Introduction to Programming W1

Introduction to Anaconda and Python

2022/04/08

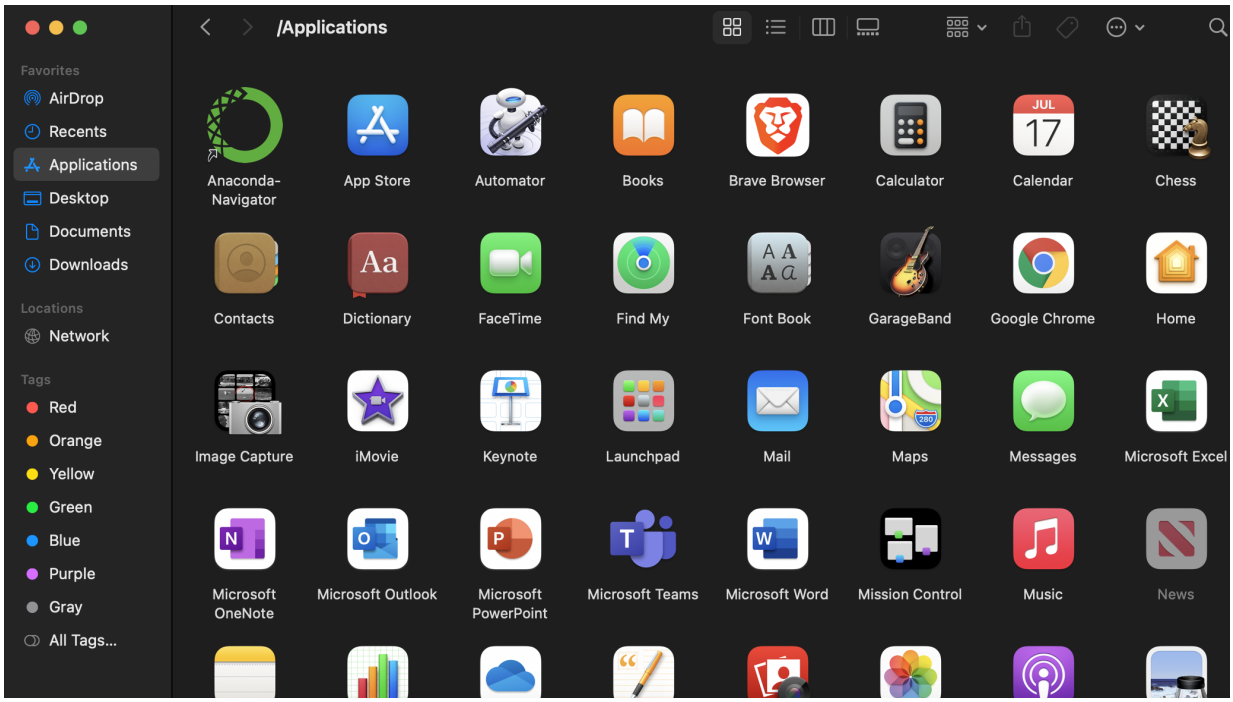
1 Anaconda installation

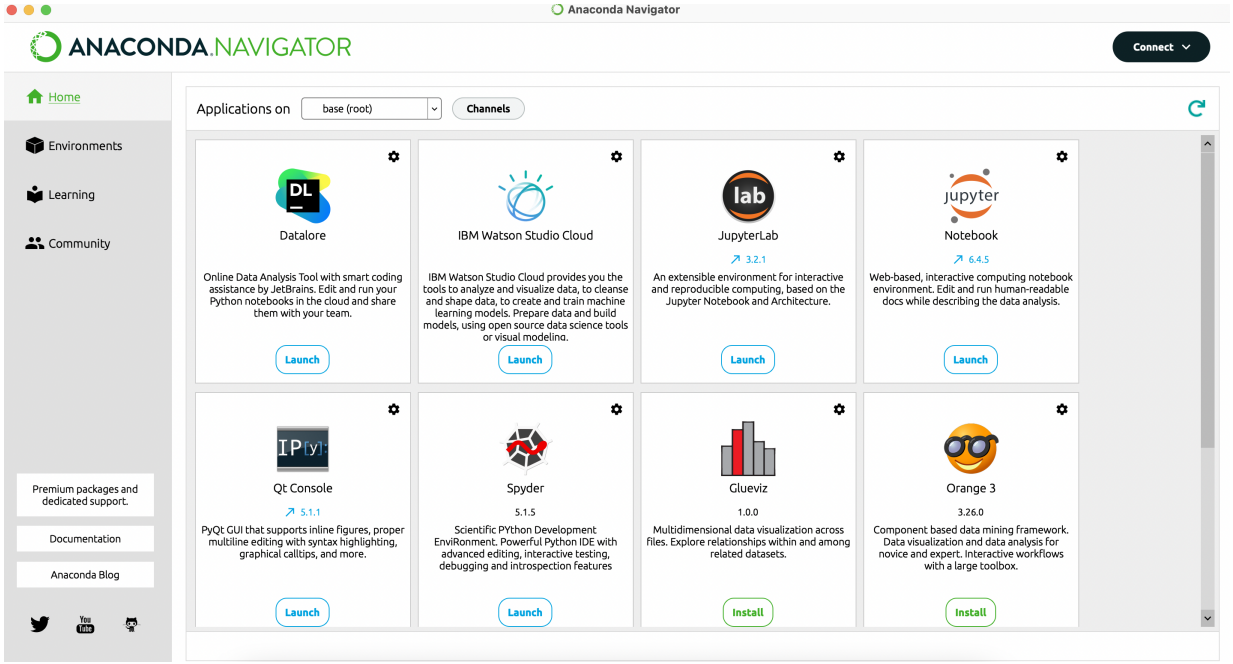
Visit the following URLs for installation instructions:

- macOS: https://docs.anaconda.com/anaconda/install/mac-os/
- Linux: https://docs.anaconda.com/anaconda/install/linux/
- Windows: https://docs.anaconda.com/anaconda/install/windows/
  - select your platform and choose "Python 3.9 64-Bit"
  - graphical install is recommended
  - no need to verify data integrity (only if problems occur)
  - do not change the default installation location
  - no need to install PyCharm

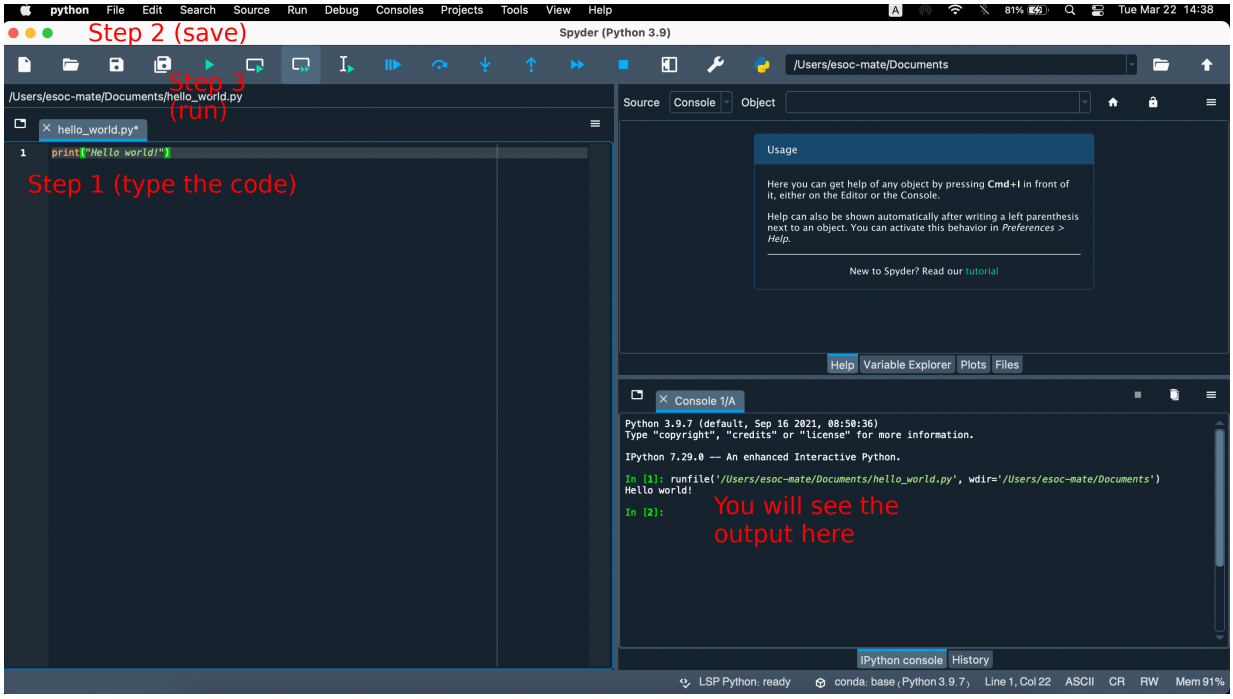
2 Anaconda Navigator and Spyder IDE

1. Open **Anaconda Navigator** from the Finder/Applications and launch **Spyder** (upgrade if newer version of the Navigator is available)





- *Graphical User Interface (GUI)*: Allows users to interact with a software by using graphical and interactive components.
- *Integrated Development Environment (IDE)*: An application that facilitates software development by combining common developer tools in one GUI.
- The Anaconda Navigator is a GUI included in the Anaconda distribution that allows you to launch applications without using the terminal/command line. It has other functions as well, and you can learn more about it here.
- Spyder is an IDE and scientific environment for Python (actually written in Python), you can learn more about it here.



2. In the new file on the left, delete if there is any text and type

```
print("Hello World!")
```

3. Select File/Save As and *save* your new program as "hello_world.py"
4. *Run* the program by clicking the green triangle Run button (run in the "current console")

   You should be able to see the program's output in the bottom right *Console*.