Quick Start Guide on PyCharm (IDE)

PyCharm is an Integrated Development Environment (IDE) designed specifically for Python that offers a comprehensive collection of indispensable tools for Python programmers.

Choose the PyCharm edition that is best for you

PyCharm is available in two editions: Community (free version), and Professional (paid version). For most college students, the community edition is more than sufficient.

- Community edition is for basic to intermediate python development, provides coding assistance, refactorings, and advanced debugging.
- Professional edition is for professional and business python development, including all the features in community edition plus the support for frameworks, such as Django and Flask.

In this Guide, we will go over the steps on how to use the community edition of PyCharm.

Supported Languages

Python is one main language that PyCharm supports. So, to start developing and running code in PyCharm, you are required to download python on to your machine. You are required to download and install python from this website: https://www.python.org/

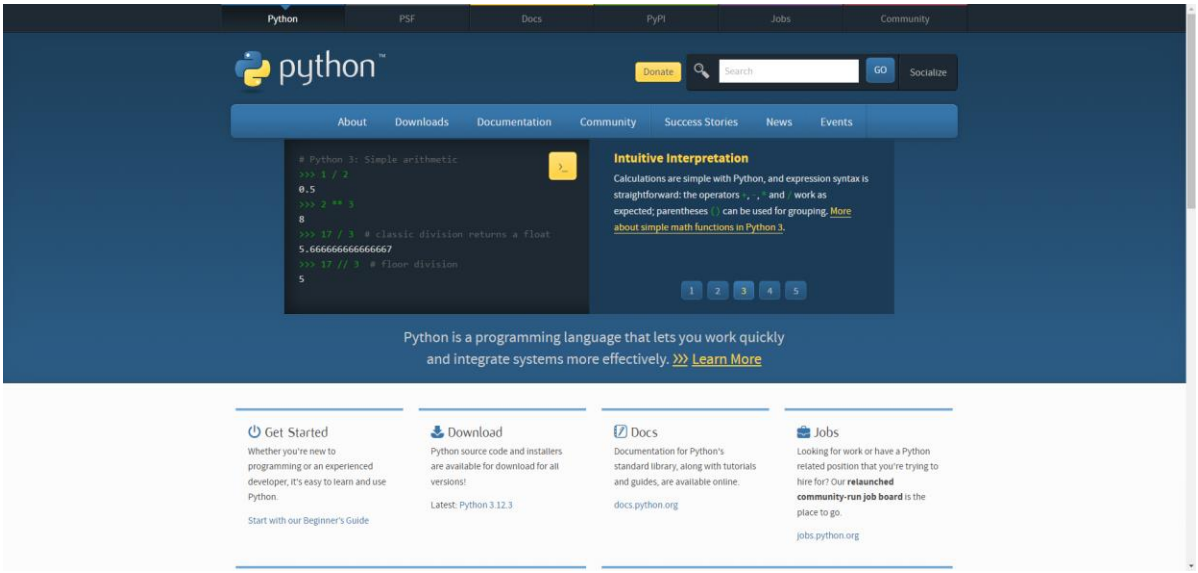
Supported platforms

PyCharm is a cross-platform IDE that works on Windows, MacOS, and Linux. As long as your machine is updated and running, you can download PyCharm onto your machine.

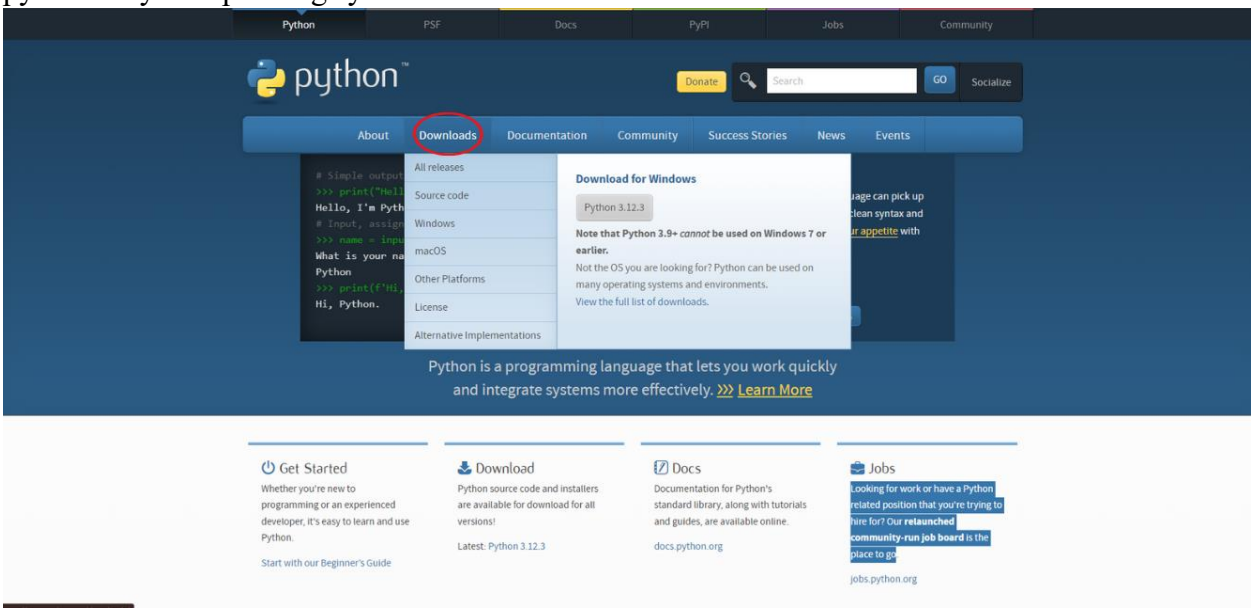
Downloading Python

After going to this website: https://www.python.org/

- The user is going to be greeted with this landing page:



- The user then is required to hover over downloads to look at all ways you can download python on your operating system.

