#### Using IDLE

# For Introduction to Programming Using Python By Y. Daniel Liang

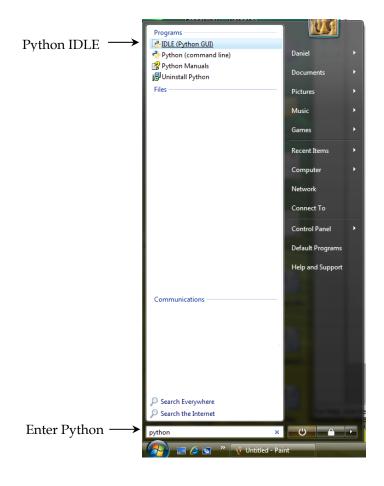
#### 0 Introduction

IDLE (Interactive DeveLopment Environment) is an integrated development environment (IDE) for Python. It is 100% pure Python and developed using Tkinter. It has a text editor with color syntax highlighting and automatic code indent.

When you install Python, IDLE is automatically installed. IDLE runs on Windows, Mac, and Unix. This supplement introduces how to use IDLE on Windows.

#### 1 Launching IDLE

A quick way to launch IDLE is to type Python from Window's Start button and search for IDLE (Python GUI) on Windows 7 or Vista, as shown in Figure 1. Click IDLE (Python GUI) to launch IDLE. You will see the IDLE shell window, as shown in Figure 2.



#### Figure 1

You can access the Python IDLE from the Start button.

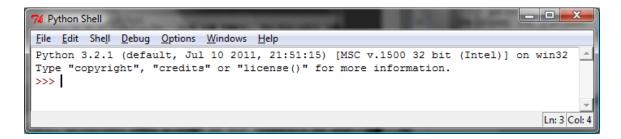


Figure 2

The IDLE shell window is the central control of IDLE.

### 2 Entering Python Statements Interactively

From the Python shell window, you can enter Python statements interactively, as shown in Figure 3.

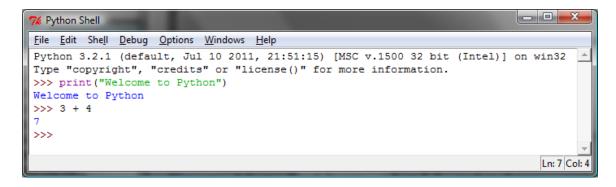


Figure 3

You can enter Python statements interactively from the IDLE shell window.

#### 3 Entering Python Statements Interactively

You can create a Python program, modify, save, and run it from IDLE. To create a new Python program, choose *File*, *New Window* to open a text editor window, as shown in Figure 4.

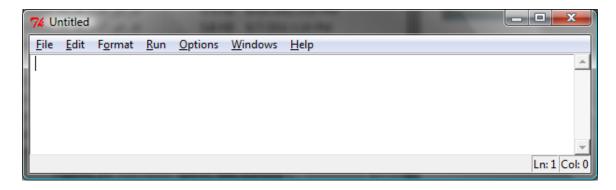


Figure 4

You can enter your Python script in the text editor.

## 4 Creating/Running Python Scripts

Enter the code as shown in Figure 5 and click File, Save As to save the script in a file named Test.py.

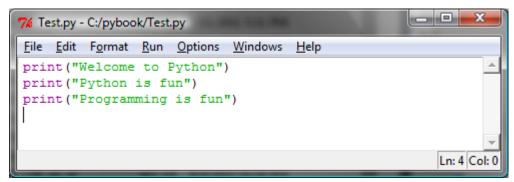


Figure 5

You can edit the code and save it in a file.

To run the script, choose Run, Run Module. The code is executed and the execution result is displayed in the IDLE shell window, as shown in Figure 6.

# Figure 6

You can run the Python code from script file in IDLE.

The IDLE editor is a full-featured text editor. You can open an existing file, print the file, search a string, and replace a string, etc.