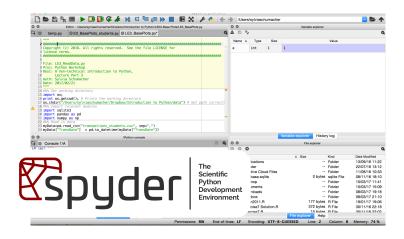
Working with a local code editor

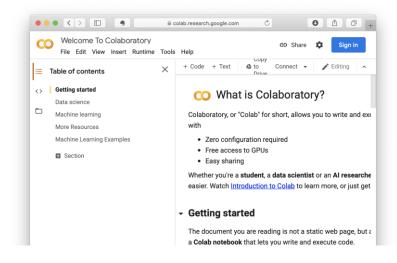
Online versus offline programming environments

Local development





Cloud-based development



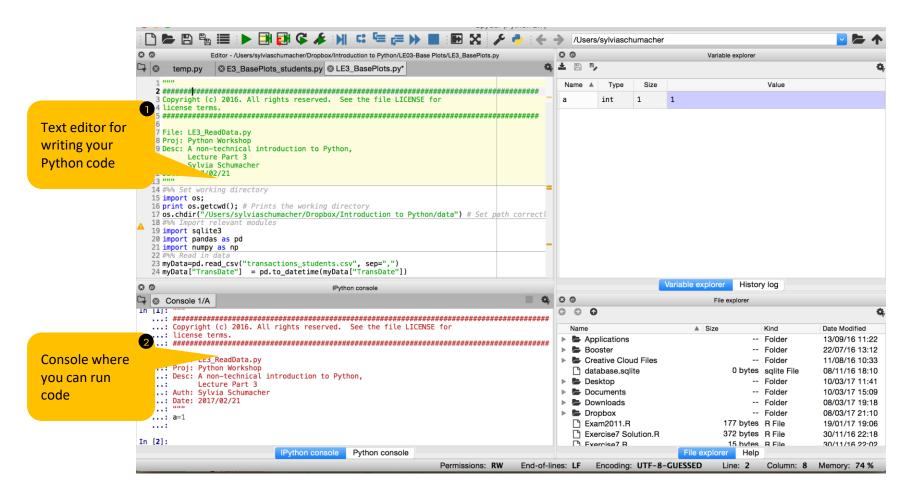


What is Spyder? Spyder is an open-source IDE for Python

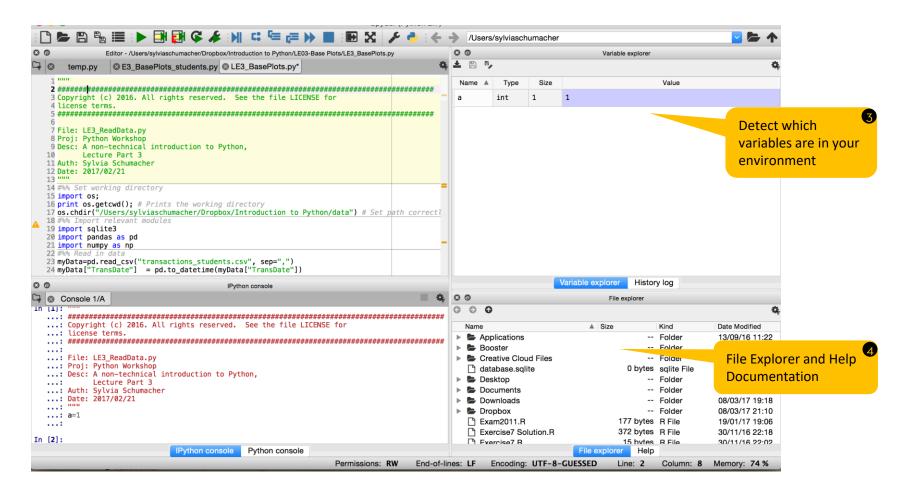
- Spyder is an acronym for "Scientific PYthon Development EnviRonment"
- Spyder is an integrated development environment (IDE).
- It provides tools for writing Python code:
 - Python Console
 - Enhanced editor
 - Workspace manager
 - Debugging Tool
- Available for all operating systems.



What is Spyder? Spyder makes it easy to write Python code



What is Spyder? Spyder makes it easy to write Python code



What is Spyder? If you don't like Spyder, alternatives exist

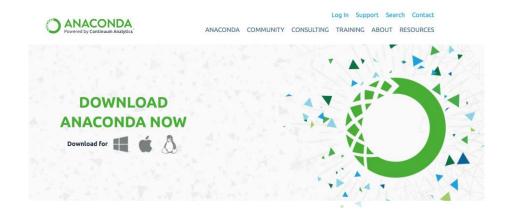
Other Python compatible IDEs include:

- 1. Eclipse / Visual Studio / ...
- 2. Text editors, e.g.:
 - Visual Studio Code
 - Sublime
 - Emacs
 - TextWrangler
- 3. PyCharm / Ninja IDE / ...