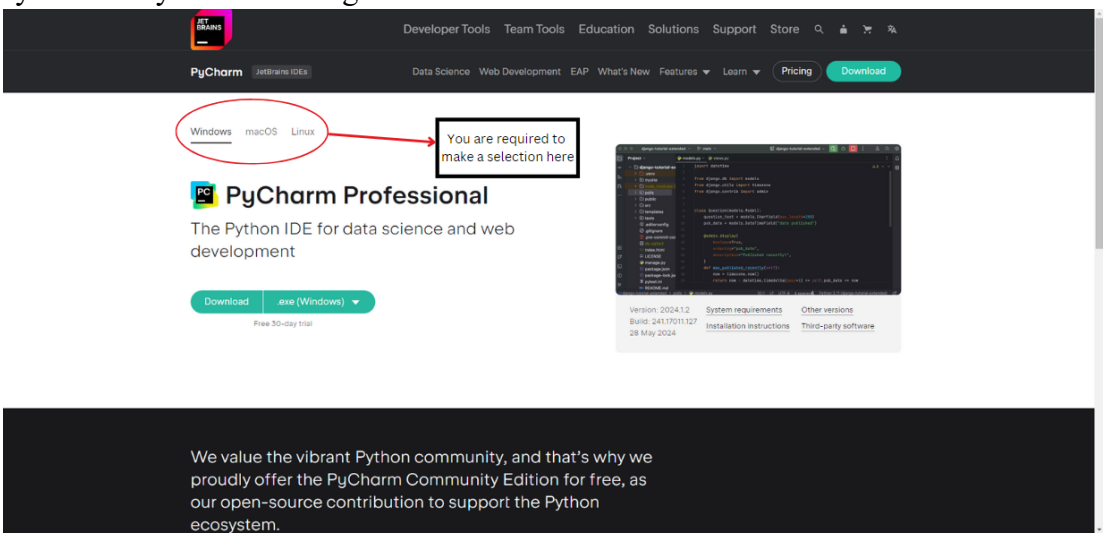


- If you are running windows, click on windows and download the latest python version. On the other hand, if you are running on mac, click on macOS and download the latest python version.
- Once you download the python version, you are now officially ready to download PyCharm and get started with it.

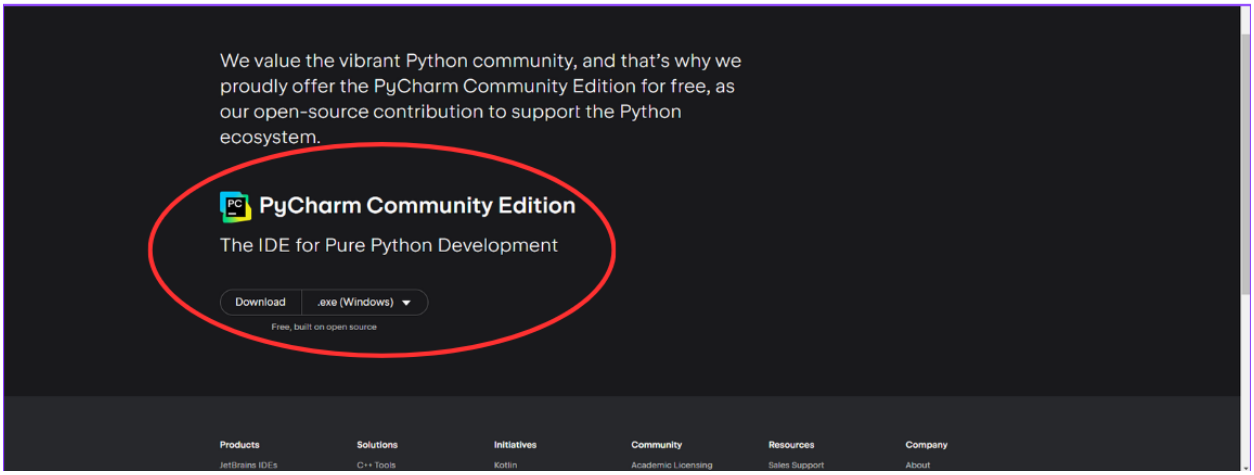
Downloading PyCharm

To download PyCharm, you are required to navigate to this website: https://www.jetbrains.com/pycharm/download/?section=windows.

- Once the user navigates to the website, the user is greeted with a landing page and is prompted to select either windows, macOS, or linux. Choose one based on the operating system that you are running.



- Once you click on the operating system that you are running, you are then required to scroll down until you see the PyCharm community edition.



