Python Interpreter & wxPython

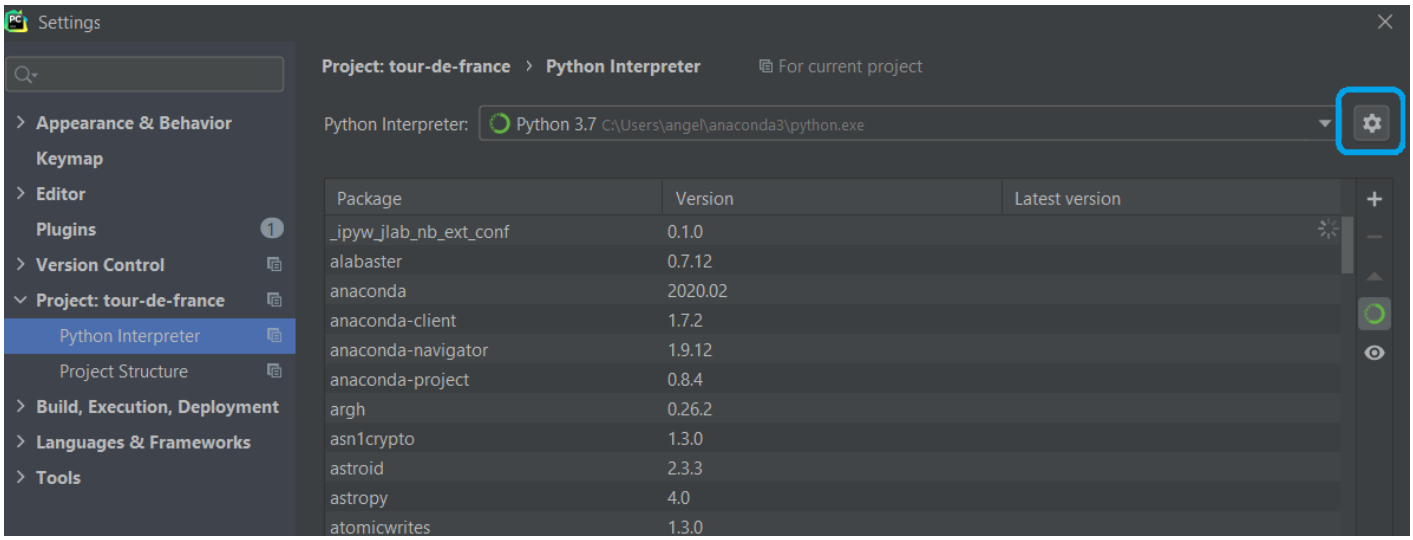
This tutorial shows you how to configure a Python interpreter for your project and how to install and use the `wxPython` package.

Adding a Python Interpreter to a Project

1. For Windows and Linux: Click on `File` -> `Settings`.

   For MacOs: Click on `PyCharm` -> `Preferences...`.

