

A decorative graphic on the left side of the slide consisting of white lines and circles on a blue gradient background, resembling a circuit board or a stylized tree structure.

PROJECT: INSTALLING AN IDE

GROUP 5

Members

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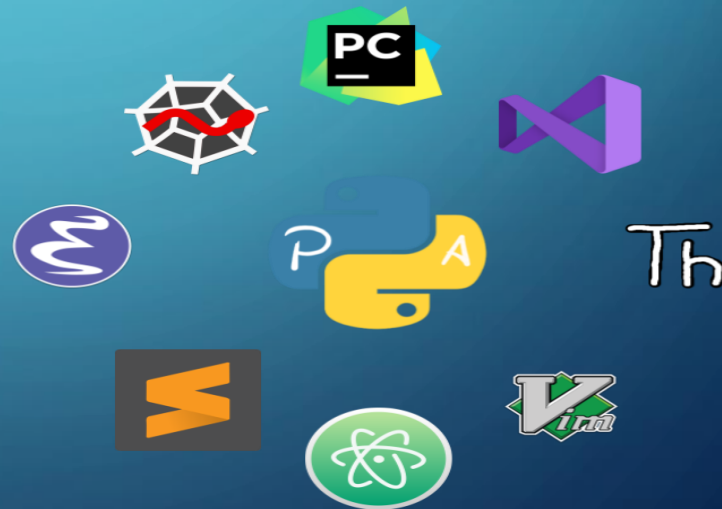


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WHAT IS AN IDE?

IDE (INTEGRATED DEVELOPMENT ENVIRONMENT)

IT IS THE DIGITAL SCENARIO USED IN PROGRAMMING TO DEVELOP APPLICATIONS, GAMES... IT IS ESSENTIAL BOTH IN THE FIELD OF WEB APPLICATION DEVELOPMENT (DAW) AND MULTIPLATFORM APPLICATION DEVELOPMENT (DAM). IT MAKES THE PROGRAMMER'S TASK EASIER, THANKS TO ITS BUILT-IN TOOLS, SUCH AS COMPILERS, DEBUGGERS OR LIBRARIES, AND THIS TRANSLATES INTO INCREASED PRODUCTIVITY.