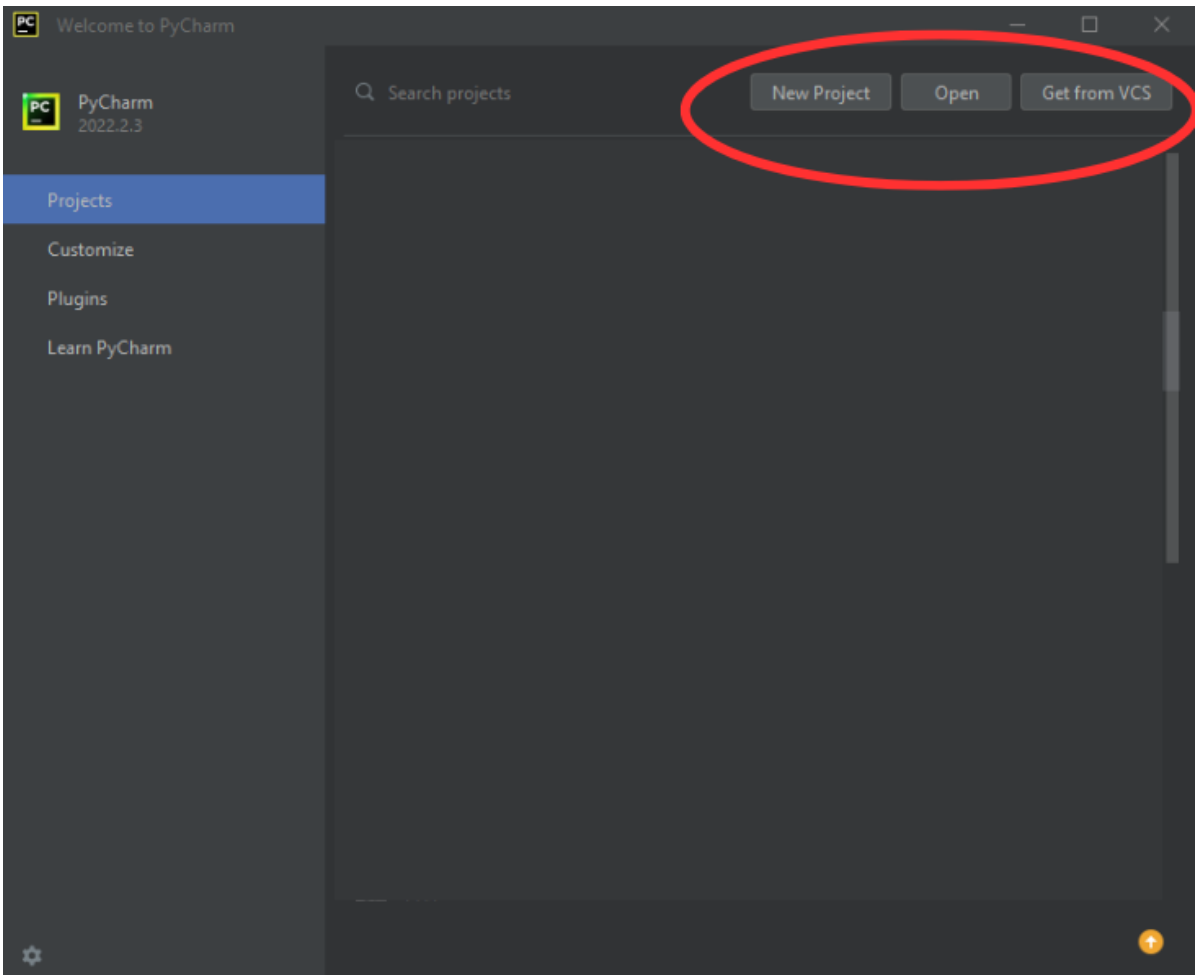
- You can now click on the download to download the free version (Community Edition) of PyCharm.
- Once you click on the download button, you are going to be prompted with many dialogue boxes that are going to walk you through the installation of the program.
- Once you are finished with the installation, you can proceed to opening PyCharm and you are now ready to create you first program in PyCharm.

Start with a project in PyCharm

Everything you do in PyCharm is going to have to do with creating a project and working with that project. A project is going to basically serve as a compiler and an IDE. It is going to work as a coding assistant, refactoring, coding style consistency, and it can also work as a simple notepad if you desire. You have three options to start working on a project inside the IDE:

