Set up the environment

Python Installation

Go to python.org and download python 3.9:

https://www.python.org/downloads/

We recommend installing **python 3.9** since that is the version we have used in the demo project. Both higher and lower installations of python could be incompatible with python libraries used in this project.

Anaconda Installation

Go to anaconda.com and press the download button:

https://www.anaconda.com/products/distribution

When the installation is done - open Anaconda Navigator. The view should look like this:

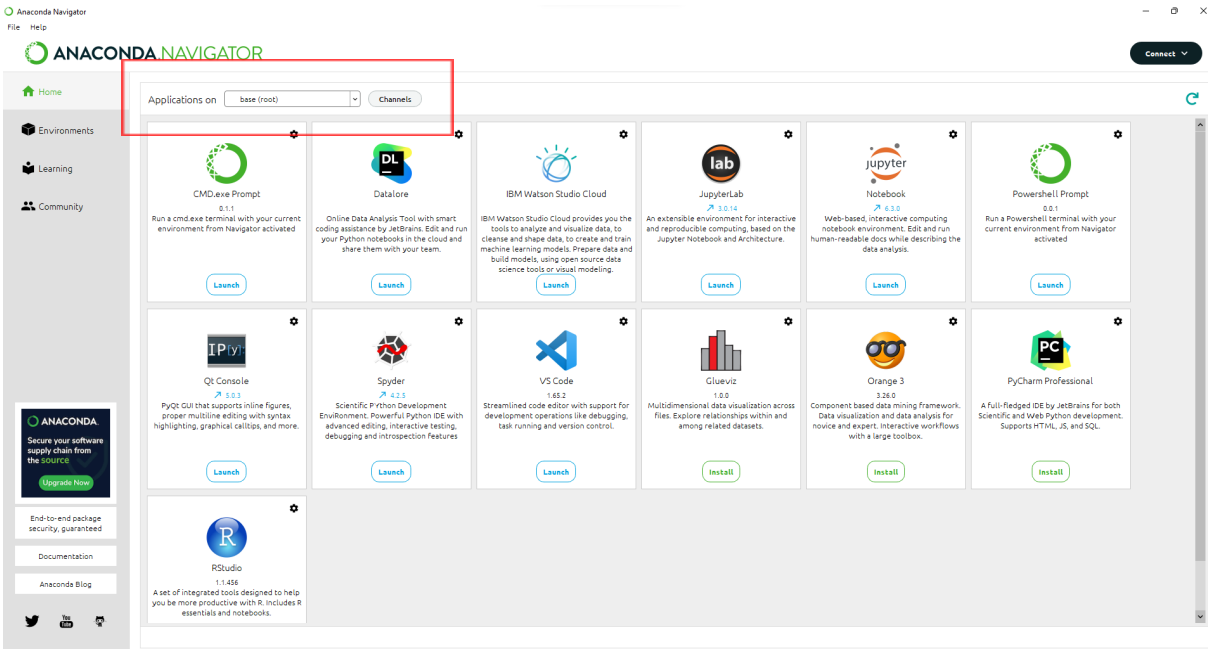


Figure 1 - Starting frame in Anaconda Navigator

The red box in **figure 1** highlights a section called "Applications on".

