Set Up Pycharm (~45 min)

For all the coding in studios and for assignments, we will be using python. There are many available IDEs and setups for creating and running python code, we will use Pycharm for this class. Pycharm is a free IDE that allows you to write and run python projects, and even integrate version control if you like (version control not required for this class).

Follow the directions outlined below for installing Pycharm.

Deliverables: A screenshot of your terminal outputs to be submitted to Canvas

Install PyCharm

Begin here: https://www.jetbrains.com/pycharm/download
1. Download Community free version
2. Open pycharm .exe file
3. Follow directions in the pop up to locally install
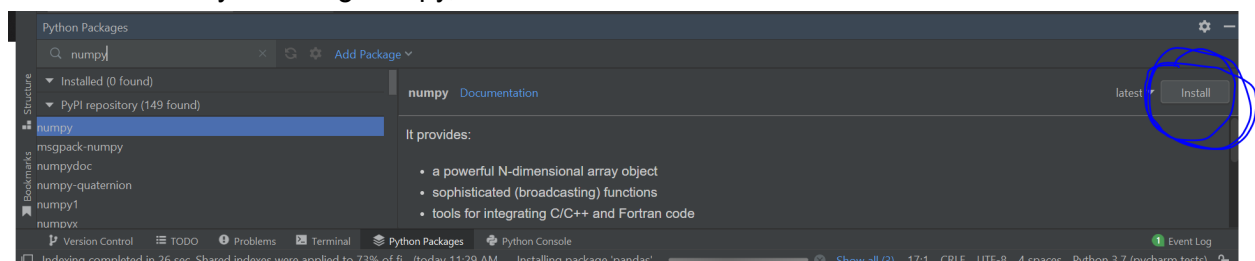   a. Additional requirements and instructions can be found here:
       https://www.jetbrains.com/help/pycharm/installation-guide.html#silent

Once you have installed Pycharm, you will follow the instructions to run an example script. Additional references can be found here:
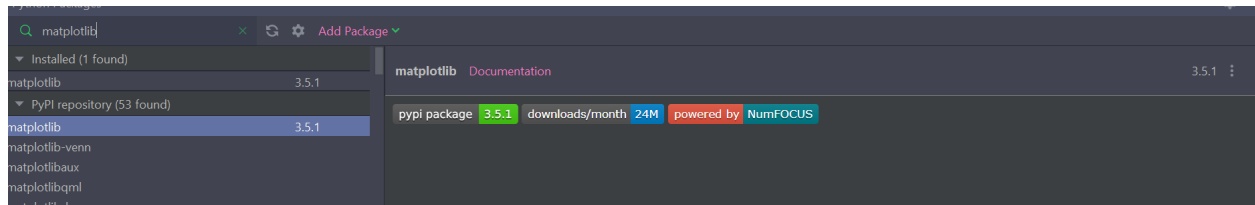https://www.jetbrains.com/help/pycharm/quick-start-guide.html

Install Packages

1. If you toggle one tab over to Python Packages, you can add and delete any packages that your code is dependent on. Use the search bar to search the package and click install. Try installing numpy, as seen below.
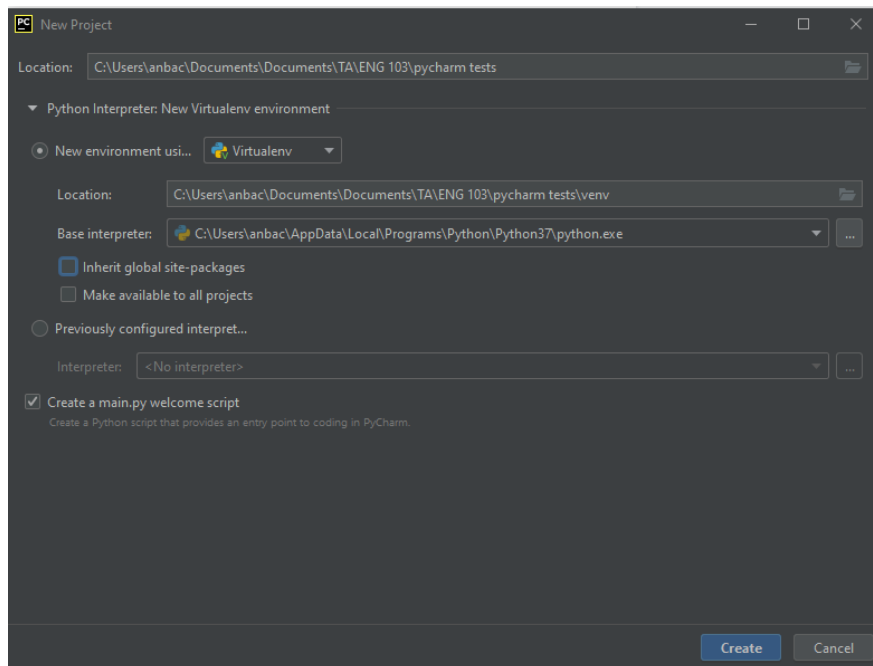