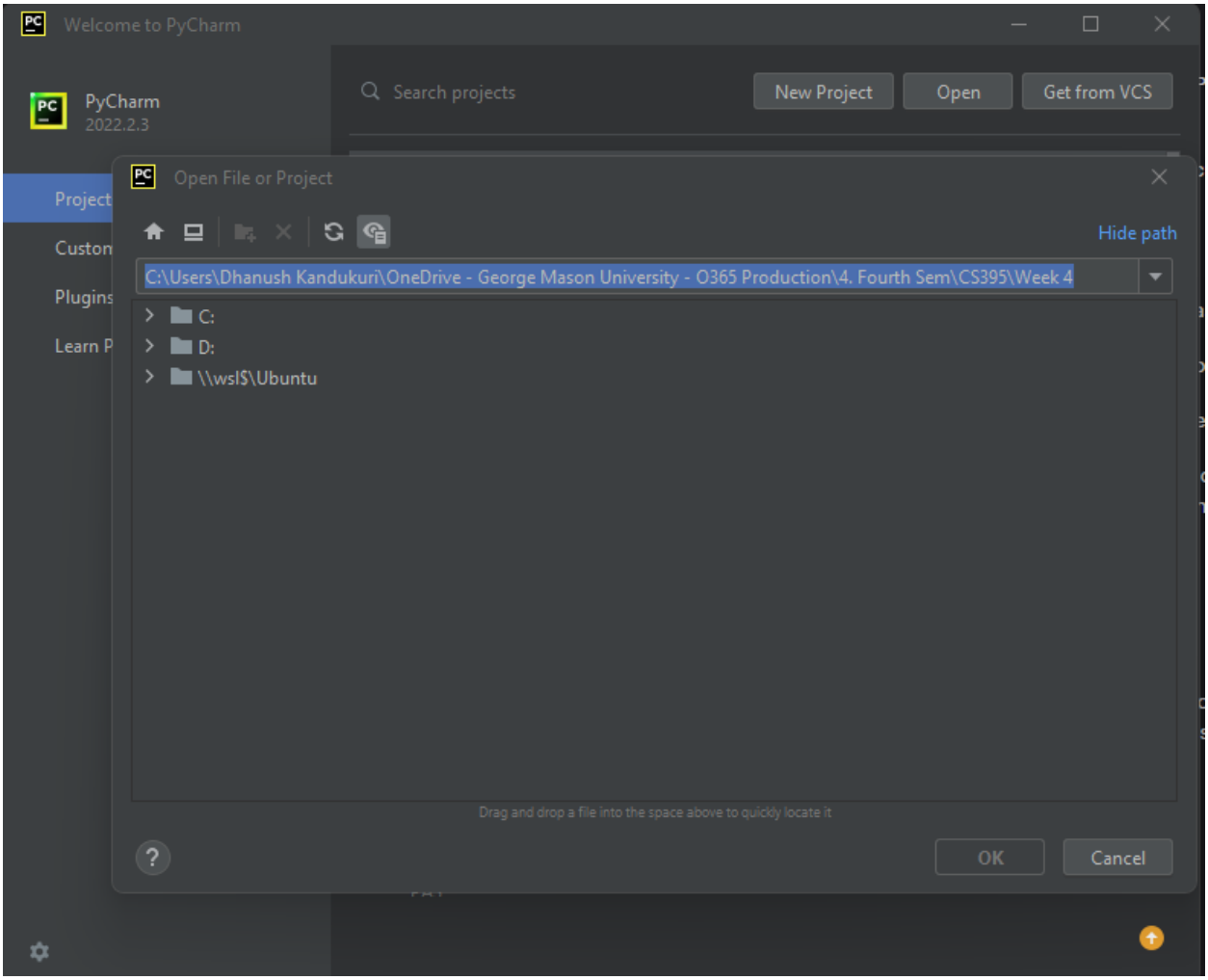
- Open an existing project
- Check out a project from version control
- Create a new project

You are going to be greeted with these three options when you first open PyCharm.



Open an existing project

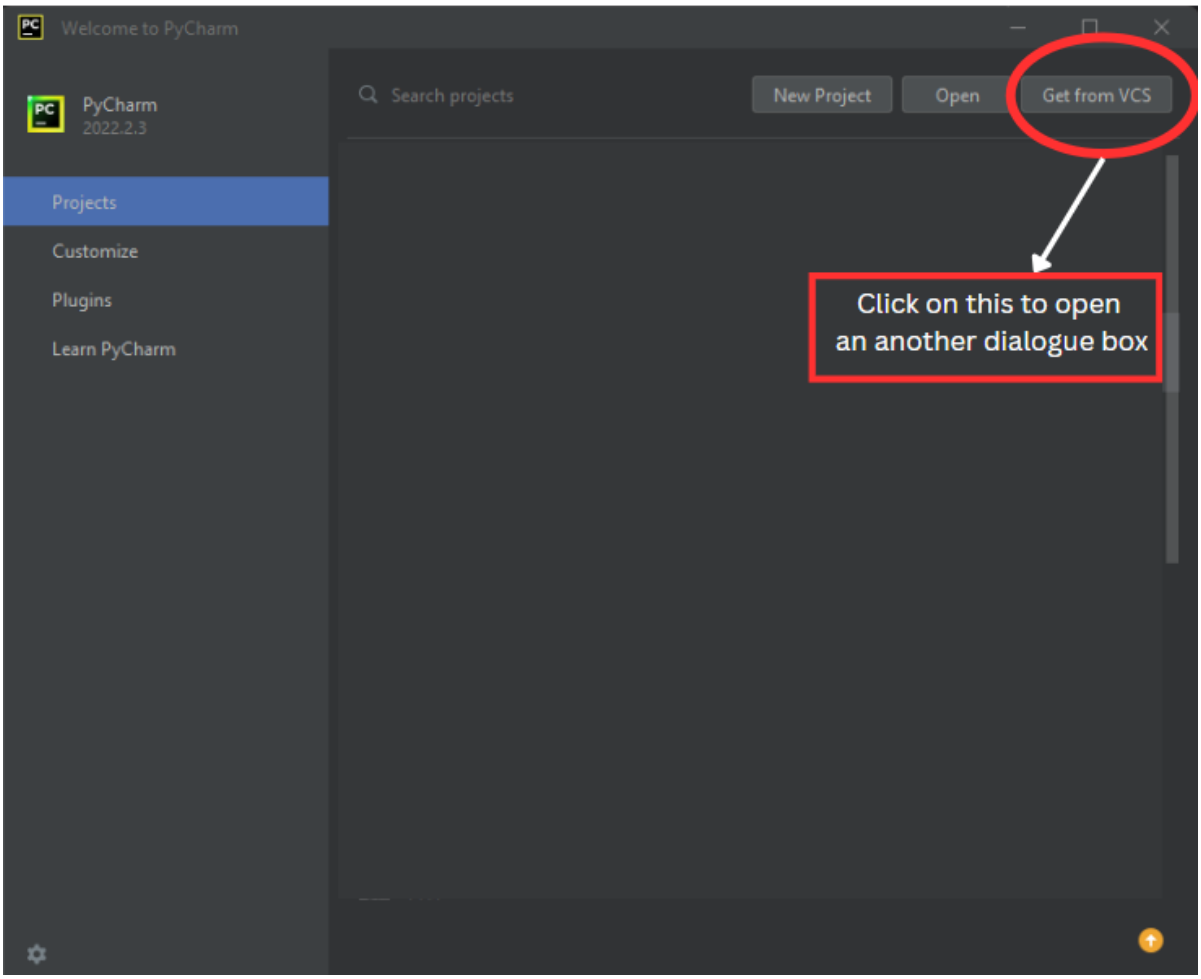
If this is not your first time and if you have already created some projects, you can begin by opening one of your existing projects stored on your computer. You can select one in the list of the recent project on the Welcome screen or click open. If you click on one of the recent projects on the Welcome screen, you are going to directly be landed on the project. On the other hand, if you click on open, you are going to see an another dialogue box asking you to select the project you want to open.