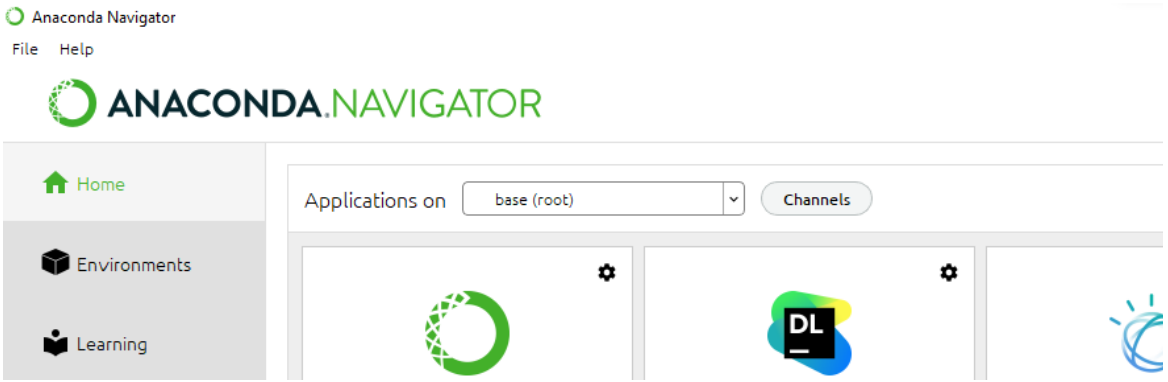
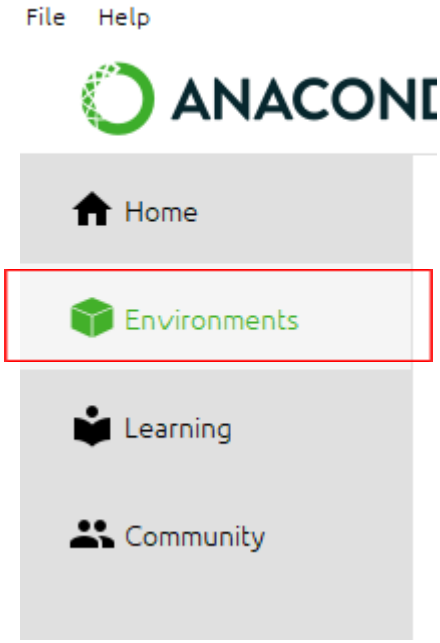


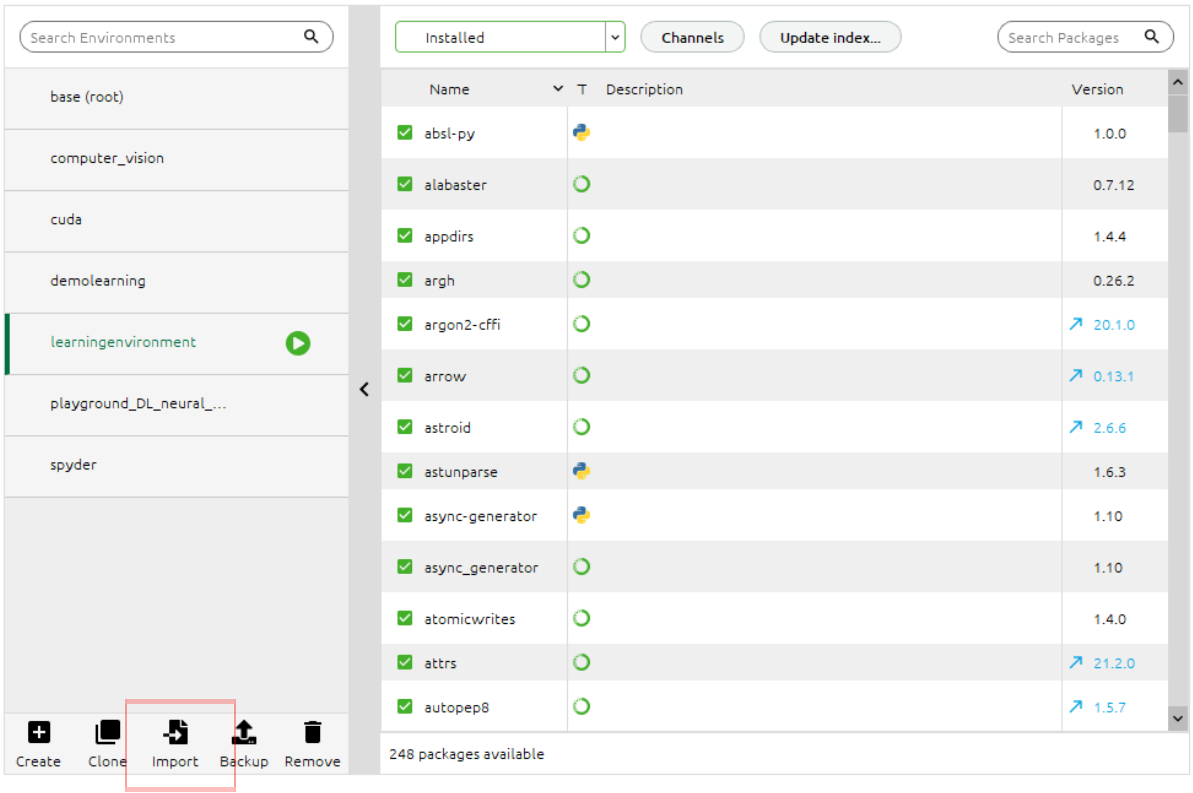
Figure 2 - The initial environment used in Anaconda is called "base (root)".