2. After installing numpy, also install matplotlib. We will use this in our future assignments:
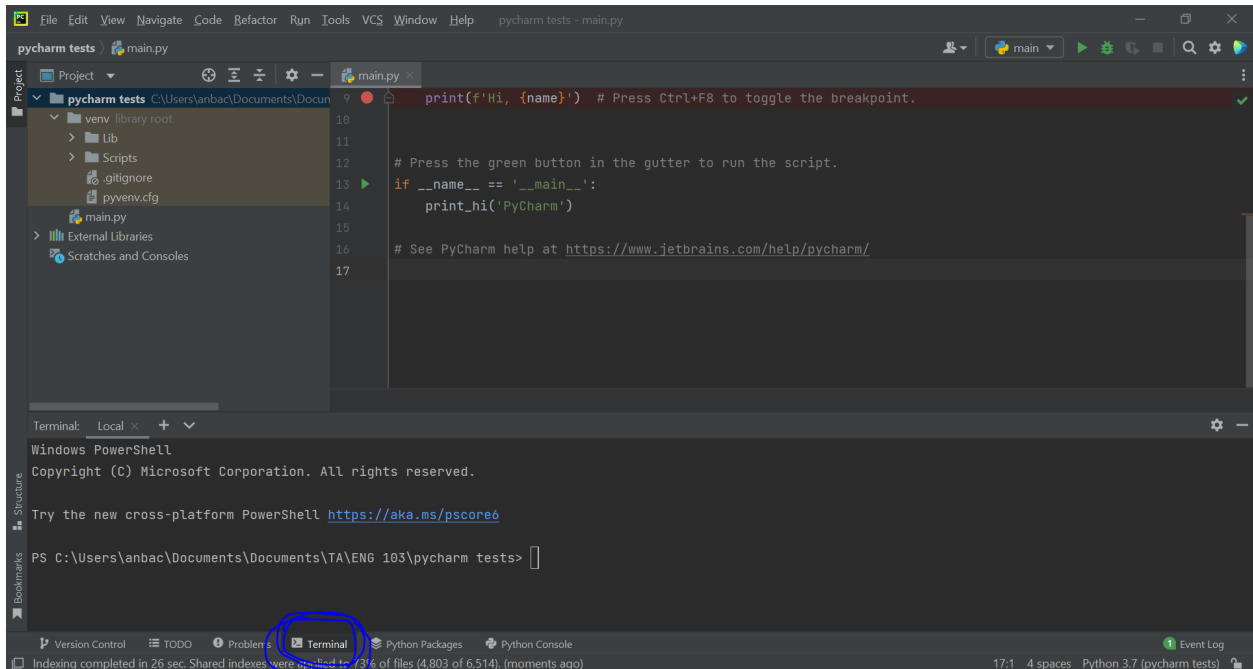
Run an Example Script

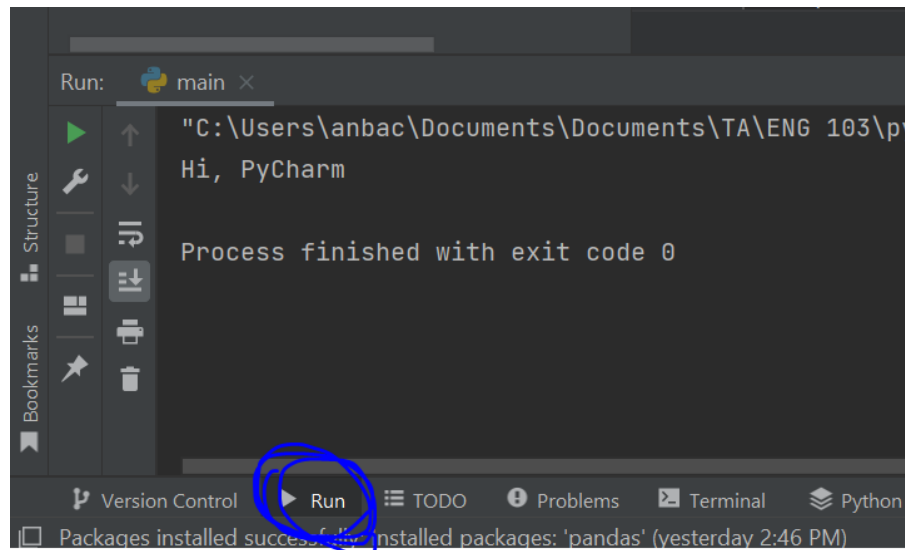Create new project (call is whatever you like, maybe Studio 1 ENG 103):

