Tutorial 1

- Setting up
- Organising our work
- Getting started with scripts and notebooks

Setting up

Downloading and installing Anaconda and VS Code

- https://www.anaconda.com/products/distribution
- https://code.visualstudio.com
- I have extensive notes on the VLE Page for this section on this
- Please try to set up a GitHub account and install Git

And installing Git / GitHub

- I know this can be difficult and frustrating....

Organising Your Work Create a directory for this course

- Create a subdirectory for Part 1
- Open VSCode
- Create a new file in this directory
- Add some code
- Run it!

Scripts and Notebooks

Debugging etc...

The IDE provides lots of help with the process!

Python Scripts

We will create and develop Python Scripts in the Pycharm IDE

Hello World

Running our script

Debuging in VS Code

Our first program

Create a new file called 'hello.py'

type in the following code:

print ('Hello World')

In [2]:

Find the 'Run' button

print ('Hello Exeter')

Hit it!

Hello Exeter

- For your final assignment i will expect working code
- This is how we understand what our code is doing, and correct mistakes We will now work through a simple example

The code debuger is your best friend on this course

Running Notebooks

Mix code / graphics with text etc

These can be developed / edited / debugged with VS Code Also with 'Jupyter Notebook' or 'JupyterLab' apps from within Anaconda Navigator

These have far fewer code development facilities than VS Code

Notebooks are great ways to build interactive coding 'workbooks'

Can mix and match both

Running Jupyter

- Notebooks
- Dopen Anaconda Navigator Run 'Jupyter Notebook'
- Navigate to your project directory and open a new file
- enter the code to print 'Hello Exeter' Press SHIFT-ENTER to run the code cell
- In [3]: print ('hello exeter') hello exeter