Installation

Prerequisites

Pynecone requires the following to get started:

- Python 3.7+
- [NodeJS 12.22.0+](#)

Virtual Environment (Optional)

We recommend creating a virtual environment for your project.

Below are some tools you can use to manage environments:

- [poetry](#)
- [pipenv](#)
- [venv](#)
- [virtualenv](#)
- [conda](#)

Installing

Pynecone is available as a [pip](#) library:

```
$ pip install pynecone-io
```

Create a Project

Installing Pynecone also installs the `pc` command line tool.

Test that the install was successful by creating a new project. Replace `my_app_name` with your project name:

```
$ mkdir my_app_name
$ cd my_app_name
$ pc init
```

This initializes a template app in your new directory.

You can run this app in development mode:

```
$ pc run
```

You should see your app running at http://localhost:3000.

> ⚠️ Note that the port may be different if you have another app running on port `3000`.

Fast Refresh

Now you can modify the source code in `my_app_name/my_app_name.py`. Pynecone has fast refreshes so you can see your

changes instantly when you save your code.

Continue reading to learn how to customize your app.

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Project Structure →

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