Introduction to Computer Programming
Lecture 1.3:

Introduction to Spyder

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What is Spyder?

Spyder is an Integrated Development Environment (IDE)

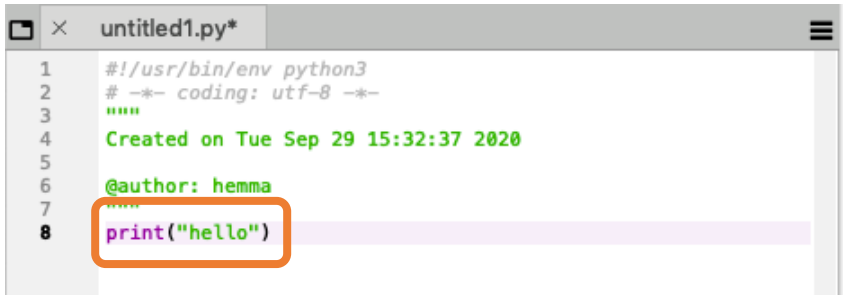
An IDE is a suite of tools used to write programs:

- A code editor
  - Syntax highlighting
  - Code autocomplete
  - Highlighting of code errors/warnings, and hints on how to fix them
- Automated build tools:
  - build/run programs within the editor
  - display output
  - display variables and values
- More advanced tools e.g. debuggers

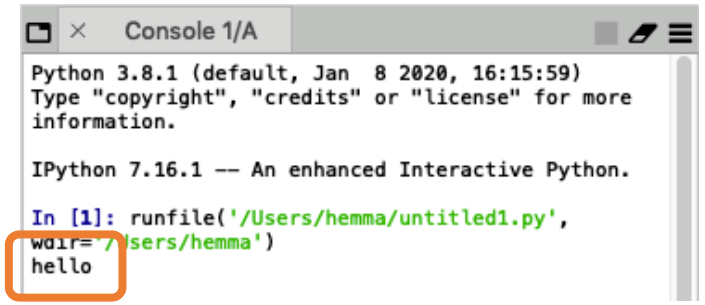
Why Spyder?

