

# The Spyder Interface

## Contents

Objectives	1
Spyder interface walkthrough	1

---

## Objectives

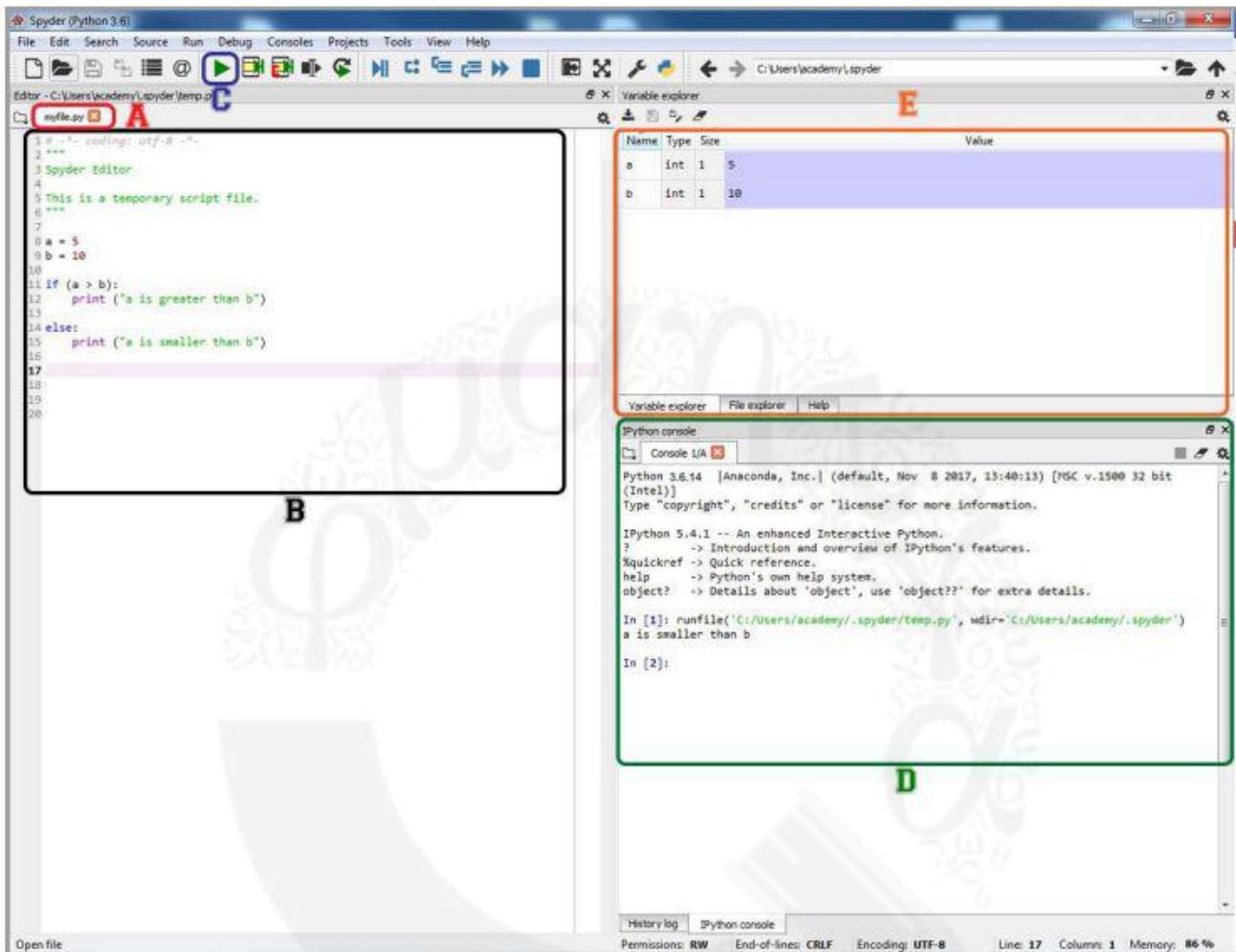
This unit will give you an introduction about the Spyder IDE interface.

