DataScience for Development and Social Change, 2015

Tools

What you need to get started

Your Toolset

- Terminal window
- * Text editor (Sublime Text)
- * Version control (Git) and repository (Github)
- Visualisation tools (Tableau Public, QGIS)
- * Languages (Python, R, Javascript, D3)

Terminal Window

- * Mac:
 - * applications > utilities > terminal
- * Windows:
 - * Taskbar Start Button > Command Prompt
- * Linux:
 - * applications > accessories > terminal

Terminal: basic commands

- * pwd: print current directory name (Windows: dir)
- * cd xxx: change to directory xxx
- * cd ~: go to your 'home' directory
- * ls: list files in directory (Windows: dir)
- * **Is -al**: list *all* files in directory (including hidden ones)
- * mkdir xxx: create a directory called xxx

Terminal: create a work directory

* Coders often put their code into a folder called "workspace"

cd ~

mkdir workspace

- * It doesn't matter where you put your code, but make sure you can find it again!
- * e.g. I work in Python and Php on a Mac, so all my files are in /Users/sara/Sites

Text Editor

- * You need a text editor that highlights your code
- * We're using SublimeText in these lectures:
 - * http://www.sublimetext.com

Git and Github

* Git

- Version Control System (VCS)
- Logs changes to files
- Can "roll back" to a previous version of a file or project

* Github

- Remote repository
- Online versions of your project
- Share code with other people
- Log changes to files (what, who, when)

Git/Github: getting started

- Get a github account
 - https://github.com/

- * Install git
 - http://git-scm.com/downloads
 - * *not* the GUI version (although that could be useful to you later)

* **OSX Snow leopard**: install git version 1.7.5 from https://code.google.com/p/git-osx-installer/downloads/list

http://git-scm.com/book/en/Getting-Started-Installing-Git

Github - getting your course notes

- * In the terminal window:
 - * cd to the directory that you want your notes in, then type:

git clone https://github.com/bodacea/datasciencefordevelopment

* You should see a new directory appear, containing the files from the repo

- * If the online course notes change, you can get the new files from the terminal window:
 - * cd into the new directory, then type:

git pull

Github - some repos to check out

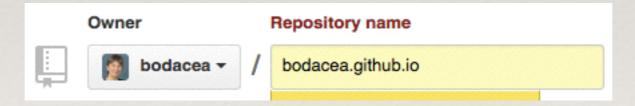
- * Human development:
 - * UNOCHA: https://github.com/OCHA-DAP
 - UNHCR: https://github.com/unhcr
 - * US State Dept Humanitarian Info Unit: https://github.com/state-hiu
 - * Humanitarian OSM: https://github.com/hotosm
 - Ushahidi https://github.com/ushahidi
 - Sahana https://github.com/sahana
 - OpenStreetMap website https://github.com/openstreetmap/ openstreetmap-website

Your D3 portfolio: GitHub.io

- * Github side:
 - * go to https://github.com/yourusername. Click the "+".



* Select "new repository". Create a repository called yourusername.github.io



* Click "create repository"

(Details: https://pages.github.com/)

Your D3 portfolio: GitHub.io

- * In the terminal window, cd to the directory where you want this repository to live:
 - * git clone https://github.com/yourusername/yourusername.github.io
 - * cd yourusername.github.io
 - * echo "Hello World" > index.html
 - * git add --all
 - * git commit -m "Initial commit"
 - * git push -u origin master
- * Go to https://github.com/yourusername/yourusername.github.io
 - * You'll see the file you created (index.html) there
- * Go to https://yourusername.github.io/
 - * You'll see "Hello World". Github.io has opened the index.html file for you. You'll use the same mechanism to run D3 files later on.

Installing Tableau Public

- Go to http://public.tableau.com/
- Click "Download The App"
- * Start Tableau Public

Mac OSX10.6 users: we know Tableau doesn't support you. We're working on it.

Installing R

- * Go to http://www.r-project.org
- * Click "download R"

Installing Python

- * Go to https://www.python.org/downloads/
- Click "download Python 2.7.x"
- * (Using Python 2.7 not Python 3.x because libraries!)

* Windows users:

- * Use the 32-bit version of Python, not the 64-bit one (because libraries)
- * Set your Path environment variable after you install Python:
 - * From your desktop, open any folder. Look at the list on the left of the folder: right-click any folder, then click "properties" then "advanced" then "environment variables".
 - * Find "path" in the list of variables. If you installed python into C:/Python27 (the default setting), double-click on "path" and add this to the path string: ";C:/Python27;C:/Python27/Scripts".
 - * Open up a new terminal window. Type "python" in it: Python should start. Type "exit()" to get out of python. In the terminal window, type "pip install xlrd"... pip should start installing.

Using Python pre-2.7.9? You might also need pip: http://pip.readthedocs.org/en/latest/ installing.html#install-pip

Adding Python Libraries

- * Libraries contain reusable code.
- * To add a library, type "pip install libraryname" (without the "s) in the terminal window... whilst you're connected to the Internet.
- * Add these libraries:

* xlrd

* numpy

* xlwt

* scipy

requests

* matplotlib

beautifulsoup

pandas

scrapy

nltk

* ipython

* shapely

Installing QGIS

- * Go to http://www.qgis.org
- * Windows users: click "download now"
- * Mac users: this is a little more complicated...

Installing QGIS on a Mac

- * Step 1: Go to http://www.kyngchaos.com/software/ frameworks#gdal_complete
 - * Download the first option "GDAL 1.11 Complete Package" and follow the installation instructions.
- * Step 2: Go to http://www.kyngchaos.com/software/python
 - * Choose "matplotlib 1.3.1-2" from the list of Python modules. Download and follow the installation instructions.
- * Step 3: Go to http://www.kyngchaos.com/software/qgis
 - * Click on "QGIS 2.6.1-2"
 - Download and install, and QGIS should be working!

Installing D3

- * Get D3:
 - * Go to http://d3js.org
 - Click on "d3.zip"
- * Check that you have javascript enabled in your browser: http://www.enable-javascript.com

Done?

- Start thinking about what you'd like to build
- Start looking at datasets and visualizations