

Behavioral Management Science – Installation guide

Anaconda/Spyder (Data Science Part)

Step 1: Download Anaconda Distribution

Open the Anaconda Documentation page <https://docs.anaconda.com>

- ➔ Go to Anaconda Distribution
- ➔ Installation: choose your operating system (e.g. Installing on Windows)
- ➔ Here you find detailed instructions for the installation on your operating system
- ➔ In the first line you find a link (e.g. 1. Download the Anaconda installer) to download the Anaconda installer
- ➔ Download the Python 3.7 version -> "Save File", then execute the downloaded file
- ➔ Follow the installation guide, for further details have a look at the instructions on the Anaconda documentation page

Step 2: How to get started with Anaconda Navigator and Spyder?

To get a little bit more familiar with Anaconda Distribution have a look at the User Guide (<https://docs.anaconda.com/> -> Anaconda Distribution -> User guide)

- ➔ Open your installed Anaconda Navigator
- ➔ On the starting screen (Home) you will find a selection of editors for Python and R, you will use the Spyder Python editor during the Data Science part of this course
- ➔ To execute Spyder: Launch Spyder

Hint: Regularly update Anaconda and Spyder by the following commands in the Anaconda Prompt:

To open the Anaconda prompt, open your start window, search for Anaconda prompt and open it. Then type in the following commands:

- ➔ **Conda update spyder** (to explicitly update Spyder)
- ➔ **Conda update anaconda** (to update the whole Anaconda Distribution)

For further information on Spyder see <https://docs.spyder-ide.org/index.html> and <https://www.spyder-ide.org/>

Otree/PyCharm (Programming of experiments)

Open the oTree Documentation <https://otree.readthedocs.io/en/latest/>

(For more information about oTree: <https://www.otree.org>)

- ➔ Click on Installing oTree, then choose your operating system
- ➔ Here you find detailed instructions for the installation on your operating system

Step 1: Install Python

- ➔ Click on <https://www.python.org/downloads/>
- ➔ Choose your operation system and make sure that you download the latest version of Python 3
- ➔ Execute the downloaded file to install Python (use the default installation option and check the “add to PATH” box)

Step 2: Install oTree

- ➔ After your Python installation was successful, open your Command Prompt (Windows) or Terminal (Mac and Linux)
- ➔ To open the Windows Command prompt, open your start window, then search for command prompt, cmd or Eingabeaufforderung (German) and open it.
- ➔ Type the following command in CMD Prompt or Terminal: `pip3 install -U otree`
- ➔ to update your pip version: `python -m pip install --upgrade pip`

Step 3: Run oTree

- ➔ In your Command Prompt cd to the directory where you want to create your oTree project folder (If you are not sure about the path, go to the directory where you want to store the code in your explorer and click on “copy path”; it normally looks similar to e.g. `cd C:\User\Documents`)
- ➔ Then in your CMD Prompt: `otree startproject otree` (e.g. `C:\User\Documents> otree startproject otree`)
- ➔ “Include sample games”: `choose no (n)`
- ➔ Move into the folder you just created: `cd otree`
- ➔ To run the server (to test your apps), type in: `otree devserver`
- ➔ Open <http://localhost:8000/> in your web browser
- ➔ Create an app: `otree startapp your_appname`

Step 4: Install PyCharm

- ➔ Go to <https://www.jetbrains.com/pycharm/download> and download the Professional version (It’s free for students if you register with your university e-mail address)
- ➔ Execute the downloaded file to install PyCharm
- ➔ Open PyCharm and go to “File -> Open”. Select the oTree folder you created in Step 3
- ➔ Finally go to “File -> Settings” and then “Project: oTree -> Project interpreter” then add the path to where you saved your Python application (it should normally look similar to `C:\User\AppData\Local\Programs\Python\Python36\python.exe`)

Hint: If you want to create or test an app you always have to cd to your oTree project folder in the Command Prompt/Terminal.