For this project we need a specific environment found in the .yml file in this project called "learningenvironment.yml".

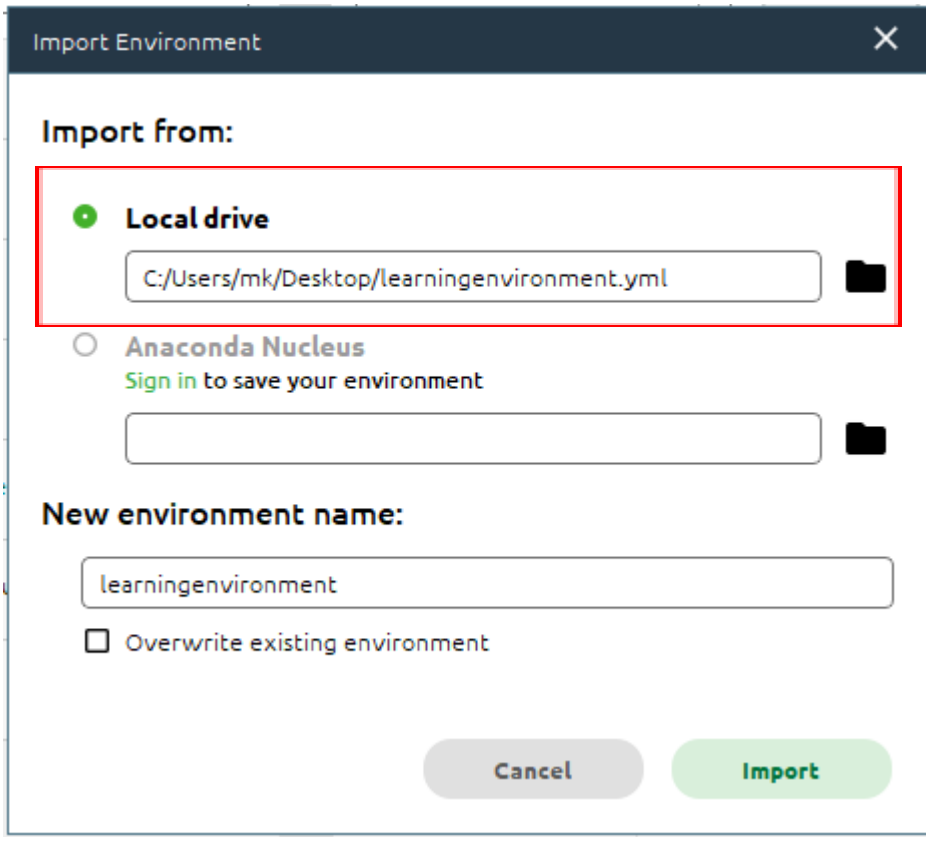
This file can be imported in Anaconda Navigator by clicking on the "Environment." tabs:



The next step is to press the "Import" button:

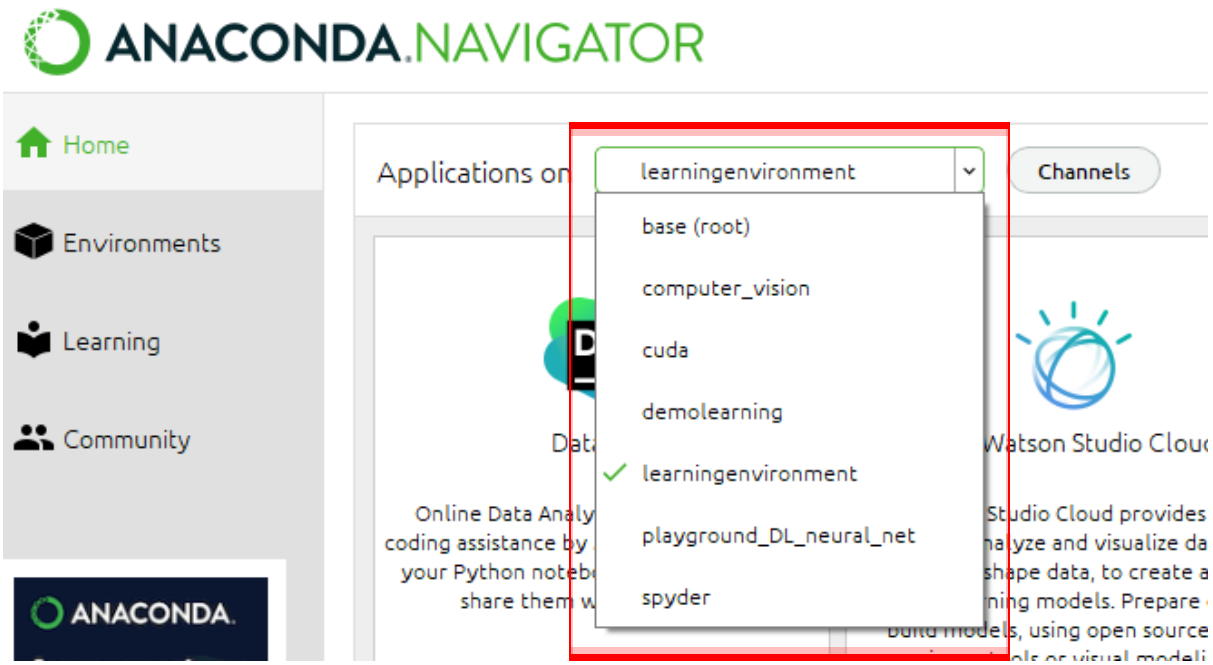


Navigate to the file "learningenvironment.yml" to import the environment that we need for this demo project:



Anaconda Navigator will now install all the libraries we need for this project to run on your computer. (This might take a while so just be patient.)

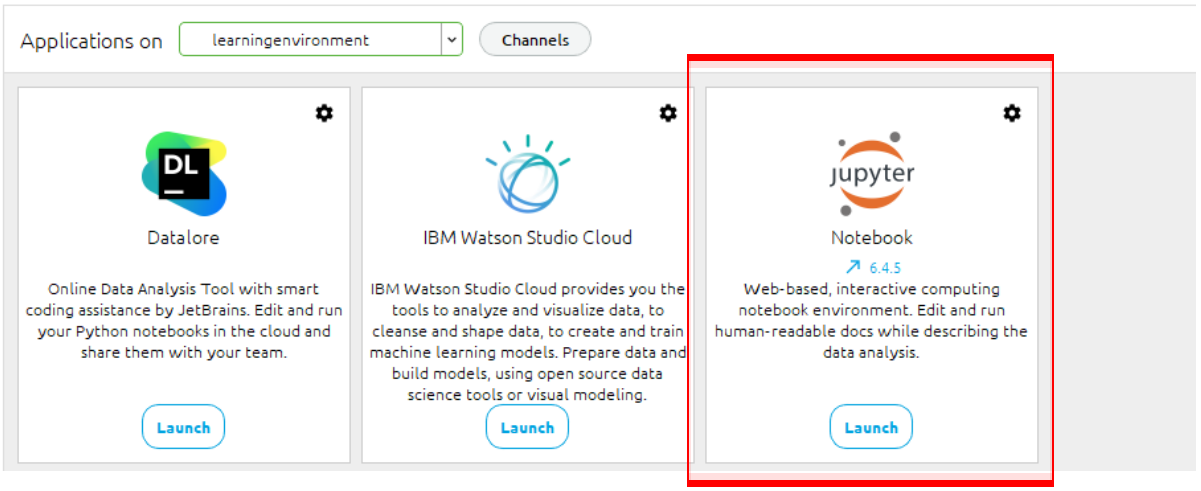
When Anaconda Navigator is done with the import of the environment we should see this newly installed environment listed in the drop menu "Applications on".



The chosen environment in the drop menu "Application on" shows which environment is activated.

Make sure that you **ALWAYS** choose this environment while working with this demo project.

For this project we will use Jupyter Notebook so all you need to do is to see that this application is installed in this new environment. If not - just press on the button "install" for Jupyter Notebook and Anaconda Navigator will install this application in the chosen environment.



Well done! :)