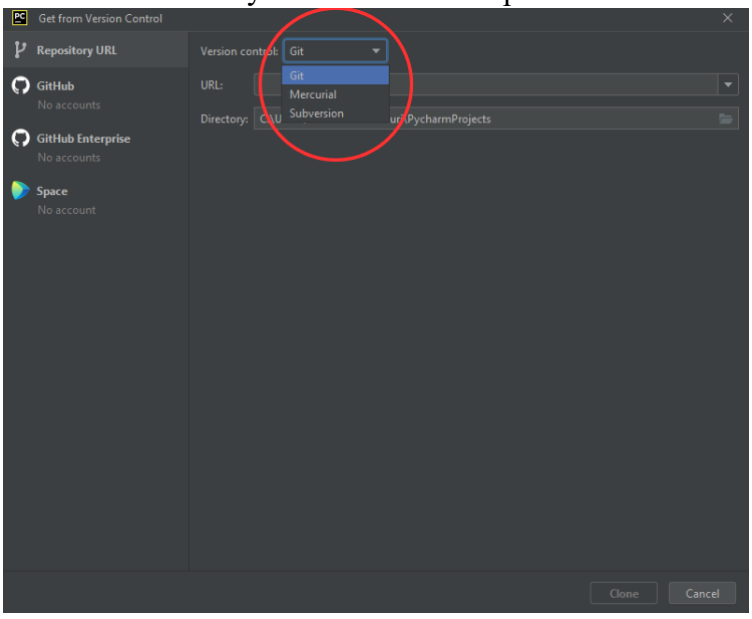
Once you navigate to the folder of your project, you can click on the project and then proceed to clicking on ‘ok’ to open the project.

Check out an existing project from Version Control

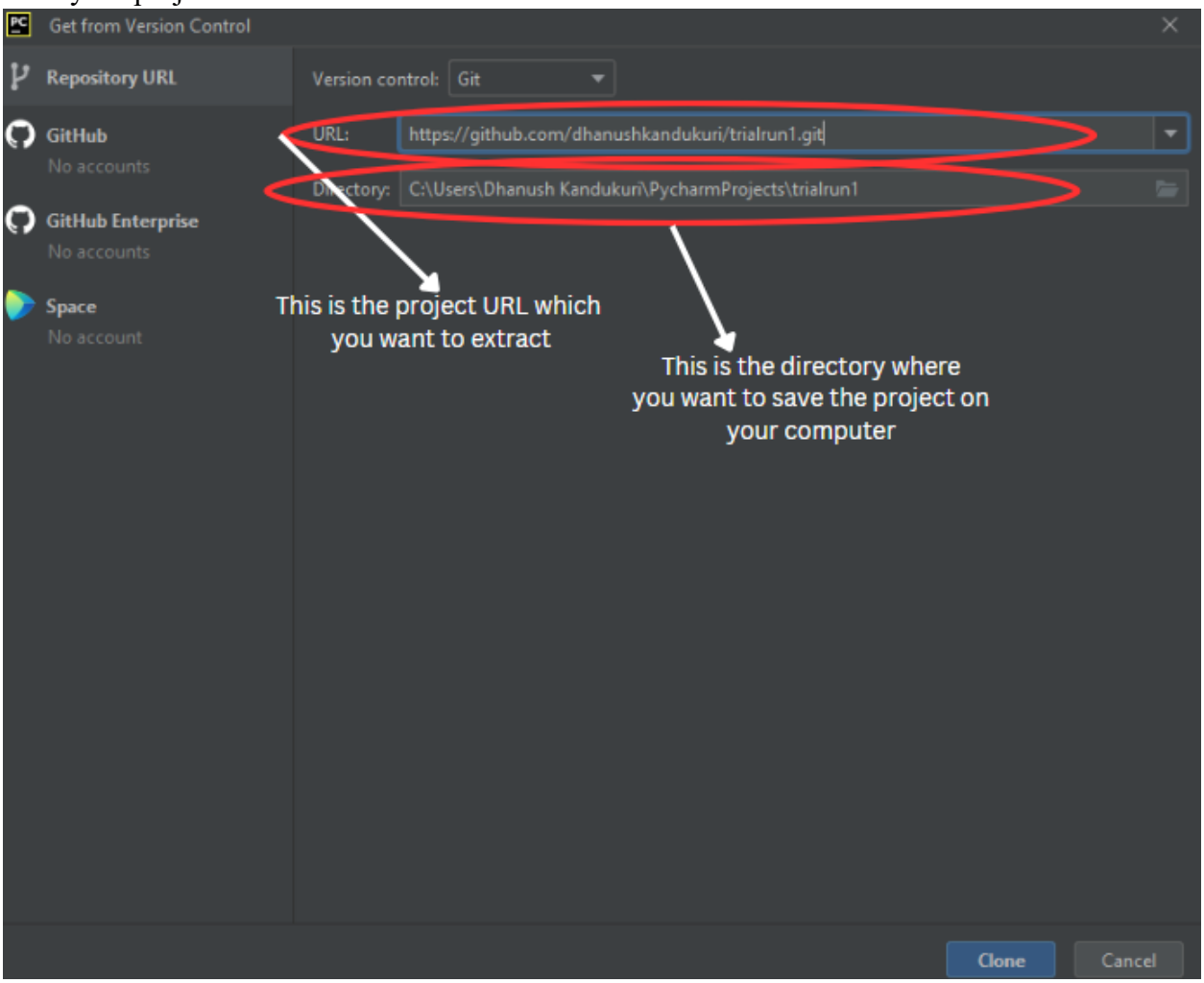
You can also download sources from a VCS storage or repository. On the Welcome screen, click Get from VCS, and then choose Git (GitHub), Mercurial, or Subversion.