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PYCHARM

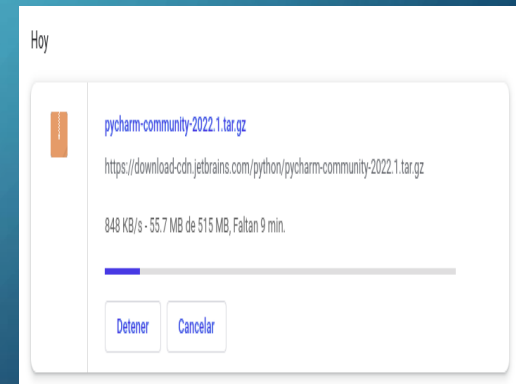
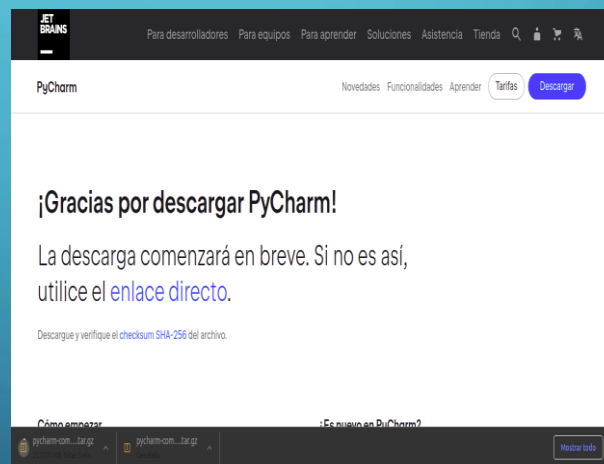
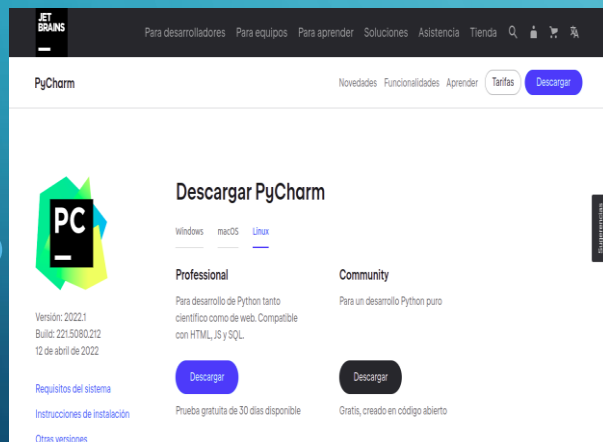
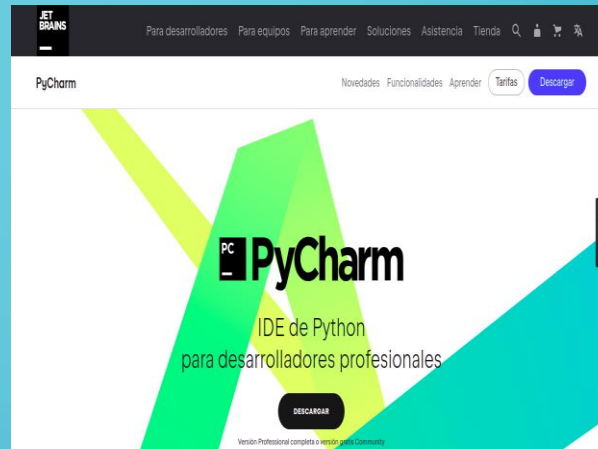
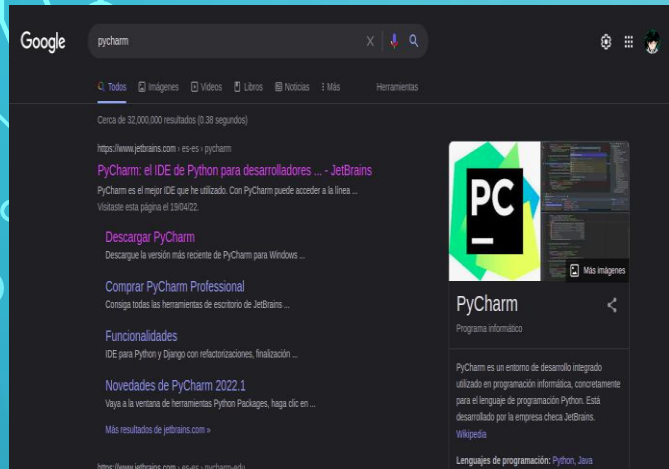
PYCHARM IS AN INTEGRATED DEVELOPMENT ENVIRONMENT USED IN COMPUTER PROGRAMMING, SPECIFICALLY FOR THE PYTHON PROGRAMMING LANGUAGE.