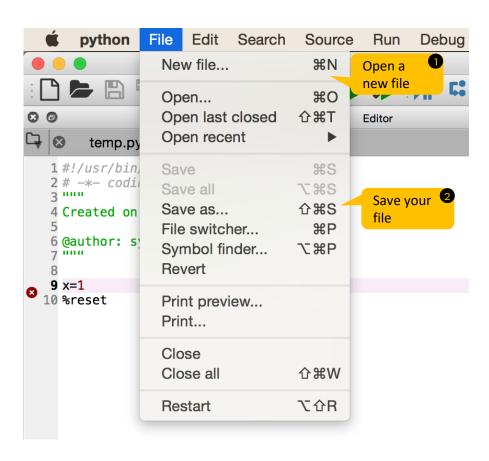


Alternative Python distributions such as Anaconda can make your life easier

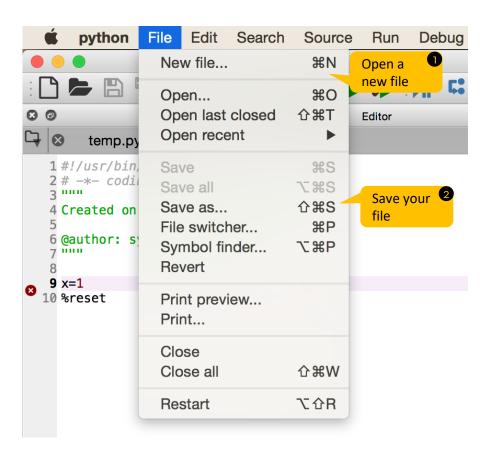
- Instead of the standard Python distribution (https://www.python.org/), you can use an alternative
 Python distribution such as Anaconda. These make the installation process and access to additional functionalities easier.
- Anaconda (<u>https://www.anaconda.com/</u>) includes over 100 of the most popular Python, R, and
 Scala packages for data science (size >3 GB!).
- Part of Anaconda is "Conda", a package, dependency and environment manager, which allows easy installation of >700 of the most important packages.



Use the code editor in Python to run Python code

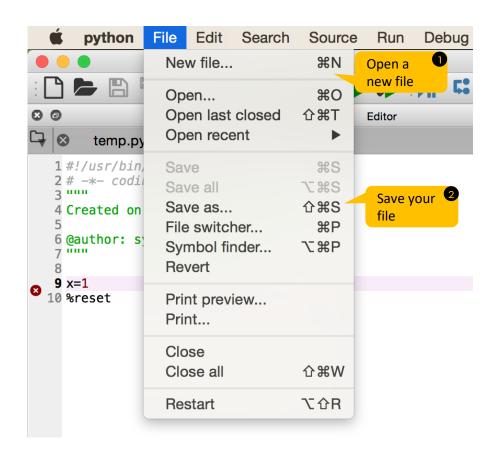


Use the code editor in Python to run Python code



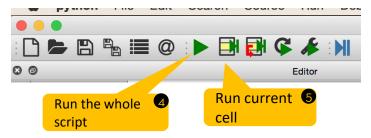
Write and run the following code:

Use the code editor in Python to run Python code



Write and run the following code:

Run your code (and watch what happens in the console):

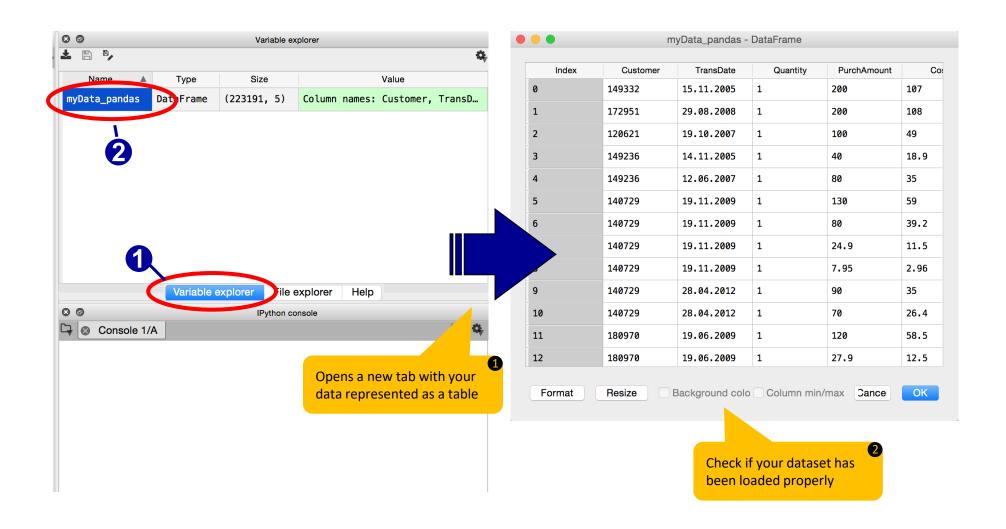


Shortcuts for running a cell:

Windows: Shift + Enter

Mac: Ctrl + Enter

Spyder offers further functionalities



Working with a local code editor