Workshops:
[Python 101: Setup and Creation of Discord Bot]
Tuesday, February 4th | 12:30 PM – 1:30 PM | HUB Games Arena
Agenda: 12:30-1:15 PM (lesson), 1:15-1:20 (Q&A)
Details:

1) Learn how to setup your coding environment & important links.

- Python (Programming language) - https://www.python.org/downloads/
  - Install Python 3
  - Go to your applications, go into the folder, and then click run the “Install Commands.commands” file
- PyCharm - https://www.jetbrains.com/pycharm/download/#section=mac
  - The integrated development environment we are using
  - Create an account, click on the account icon, apply for a student license, go to your email to verify, then download PyCharm
- Discord https://discordapp.com/
  - Download Discord to access it outside of browser
  - Create your own server as you will be administrator for it
  - You can only add bots to where you have server management settings
  - Within your “User settings”, go to appearance, then at the bottom enable “Developer mode”
- Discord Developer - https://discordapp.com/developers/applications/
  - The developer area will be where we create our bot for testing
  - Create an application, name it anything you want
  - On the right hand side, click Bot, then click the blue “Add Bot” button
  - Go to OAuth2 (right hand side), scroll down to scopes, checkmark “Bot” followed by checkmarking “Administrator” in Bot Permissions
- Discord.py - https://pypi.org/project/discord.py/
  - The commands for where you can program a discord bot are through this package: https://github.com/Rapptz/discord.py
  - **To install pip if needed run this command in terminal:** sudo easy_install pip

2) Basics of Python

- X = 7 (Integer)
- Y = ‘Hello’ (String)
- Z = True (Boolean)

3) Program your first bot with simple commands.

```python
import discord
from discord.ext import commands

TOKEN =
client = commands.Bot(command_prefix='%')

@client.event
async def on_ready():
    print('Bot is ready.')

@client.event
async def on_member_join(member):
    print(f'{member} has joined a server.')

@client.command()
async def ping(ctx):
    await ctx.send('Pong')

client.run(TOKEN)
```