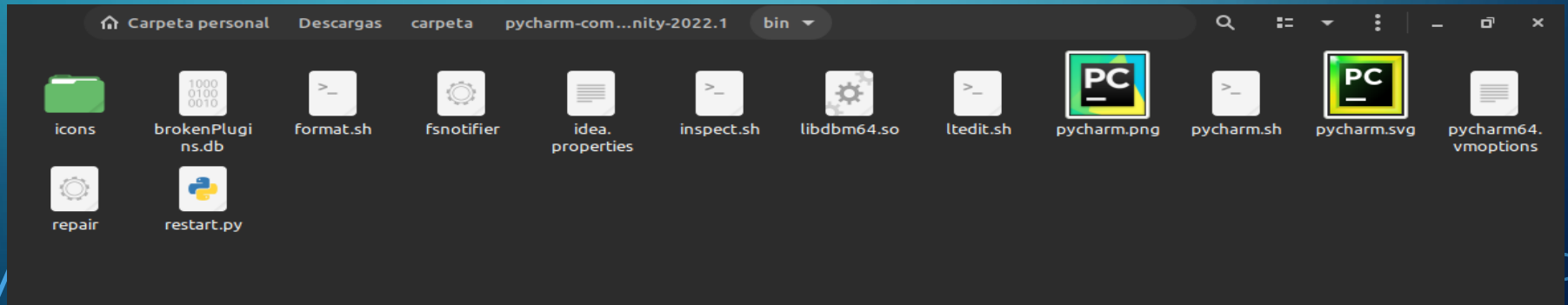
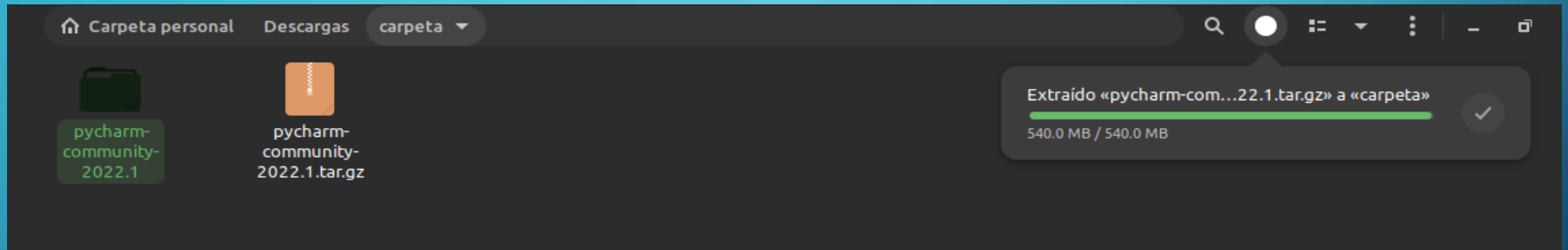
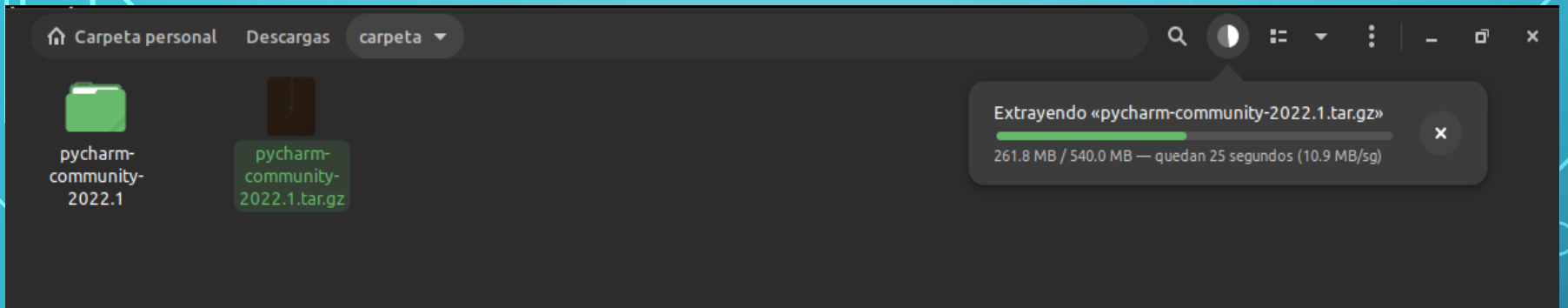


