**Setting up Virtual Environment**

1. **Install Anaconda**

* Install Anaconda HERE - <https://www.anaconda.com/distribution/#download-section>;
* Download newest version of Python (3.7) and install;
* Follow steps in the following link: Go to <https://medium.com/@akhilsai831/setting-up-anaconda-environment-with-visual-studio-code-in-windows-10-ac3f9afd80e0> ;

OR if you have a slow running laptop:

* Install Visual Studio Code;
* Create a new folder on your desktop, I called mine “HelloWorldPython”;
* In VS Code, go to File>New File and create a new file called “HelloWorld”;
* Save it in your newly created directory as a **.py** file, aka a Python file;
* Once it has saved, a popup will appear in VS Code asking if you want to install a Python extension
* Click Yes/Install.
* Go to <https://www.liquidweb.com/kb/how-to-install-python-on-windows/> and install python on your machine and follow steps 2-5 (inclusive) – make sure to click the option **“Add Python 3.8 to PATH” and disable path length limit.**
* Once you have Python installed, you can move on to installing Pip
* Go to <https://www.liquidweb.com/kb/install-pip-windows/>
* Download the get-pip.py file into a folder
* Navigate to the folder in the command line using *cd*
* Run the following command to install Pip - *python get-pip.py*
* Check Pip has installed properly using **pip -V** – if it has, then you’ll see a message like: *pip 20.0.2 from c:\users\amaye\appdata\local\programs\python\python38-32\lib\site-packages\pip (python 3.8)*
* **pip help** will display the help menu
* **python -m venv c:\path\to\myenv -h -** *Running this command creates the target directory (creating any parent directories that don’t exist already) and places a pyvenv.cfg file in it with a home key pointing to the Python installation from which the command was run (a common name for the target directory is .venv). It also creates a bin (or Scripts on Windows) subdirectory containing a copy/symlink of the Python binary/binaries (as appropriate for the platform or arguments used at environment creation time). It also creates an (initially empty) lib/pythonX.Y/site-packages subdirectory (on Windows, this is Lib\site-packages). If an existing directory is specified, it will be re-used.*
* Next step is to install Flask for Pip
  + Follow the steps in <https://flask.palletsprojects.com/en/1.1.x/installation/>
* Install linter on VS Code
* To take a python class and make it into a json file, follow this link <https://docs.python.org/3/library/json.html>

1. When in command line, navigate to the folder you want your virtual environment to be stored in, and enter ***python -m venv myproject***where ‘myproject’ is whatever name you want to call the folder
2. Then to activate the virtual environment, enter ***myproject\Scripts\activate.bat***
3. The command line will change from something like this: *C:\Users\amaaye\Desktop\Project>*  to something like this: *(myproject) C:\Users\amaaye\Desktop\Project>*
4. Enter ***pip*** to check if pip was installed correctly and if so, a list of commands should appear
5. To install Flask, enter ***pip install -U Flask*** and wait for it to be successfully installed
6. Then enter ***python***, when it has loaded enter ***from flask import Flask***