## Spyder interface walkthrough

One of the packages which install along with Anaconda is Spyder. Spyder is a powerful interactive development environment (IDE) for the Python language with advanced editing, interactive testing, debugging, and introspecting features. Additionally, Spyder is a numerical computing environment thanks to the support of popular Python libraries such as Pandas, NumPy, SciPy, or matplotlib.

Source: <https://anaconda.org/anaconda/spyder>

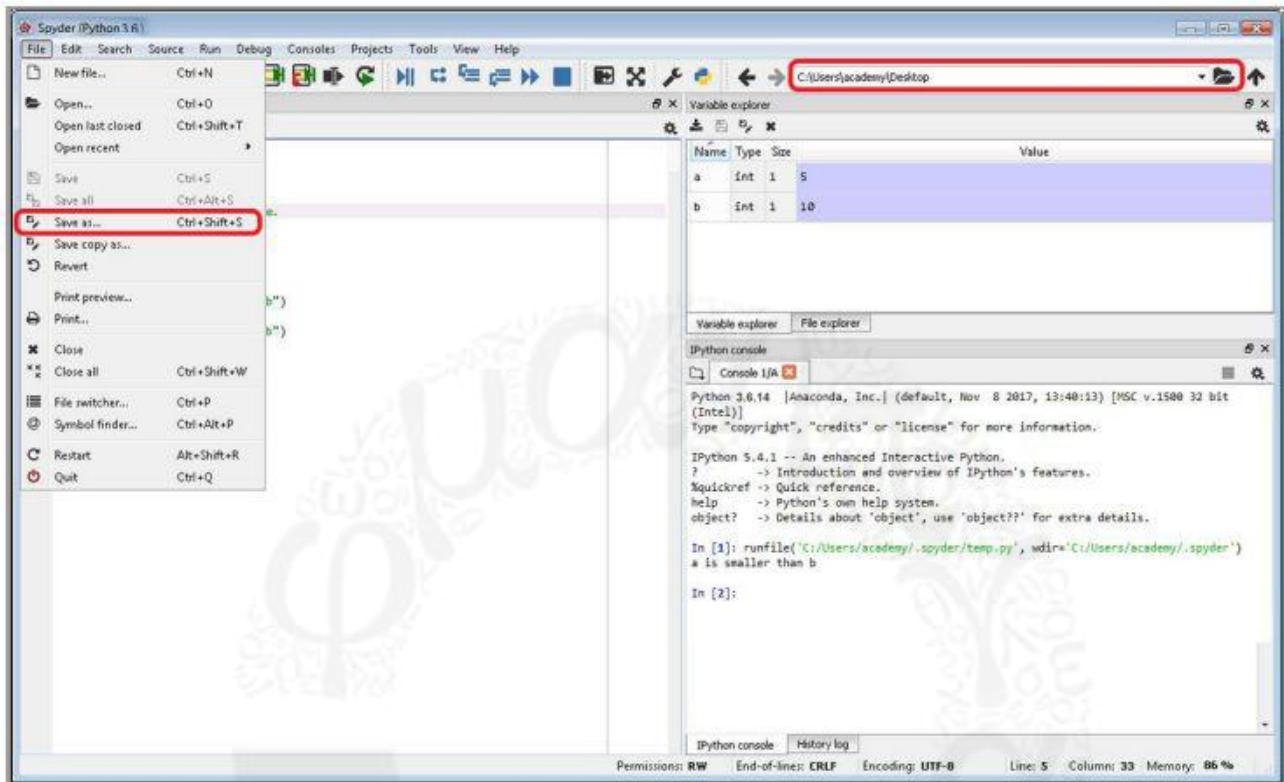
## Screenshot 1



This is how a typical Spyder IDE interface will look like if you open Spyder. Let us begin understanding them step by step:

- A:** It is the '.py' file which you can open using Spyder.
- B:** It is the region where you can write or edit your python code.
- C:** It is the button to which is used to 'run' your python code.
- D:** It is the region where output of your code or the errors in the code is shown.
- E:** Gives you the summary of the various variables used in your code. This will help you when your code is too long and you need to know the different local and global variables which you are using.