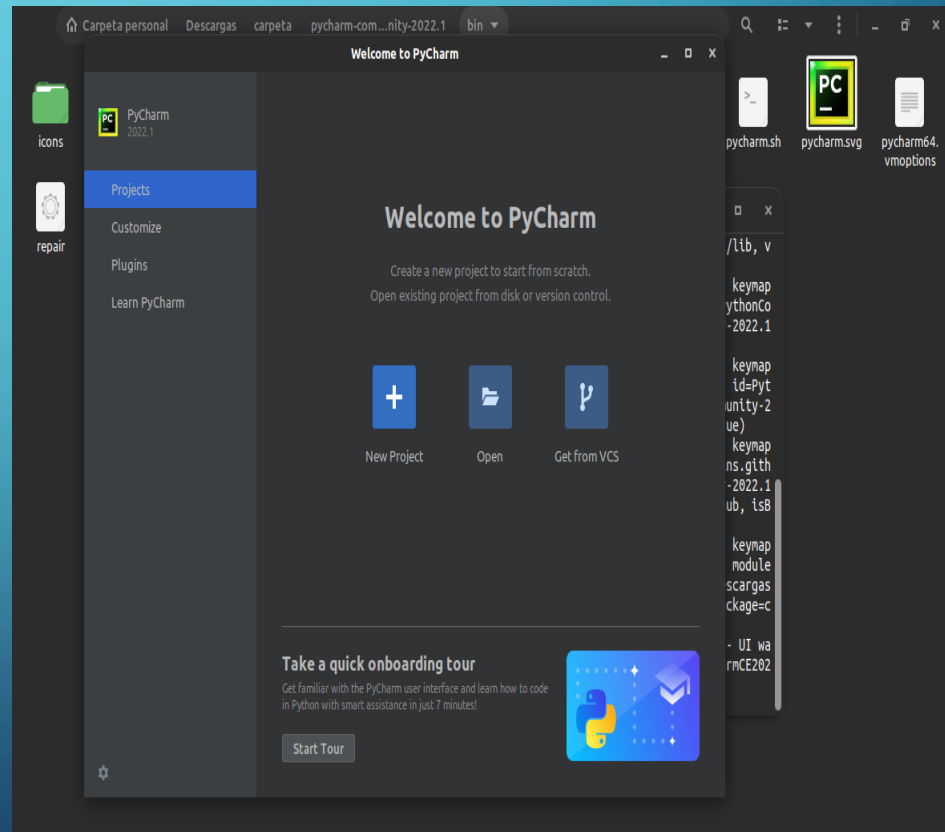
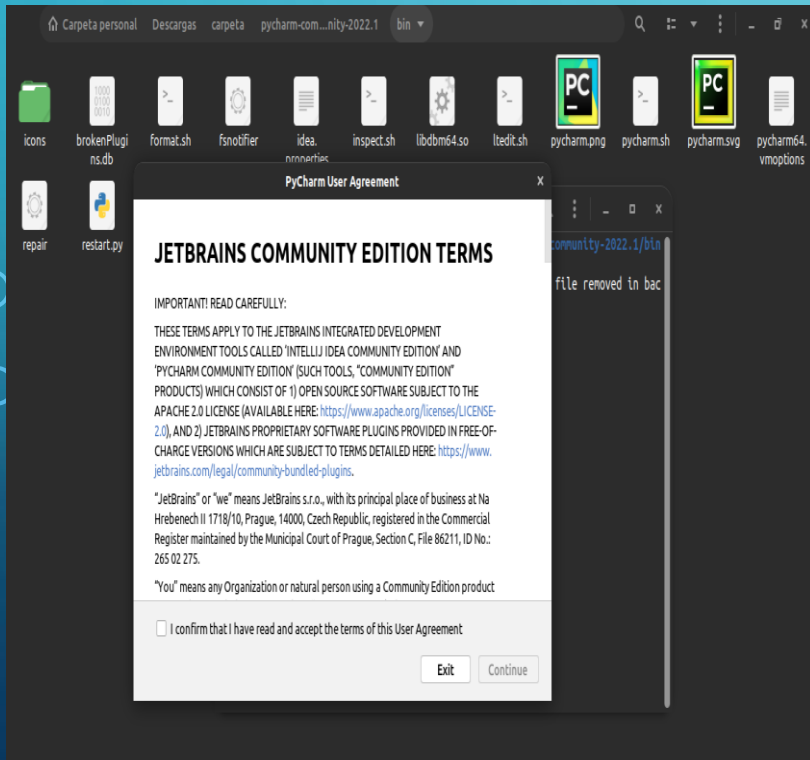