- Once you click on **Get from VCS** you are going to be prompted to choose the source where you want to open the project from. You will also have multiple version controls to choose from when you click on the drop-down menu.



- Once you select one of the version controls, you are required to then paste the URL of the repository into the URL field. You are then required to choose the Directory in which you want your project to be saved.

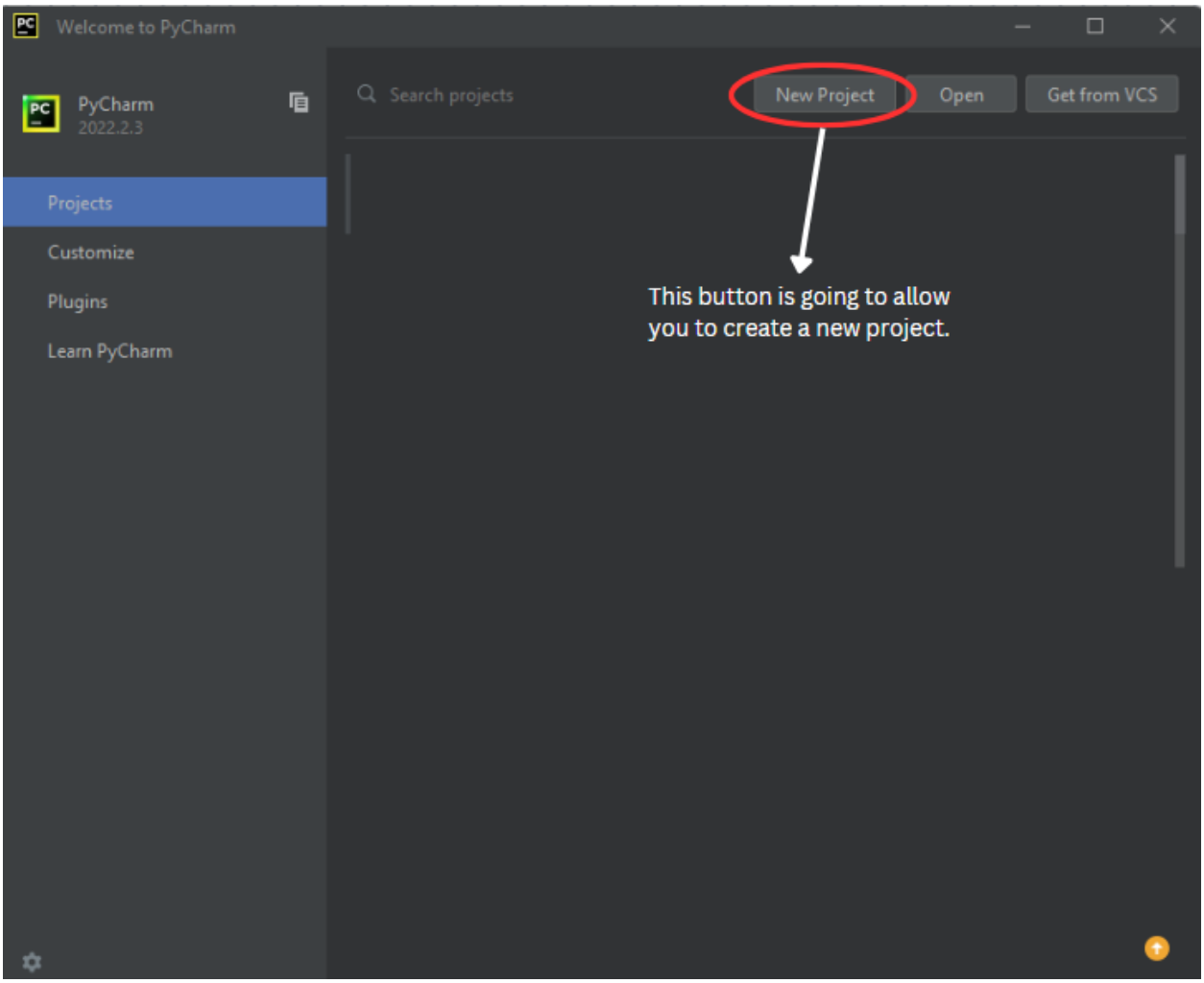


- After you click clone, PyCharm is going to clone the project from the URL, and create a project in the specified directory for you.