2. Navigate in the menu to `Project` and click on `Python Interpreter`.



3. Click the gear (at the top right corner) and then click on `Add`.

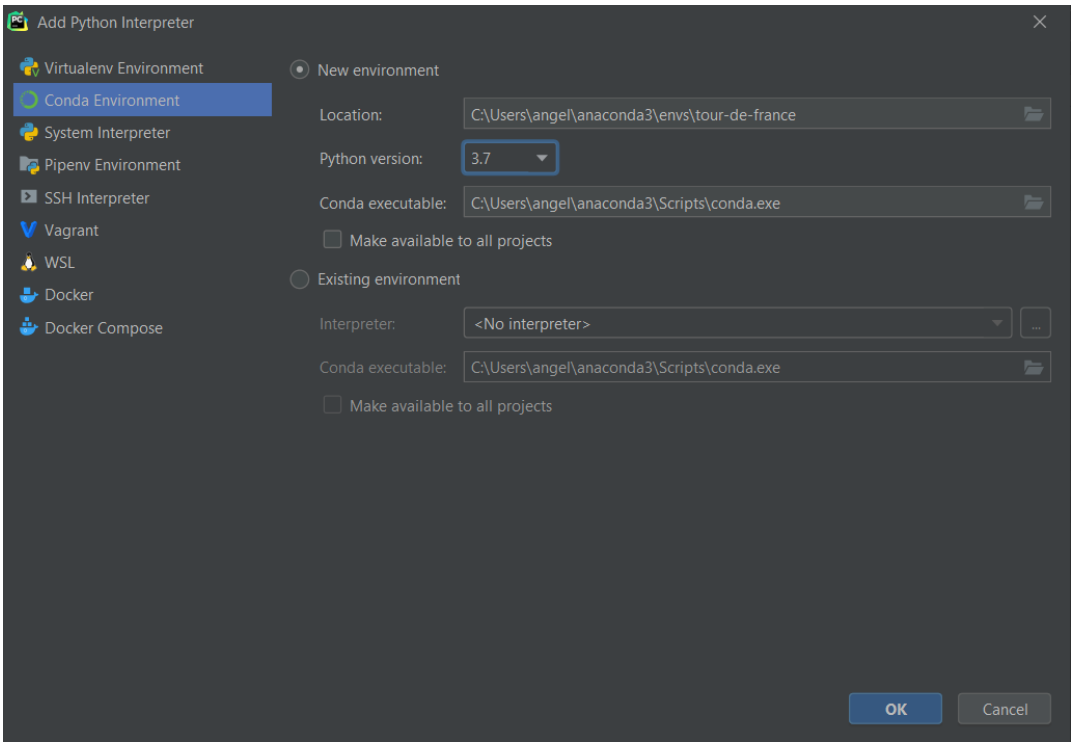
4. Select `Conda Environment` and select `Python version 3.7`

   The execution path should look like this for Windows and Linux:

   C:\Users\username\anaconda3\Scripts\conda.exe

   And like this for MacOs:

   /home/opt/anaconda3/bin/conda



5. Click `OK` to create the environment.

6. Make sure this new environment is selected as your Python Interpreter and click `OK`.

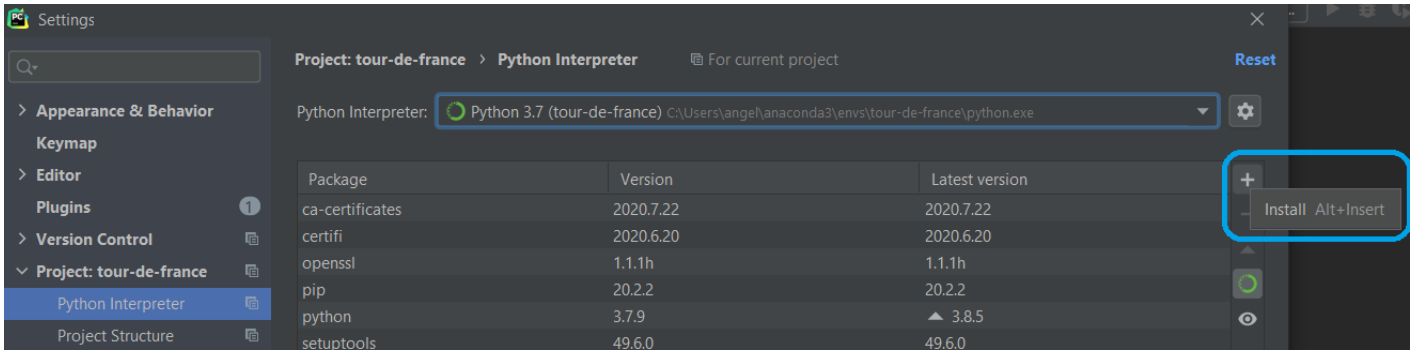
Add wxpython Module to Display GUI

1. For Windows and Linux: Go to `File` -> `Settings`.

   For MacOs: Go to `PyCharm` -> `Preferences...`.