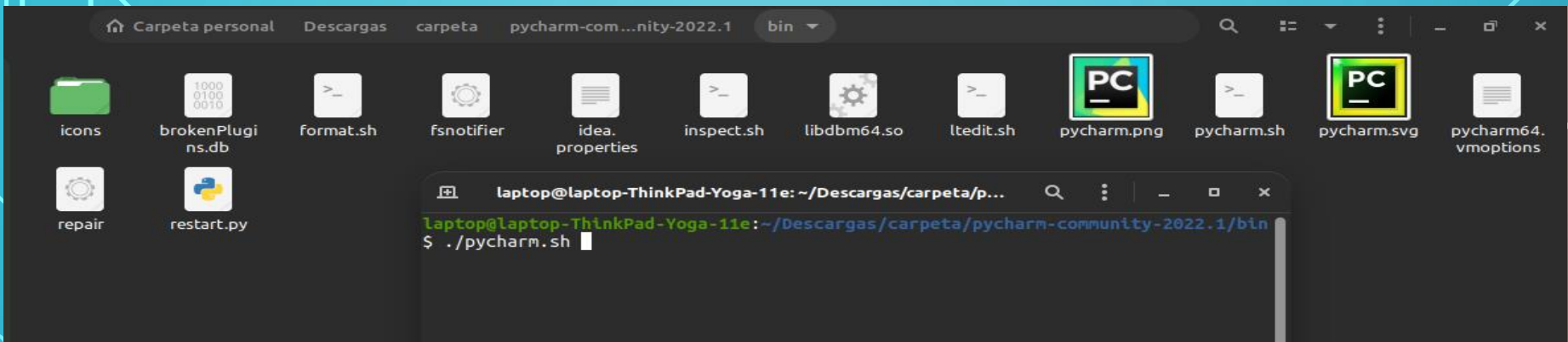