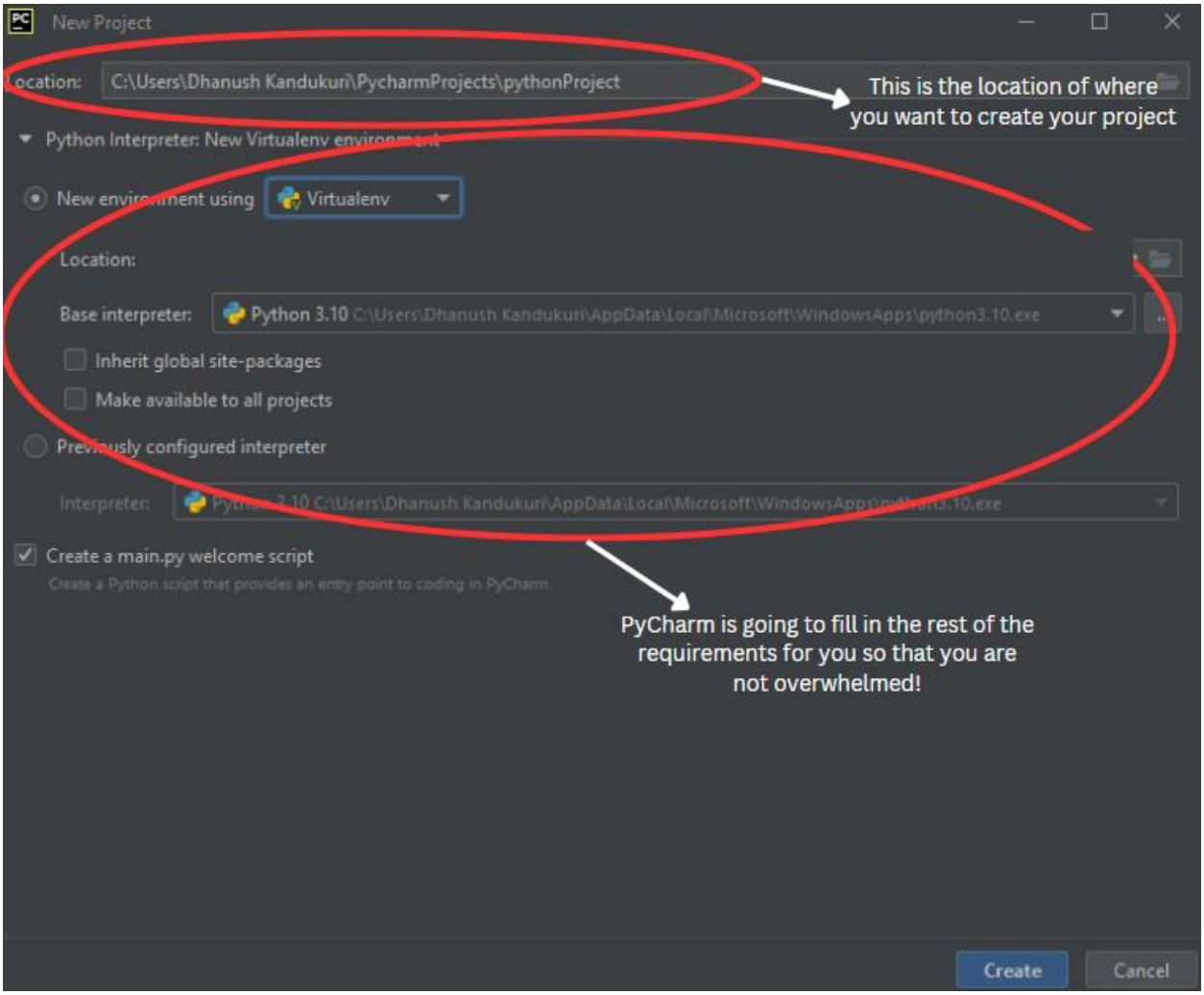
Create a new project

If you do not have an existing project and if you never made a project in github, you can create a new project that is blank. To create a new project, you are going to press the **New Project** on the welcome screen.