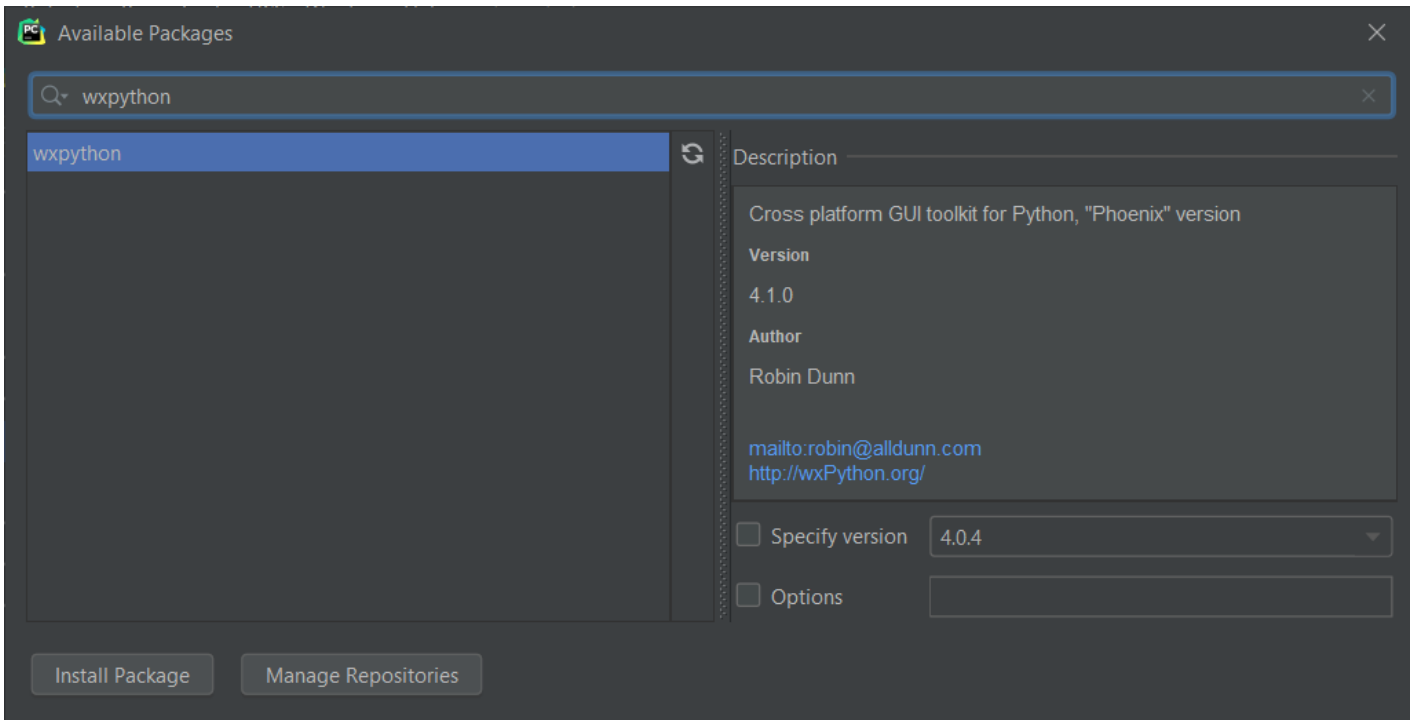
2. Go to: `Project` -> `Python Interpreter`.

3. Check if your newly created interpreter is selected and click on the `+` to add a new package.

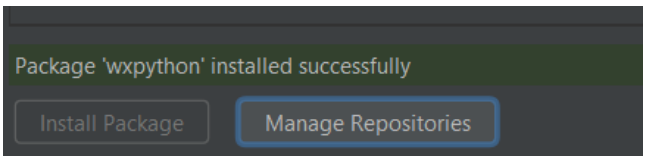


4. Search in the search bar for `wxpython`.

5. Select `wxpython` and click `Install Package`.



6. After the package is installed, it will give a notification *"package 'wxpython' installed successfully"*. You can close the window and click `OK` in the settings window.