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How Install?









EDDY DAVID CARTAGENA

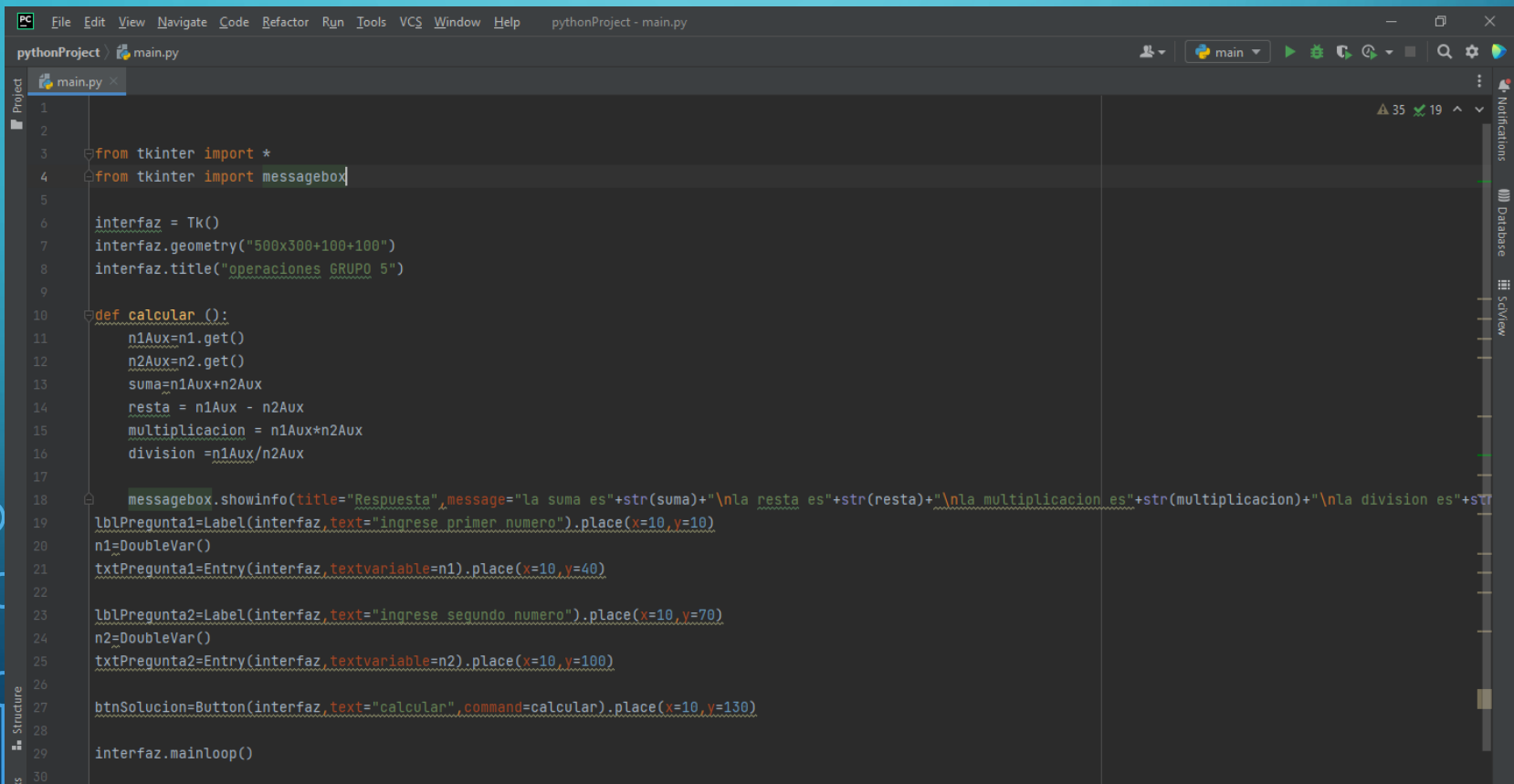
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IDE applications.

IDE applications can range from a simple task to a complex as it could be a simple application of algebraic procedures up to a professional website



The screenshot shows an IDE window titled 'pythonProject - main.py'. The code is written in Python and uses the Tkinter library to create a graphical user interface for a calculator. The interface has a title bar 'operaciones GRUPO 5' and a main window with a geometry of 500x300+100+100. The code defines a 'calcular' function that takes two numbers, calculates their sum, difference, product, and division, and displays the results in a message box. The GUI includes two input fields for numbers, two labels for prompts, and a 'calcular' button. The main loop is started with 'interfaz.mainloop()'.

```
1
2
3 from tkinter import *
4 from tkinter import messagebox
5
6 interfaz = Tk()
7 interfaz.geometry("500x300+100+100")
8 interfaz.title("operaciones GRUPO 5")
9
10 def calcular():
11     n1Aux=n1.get()
12     n2Aux=n2.get()
13     suma=n1Aux+n2Aux
14     resta = n1Aux - n2Aux
15     multiplicacion = n1Aux*n2Aux
16     division =n1Aux/n2Aux
17
18     messagebox.showinfo(title="Respuesta",message="la suma es"+str(suma)+"\nla resta es"+str(resta)+"\nla multiplicacion es"+str(multiplicacion)+"\nla division es"+str(division))
19
20 lblPregunta1=Label(interfaz,text="ingrese primer numero").place(x=10,y=10)
21 n1=DoubleVar()
22 txtPregunta1=Entry(interfaz,textvariable=n1).place(x=10,y=40)
23
24 lblPregunta2=Label(interfaz,text="ingrese segundo numero").place(x=10,y=70)
25 n2=DoubleVar()
26 txtPregunta2=Entry(interfaz,textvariable=n2).place(x=10,y=100)
27
28 btnSolucion=Button(interfaz,text="calcular",command=calcular).place(x=10,y=130)
29
30 interfaz.mainloop()
```

