

# **Environment setup - MacOS**

Hi guys, welcome to the 2020 edition of the *Bioinformatics* course! During the next lessons, you will learn what *bioinformatics* is about, and typical problems and tools will be introduced to you. As long as during labs, you will go deeper into the usage and development of *bioinformatics* pipelines, a suitable working environment has to be set up on your PC. In the next sections, detailed explanations are provided about how to make MacOS systems ready for the course. If you have any trouble feel free to write an email to emanuele.parisi@unibo.it for receiving additional help.

## Prepare for Python 3 programming

*Python* is an interpreted, general-purpose and high-level programming language widely adopted both in academia and enterprises. It is the official programming language we will use to develop scripts and pipelines during the course, so you need to have a working *Python* 3 installation on your PC.

### Install the Python 3 interpreter

MacOS users can download the *Python* 3.8.2 installer from the official *Python* FTP server. Once it is downloaded, execute it and follow the instructions until the setup process is over. Once the installation is completed, you should be able to see the "*IDLE*" application in your MacOS "*Launchpad*".



### Install PyCharm

PyCharm is an integrated development environment for *Python* programming. It provides useful features such as smart code completion, code inspections, on-the-fly error



highlighting and automated code refactoring. To obtain the professional version of the software, you can register on the <u>JetBrains account website</u> using your PoliTO email. Then, install PyCharm Professional following the official instructions JetBrains provides <u>on this page</u>.

## Get bioinformatics tools

Conda is an open-source, cross-platform package manager and environment management system popular among *Python* data scientists. We will use a minimal *Conda* distribution, called *Miniconda*, to quickly access *bioinformatics* tools and libraries required during labs.



#### Install Conda

First of all, open the "Terminal" app. Then, download, make executable and run the Miniconda installer with the following commands:



```
wget https://repo.anaconda.com/miniconda/Miniconda3-latest-MacOSX-x86_64.sh
chmod +x Miniconda3-latest-MacOSX-x86_64.sh
./Miniconda3-latest-MacOSX-x86_64.sh
```

Follow the instructions on the screen accepting the Conda license and keeping the default *Conda* installation path the installer. When the install procedure is over, initialize *Conda* for the shell you use running the following command:

```
~/miniconda3/bin/conda init $(basename $SHELL)
```

As a last step, close the "Terminal" application, reopen it and disable the automatic activation of the base environment on login running:

```
conda config --set auto_activate_base false
```

For testing your *Miniconda* installation, check if running the command conda --version correctly print the *Conda* version installed. If so, *Miniconda* was successfully installed on your system.

#### Initialize a virtual environment

Virtual environments are useful to avoid conflicts when managing software dependencies. We will use them for installing bioinformatics tools quickly and avoiding collisions with libraries already installed on your system. Open the "Terminal" app and run the following commands:

```
conda create --name bioinformatics2020
conda activate bioinformatics2020
conda install -c bioconda bwa samtools bcftools
conda deactivate
```

If no errors are printed on the screen, then your virtual environment is correctly installed. Remember that whenever you want to work with software installed in your virtual environments, you have to activate it with:

```
conda activate bioinformatics2020
```

When they are no longer needed you can deactivate the virtual environment with:

```
conda deactivate
```



At this point, if you were able to correctly run all the previous steps without errors, your system is ready for *bioinformatics* laboratories. Good job!