Run the Python Project

There are two ways you can run the project:

First Option

1. Navigate to the `__main__.py` in the project overview on the right.
2. Right click on `__main__.py`.
3. Click on `Run '__main__'`. The following window will be displayed, and you can interact with the program.

Second Option

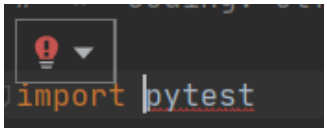
1. Click on the `Terminal` panel of the editor.
2. Type the following command in Windows and Linux `python -m books.__main__` , and in MacOs `pythonw -m books.__main__` , to run the Python project. The `-m` option stands for module. You need to point to a valid absolute Python module name. This command will display the Graphical User Interface (GUI) to interact with the program.

Troubleshooting

There might be some packages missing which will give an error in your project. It is also possible to encounter other errors when running the project.

`pytest` Package not Installed

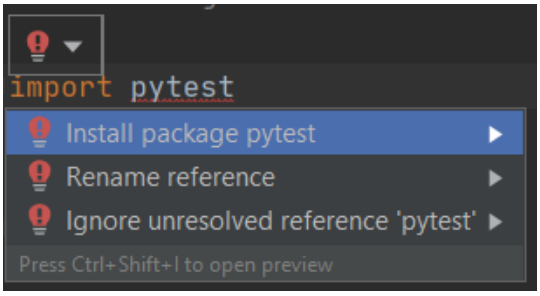
If the `pytest` package is not installed, you will see an error such as this.



There are two ways in which you can add the package.

First Option

1. At the `import pytest` there is a red lamp as can be seen below. Click on this red lamp.
2. Click on Install package `pytest` .



1. The package `pytest` is now installed.

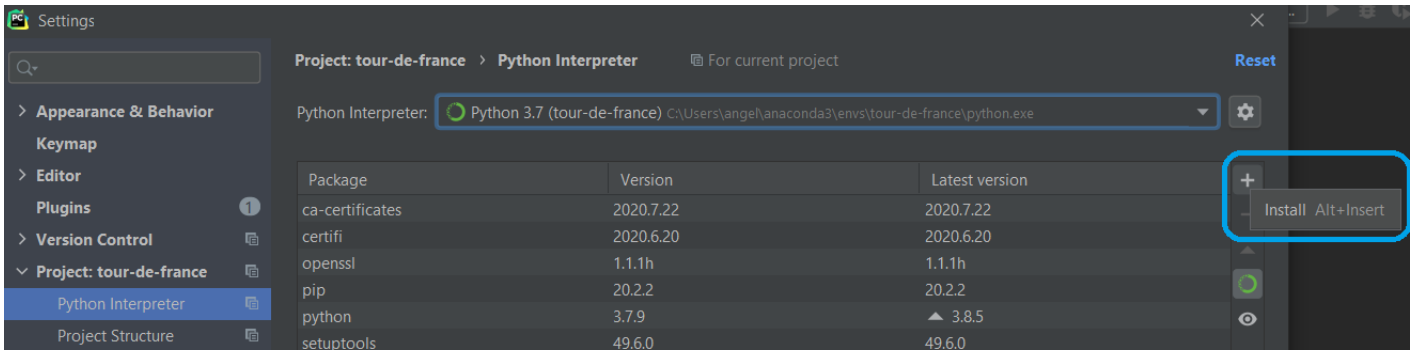
Second Option

1. On Windows and Linux: Go to `File` -> `Settings` .

On MacOs go to `PyCharm` -> `Preferences...`.

2. Go to `Project` -> `Python Interpreter`.

3. Click on the `+` sign next to the list of packages to add a new package.



4. Search for `pytest` in the search bar.

1. Select `pytest` and click on `Install Package`.

2. After the package is installed, it will give a notification *"package 'pytest' installed successfully"*. You can close the window and click `OK` in the settings window.