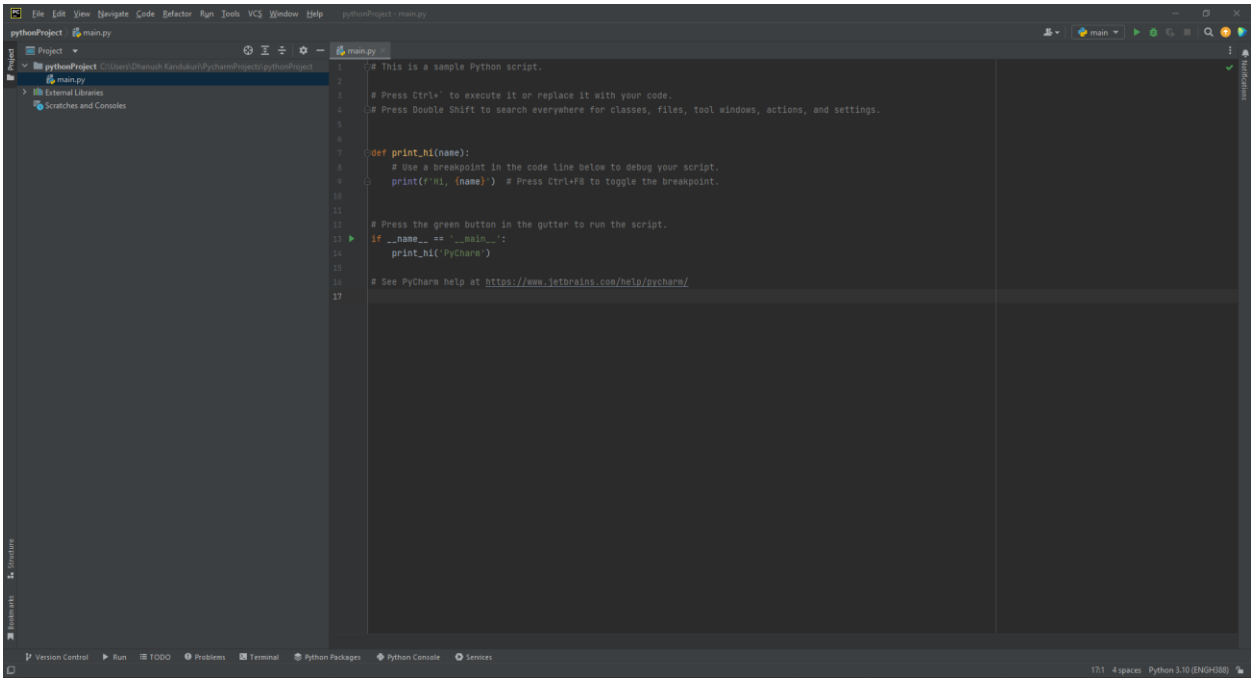
Important Note: Creating a project is just going to create a new project directory where you can put all the files that you create later. Creating a project does not mean you can run python program immediately.



- Once you click on the button, you are going to see all the components that you need to fill in to create a new project.



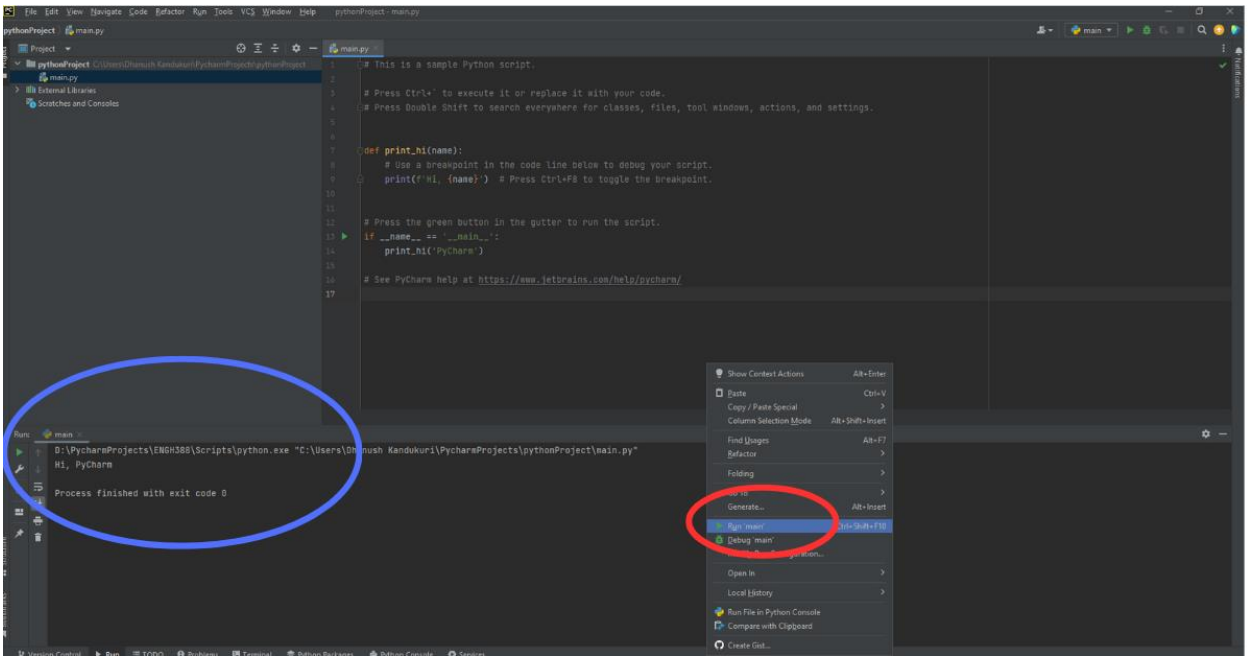
- Once you have created a new project, you should now be able to see the PyCharm editor as shown below.



- You have now successfully created a project, and you are ready to write some python code in the main.py file and run it.

Running code

- **The easiest way to run your code is to right-click in the editor, and then choose Run <program name> from the menu. The output of the sample program is shown in the blue circle.**



That's it! Happy coding and never forget to comment your code!