

Python Resources

1. [How to run your code:](#)

It truly does not matter which of these you use as long as you like it and you can run your code! I recommend you do a little research / try a few out and see which you like.

The most basic method:

- Text editor + the terminal on your machine.
- Popular text editors: Atom, Notepad++, Sublime Text

Integrated Development Environments (IDEs):

- You can write and run your code in the same environment. These are very popular for Python.
- Popular IDEs: VSCode, Spyder, Jupyter Notebook, PyCharm

2. [Sample Projects:](#)

These all have very well-written READMEs and code structured in a way that makes sense

Data Analysis:

<https://github.com/tayfritz/spacexdata/blob/main/spacex.ipynb>

Battleship game simulation: this is a pretty advanced example

<https://github.com/ericnerby/battleship-bot>

DnD Character creator:

<https://github.com/Djbray79/DnDCharacter/tree/master>

3. [Python Resources](#)

If you need more examples outside of Treehouse (you will eventually), read through these.

- a. We will almost always tell you to “read the docs” first. That means checking the documentation for the language or Python package you’re using. The Python docs are located here: <https://docs.python.org/3/>. If you’re using numpy, a popular computation module, the docs are located here: <https://numpy.org/doc/>. Always check the docs first, it’s a skill you’ll develop over time even if they seem dense and difficult to understand at first.
- b. Videos: Corey Schafer’s videos on Youtube are fantastic. Don’t depend on these, but for specific topics they’re very good:
https://www.youtube.com/channel/UCCeZlgC97PvUuR4_gbFUs5g
- c. Data Science book: <https://jakevdp.github.io/PythonDataScienceHandbook/>
 - i. Do not read this until you’ve mastered Python basics, but once you’ve done that, it’s a great book. It’s free.

Python Resources

- d. Intro Python book: <https://greenteapress.com/wp/think-python/> an intro Python book, this one is also free. A very good intro - if you prefer books over videos, check this out.

4. Data Sources:

If you get into the data science-y side of things, you'll eventually need data sources to find data. Here are some good ones, we'll explain how to use them soon.

- a. <https://www.data.gov/>
- b. <https://data.louisvilleky.gov/>
- c. <https://www.kaggle.com/datasets>
- d. <https://www.quandl.com/search>