

Background

Computer programming languages need a special environment to operate. For most programming languages including Python, such environments allow programmers to edit, modify, test and execute programs. One commonly accepted environment to use Python is the environment offered by a vendor called Anaconda. This document contains a list of steps for installing Anaconda and using a “Jupyter” notebook.

For reference, the Jupyter Notebook is an open-source web application that allows users to create and share documents that contain live program code, equations, visualizations and narrative text. Those interested in understanding a bit more, could get detailed information on Jupyter [here](#).

Installing Anaconda

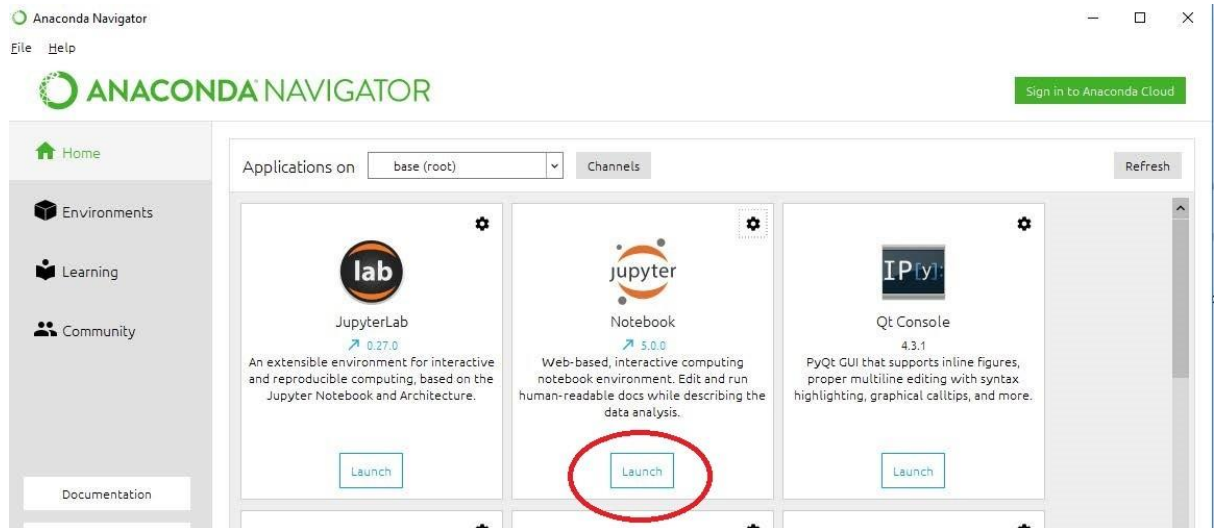
Anaconda is a vendor tool for running Python programs. To use Anaconda, follow the steps outlined in this section. The exact steps to install Anaconda may change but the gist is likely to remain identical.

1. Install Anaconda navigator from here (it is free):
<https://www.anaconda.com/distribution/#download-section>

Go to the section titled “Anaconda Installers. One can go to this section via clicking “Install Anaconda”.

From the Anaconda installers section, select your preferred operating system (such as Windows / MacOS / Linux) and select the 64-Bit Graphical Installer (most computers these days, are 64 bit).

2. Click the downloaded setup file, so that the Anaconda Navigator system gets installed on your Windows or on the Mac computer.
3. Open Anaconda Navigator. From the Anaconda Navigator, click and open the “Jupyter Notebook”. This will open a new web tab in your default web browser.



4. Click on “New” in the right-hand top corner (highlighted in the yellow circle below) and then select Python 3 or Python 2. This will open another web tab in your browser.



5. Paste the following code then click Run. If you get “Hello Python” as output after running the code, your Python-Anancoda installation is running fine.

Code:

```
import pandas as pd
import numpy as np
import math

print ('Hello World')
```