Python console built into the editor

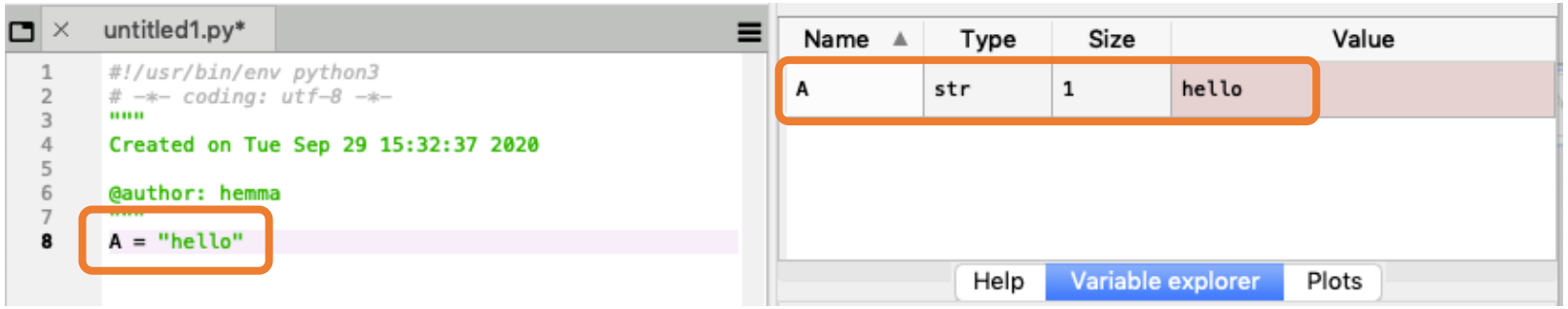
Write code



View program output

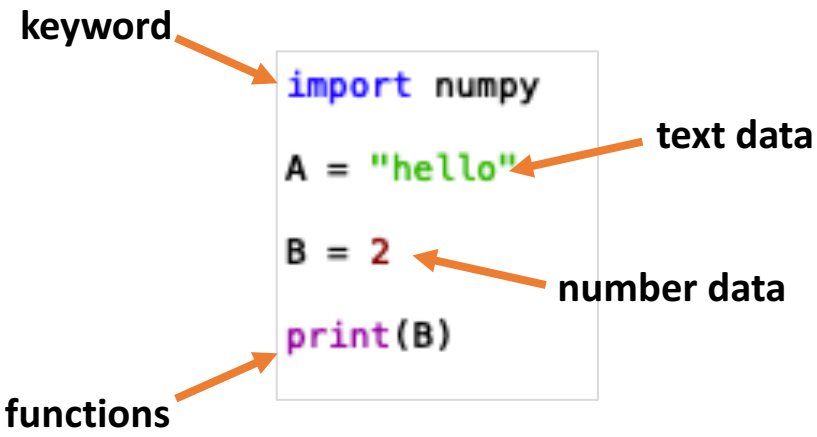


List of variables in program

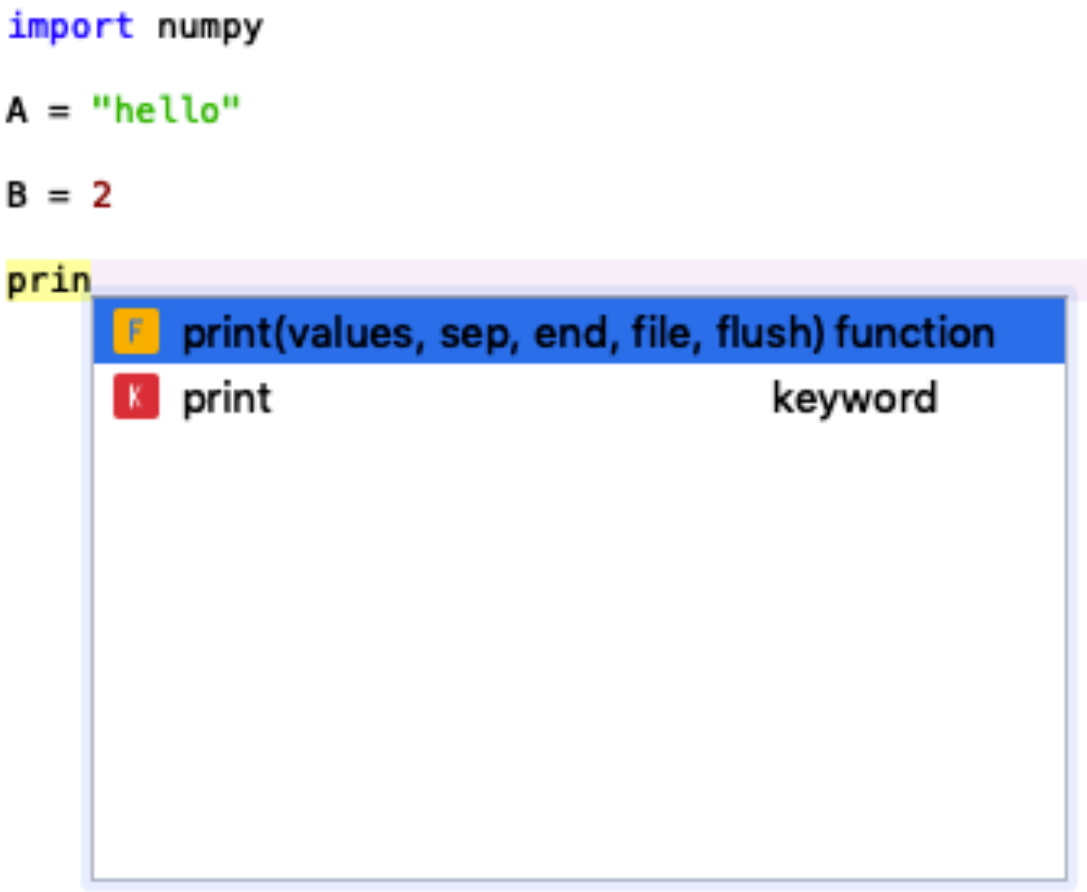


Why Spyder?