An example script will open, which will print ``Hi, Pycharm''
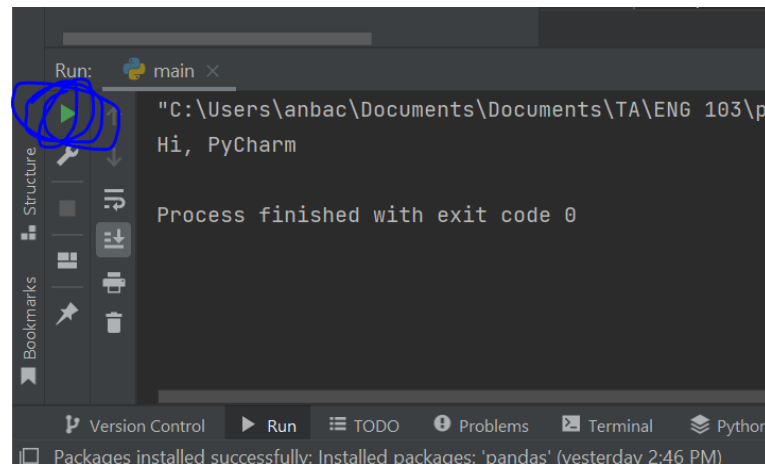To run, click on the terminal tab on the bottom menu

- ○ In the terminal, type:
  - ■ `python .\main.py`
- ○ Alternatively, open the Run tab
  - ■ Click the green play button by the main function

- You can then use the Run tab on the bottom

- Hit the play button to run your script

- If you want to change the name the script outputs, go to line 14 and replace Pycharm with whatever you like, but remember to keep the quotation marks. For example:
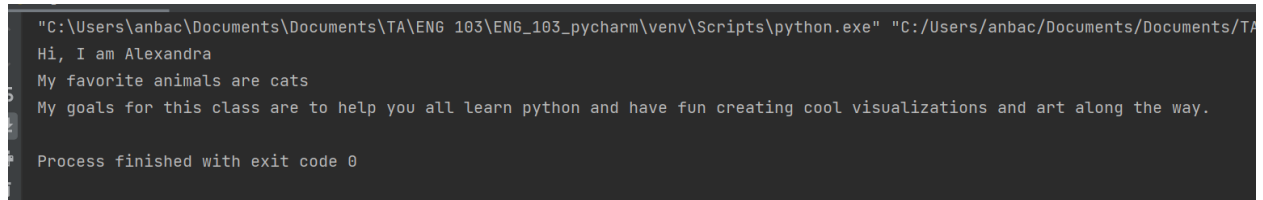 - ```
    print_hi('ENG 103 Class')
    ```

# Edit and Run a Script

Next, you will open and run a custom script for this studio.
1. Download the eng103_studio1.py script from Canvas
   a. Save it to the project folder you just created
2. Go to the File menu in Pycharm and scroll to Open
   a. Navigate to your project folder and open the eng103_studio1.py file

3. Open eng103_studio1.py and change the variable names to be your name, your favorite animal, and your goals for the class
   a. Additional instructions are in the comments of the file
4. **DELIVERABLE: Screenshot your terminal outputs and submit this picture to Canvas**

Example screenshot to turn in:

```
"C:\Users\anbac\Documents\Documents\TA\ENG 103\ENG_103_pycharm\venv\Scripts\python.exe" "C:/Users/anbac/Documents/Documents/TA
Hi, I am Alexandra
My favorite animals are cats
My goals for this class are to help you all learn python and have fun creating cool visualizations and art along the way.

Process finished with exit code 0
```