### Kenneth Shinn

## Stacey Chen

# Bing Location API

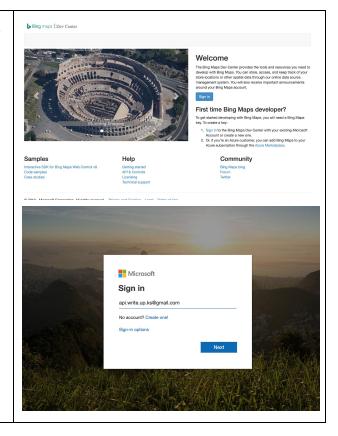
# Things you need to get started:

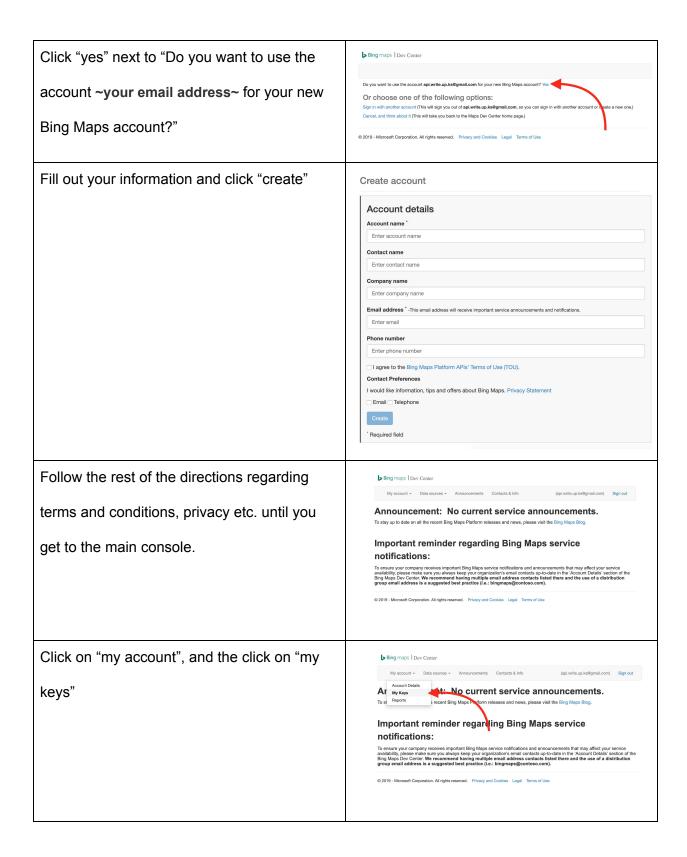
- Python 3.x installed on your computer
- Python's requests and unidecode library installed on your computer
- Some IDE for Python (we used Eclipse with the PyDev plug-in)
- The api-requester-locations project code from Github
- A Microsoft account

### Instructions:

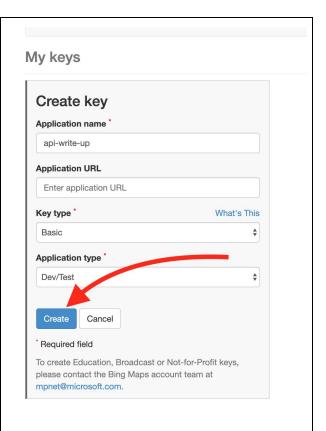
Create a Bing Maps Developer account <a href="here">here</a>.

Sign in with your Microsoft account.

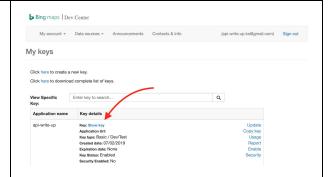




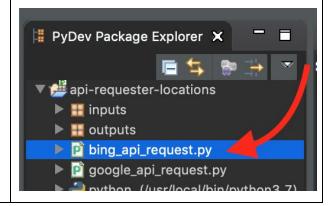
Fill out the "Create Key" document, and click the "create" button on the bottom. Make sure that the Key Type is Basic and the Application Type is Dev/Test.



Now you have your API key, which you can see anytime by clicking "show key"



Now, go to your IDE, open the code, and open the file named "bing\_api\_request.py"



At the top of the file, replace the ADD API KEY

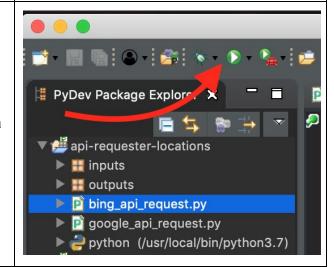
HERE placeholder with your api key. Make

sure that your API key is in quotations (single

or double works)!

Run the script (if you're using eclipse, then this will be a green button with a white play button inside in the upper left hand corner).

Note that this will probably take around half a day!



The data will be in the project's "outputs" folder, and it will be called "bing\_output.tsv"