Syntax highlighting

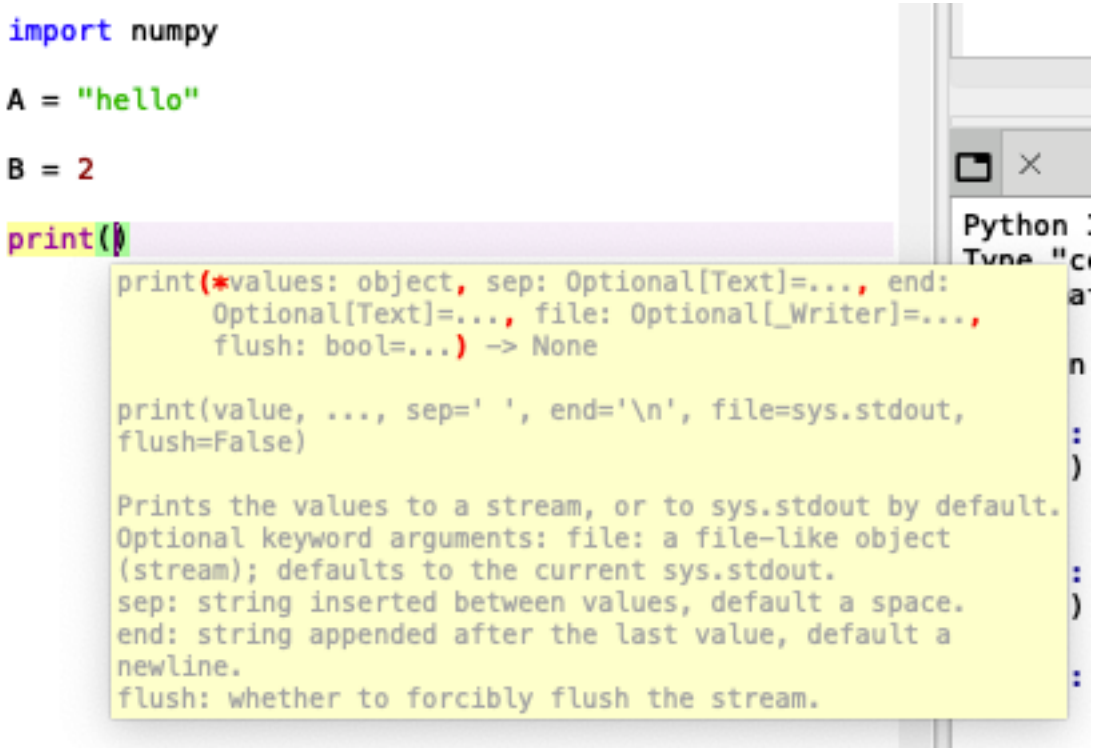


Code suggestions

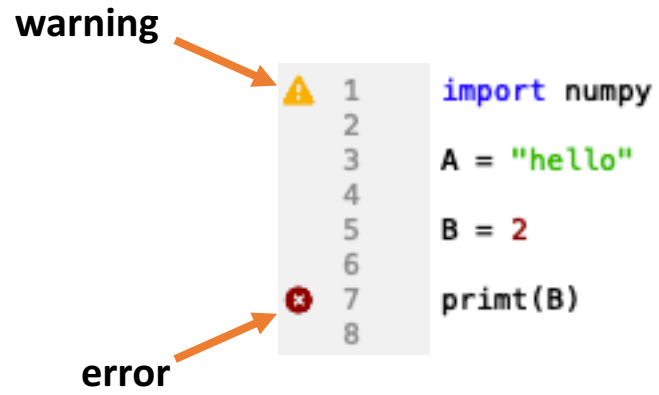


Why Spyder?