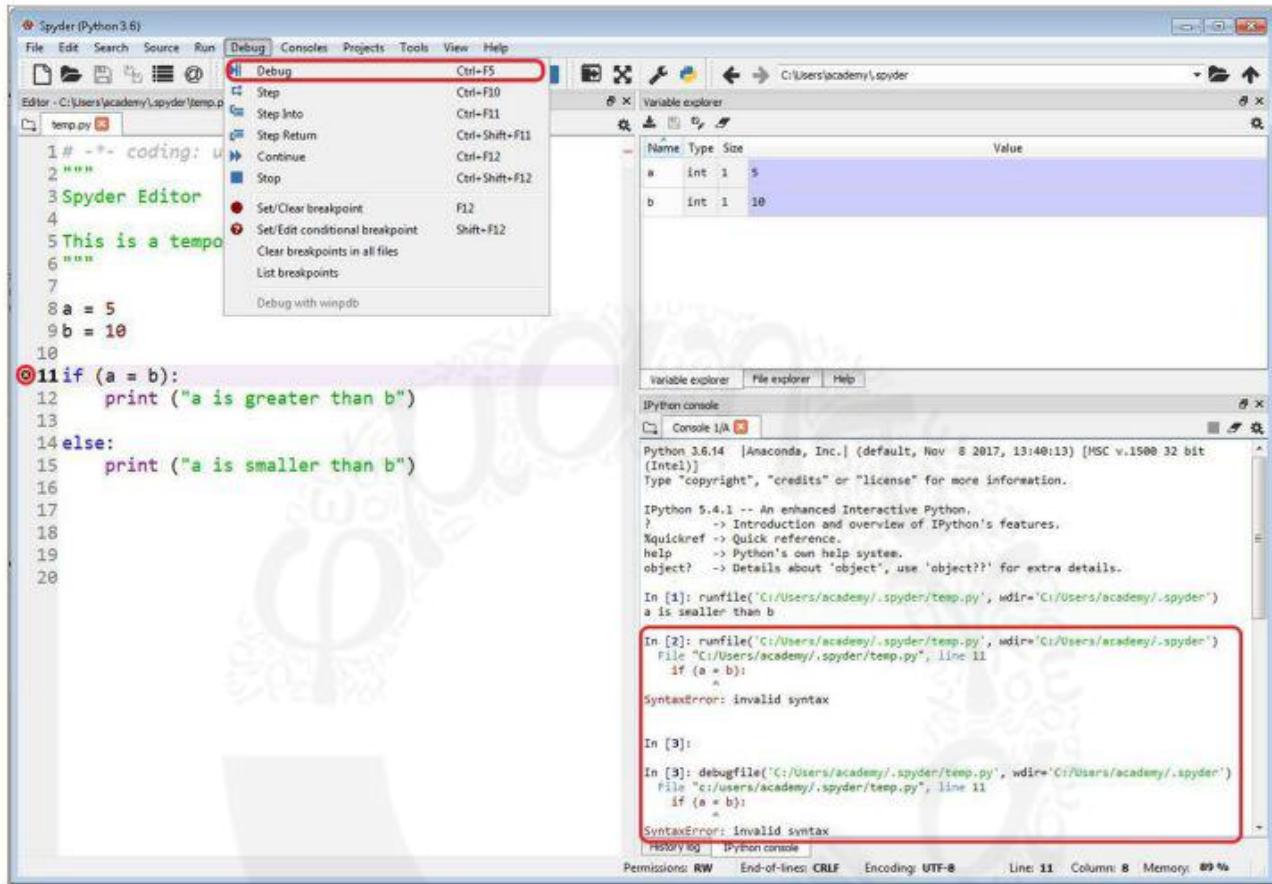
## Screenshot 2



Whenever you begin writing a new code or want to set a particular path to your .py file, you may do that, using the 'Save as' option in python.

The highlight on the far top right, shows you the path or directory in which your current .py file is being stored. You may change it by clicking on the 'folders' button on the extreme right, and set the path which you want.

### Screenshot 3



Whenever you write a particular piece of code you may press the 'run' button and go through the errors if any. Otherwise, you may debug the code, by using the debug option. If there are any errors, the errors would be highlighted in the IPython console of Spyder (the right hand side highlight). One may understand the error by reading its description and rectify the code.

As you start using Spyder, you will come across more things by yourself, however the above information is enough to get you started.