

UV Tutorial

For those using Linux or Mac, you can install uv with this command:

```
curl -LsSf https://astral.sh/uv/install.sh | sh
```

Alternatively, you can install uv using pip:

```
pip install uv
```

To keep uv up to date, simply run:

```
uv self update
```

One of the coolest features of uv is its ability to manage different Python versions effortlessly. To see the list of available Python versions, use:

```
uv python list
```

Traditional Python Project Setup vs UV Approach

Let's compare the traditional way of setting up a Python project with the uv approach.

Here's how you might traditionally set up a new Python project using pip and virtualenv:

- Create a new directory
- Create a virtual environment: `virtualenv venv`
- Activate the virtual environment:
- Linux: `source .venv/bin/activate`
- Windows: `.\venv\Scripts\activate`

4. Install packages: `pip install requests`

5. Generate requirements: `pip freeze > requirements.txt`

Project Migration (Traditional)

When you want to move your project to another machine, you typically:

- Copy the project directory
- Create a new virtual environment
- Install dependencies: `pip install -r requirements.txt`

Modern Approach with UV

Now, let's see how uv can simplify this process and make it much faster:

- Create a new directory
- Create a virtual environment: `uv venv` or `uv venv --python 3.10` for a specific Python version
- Activate the virtual environment:
- Linux: `source .venv/bin/activate`
- Windows: `.\venv\Scripts\activate`

4. Install packages: `uv pip install requests`
5. Generate requirements: `uv pip freeze > requirements.txt`

Project Migration with UV

Moving your project to another machine with uv is a breeze:

- Copy the project directory
- Create a virtual environment: `uv venv` or `uv venv --python 3.10`
- Install dependencies: `uv pip sync requirements.txt`

Converting Existing virtualenv to UV

Already using a traditional virtualenv? No problem! Converting it to uv is super simple:

- Navigate to your project directory with the existing virtual environment.
- Run: `uv init` to adopt the existing environment.
- Convert dependencies: `uv add -r requirements.txt` to create `pyproject.toml` and `uv.lock` files.