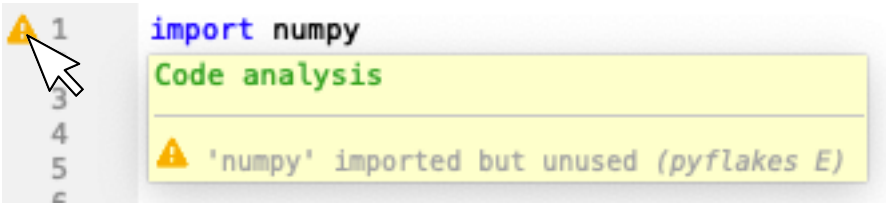
Quick access to python documentation

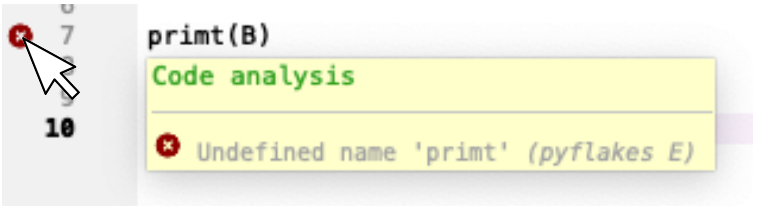


Highlighting of code errors/warnings

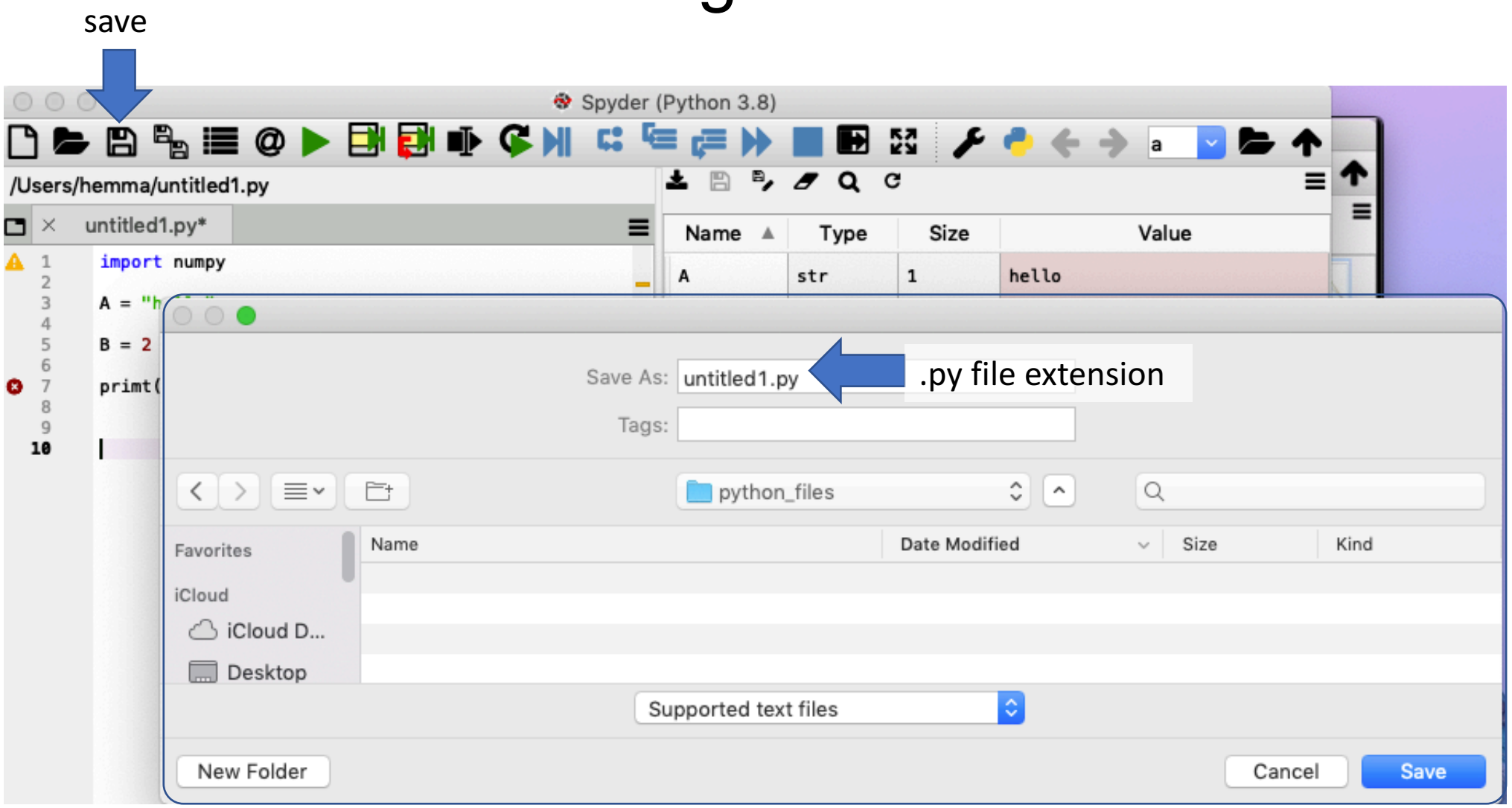


Hover curser to see error





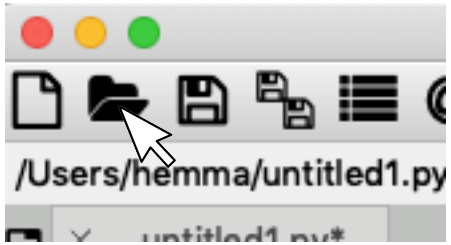
Saving a file



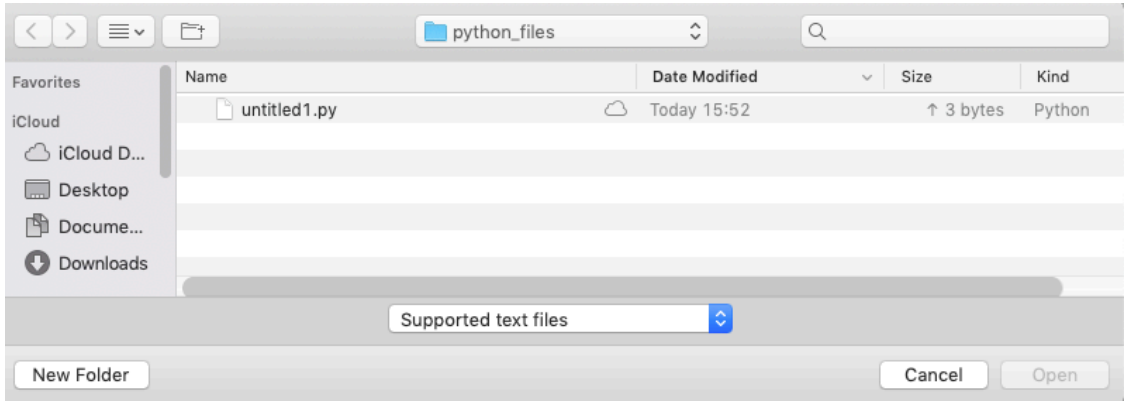
Opening a .py file

Open Spyder

Open

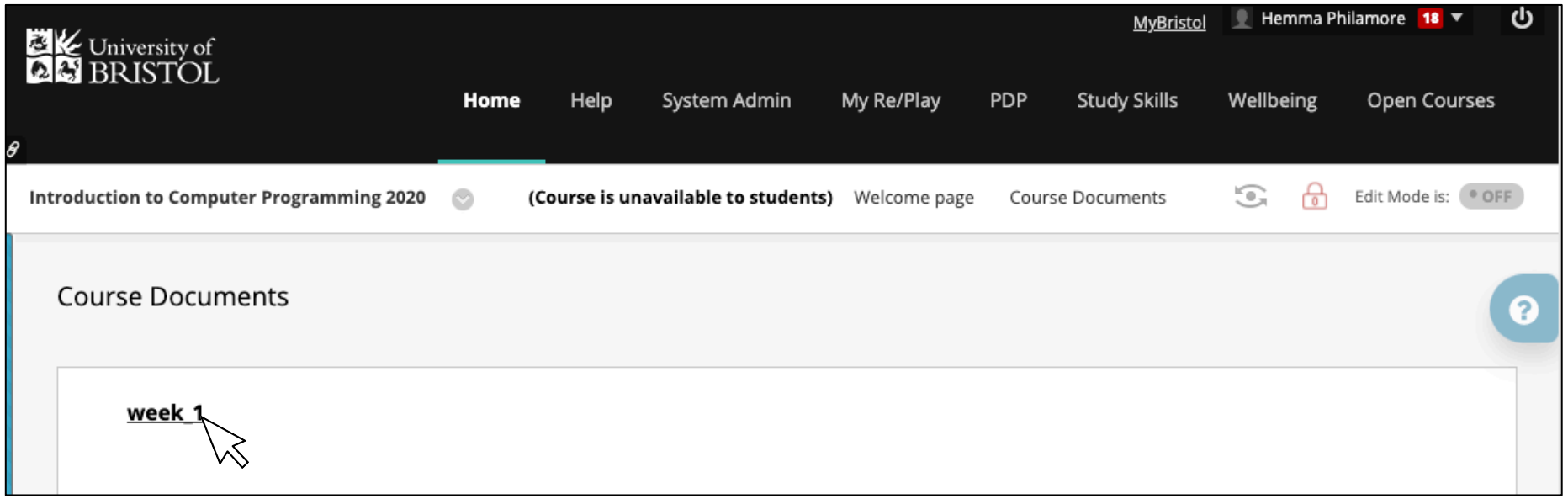


Select file



Practice Exercises

Navigate to the **Introduction to Computer Programming 2020** page on Blackboard
Select: **Course Documents**
Select: **week 1**



Select: **exercises week 1**

Practice Exercises

Take any problems you have to the online drop-in sessions, every **Wednesday**

Live support from helpful, friendly teaching assistants by video chat

Bring your solution to the exercises to the group tutorial, every **Friday**

These are compulsory!

Attendance will be recorded