point. So I tracked that down off the backup disks and have added it to my project … which it turns we need to call a "workspace" ¯_(ツ)_/¯.

VS Code Things

Multi-root workspaces. This just means having access to more than one folder in your “project”. The problem is that they can’t use the word “project” because it means other things in closed source Visual Studio IDE product. See (https://code.visualstudio.com/docs/editor/workspaces).