Python3

pyproj1: Social media management

Reference: <https://medium.com/swlh/automating-social-media-marketing-with-python-chapter-4-handle-images-54ac1a653937>

mkvirtualenv pyproj1

wsl-> windows subsystem for linux

1. Update Linux system, update and install Python3

sudo apt update

sudo apt install python3 python3-pip

1. Check version

python3 --version

1. Test small python program

mkdir helloWorld && cd helloWorld

echo 'print("hello from python on ubuntu on windows!")' >> hello.py

python3 hello.py

1. Open WSL on VS code, in new terminal type ‘code .’ and enter. This will open current project directory in vs code.
2. install virtual env wrapper
3. sudo pip3 install virtualenvwrapper
4. goto cd ~/.local/bin/
5. edit >vim ~/.bashrc , type I to insert following

export WORKON\_HOME=$HOME/.virtualenvs  
export PROJECT\_HOME=$HOME/Devel  
export VIRTUALENVWRAPPER\_PYTHON=/usr/bin/python3  
export VIRTUALENVWRAPPER\_VIRTUALENV=/usr/local/bin/virtualenv  
source ~/.local/bin/virtualenvwrapper.sh

1. List all venvs – by > lsvirtualenv
2. start work> workon name\_of\_your\_env
3. Stop work> deactivate
4. remove venv> rmvirtualenv name\_of\_your\_env
5. copy venvs> cpvirtualenv old\_virtual\_env new\_virtual\_env
6. activate a virtualenv and then check > which python3 to reveal the path where venv is located.

OR echo $VIRTUAL\_ENV IN Ubuntu

and

echo %VIRTUAL\_ENV% in Windows

# Post12n

## Accessing Google Sheets API

pip3 install --upgrade google-api-python-client google-auth-httplib2 google-auth-oauthlib

In the **social-media-marketing-bot/src/Drivers/**directory, create a file: **gsheets.py**. This is where we’ll create the Python class for interactions with Google Sheets.