CSE 101

Introduction to Computers Development / Tutorial / Lab Environment Setup

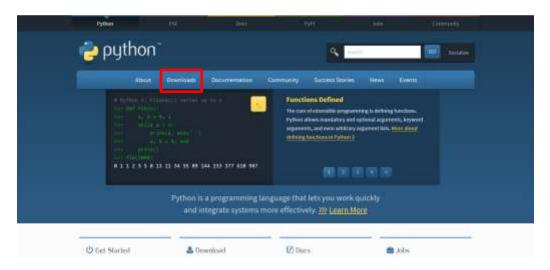
Purpose: The purpose of this lab is to setup software that you will be using throughout the term for learning about Python through tutorials, labs, and homework assignments.

Due: Ideally you should have this work completed by the end of the lab period. **If you don't complete it in the lab, you must finish it before the next class**; we will be using some of this software in our next class so it is important for you to have everything installed so you do not fall behind.

Please note that we have tried to make these instructions as clear as possible and test them on different operating systems, e.g., Windows 7 and 10, Mac OS X and Sierra, etc., however, some of you might encounter a problem and it might be a problem that we have not encountered before, so please work together on this lab as much as you can and help each other.

Step 1: Python Setup Instructions

1. Go to: https://www.python.org/ and select Downloads.



This should bring you to a screen like this if you are running Windows:



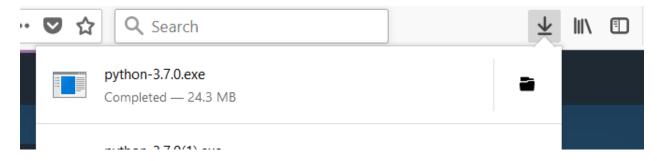
Click 'Download Python 3.7.0'.

On Chrome, in the lower left corner of the browser screen, there will be a download indicator:



Click the up arrow on the right and select 'Open'.

Note that Firefox indicates download with a down-pointing arrow in the top right of the browser window on the toolbar. In that case, click the down arrow, find the file 'python-3.7.0.exe' (which should be at the top of the list). Click the folder icon on the right.



. Double click the file in the folder to start the install.



Step 1(a): Python Setup [Windows]

2. On the first screen of the setup program, make sure to check "Add Python 3.7 to PATH" and then select "Install Now"



3. If the setup was successful you should see the following screen. If there was a problem please ask for help from your instructor, TA, or another student.



Step 1(b): Python Setup [MacOSX]

Follow the download instructions for Windows above. One difference is that in Chrome on Mac OSX, you may see this warning in the download location at the lower left of the browser window:

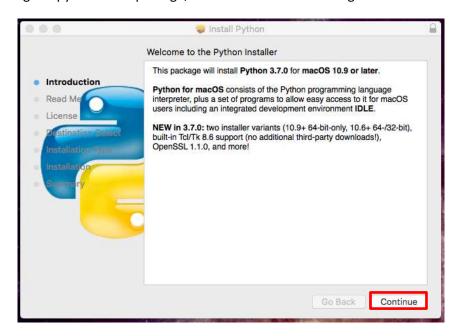


Click 'Keep'.

When the download is complete, you should see this in the lower right of the browser window:



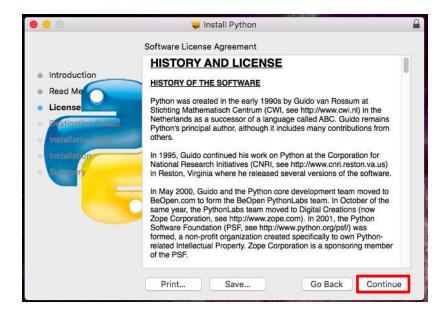
After downloading the python 3.7.0 package, double click the icon to begin the install.



Click 'Continue'.



Click 'Continue' on the 'read me' page. A license agreement dialog will pop up.



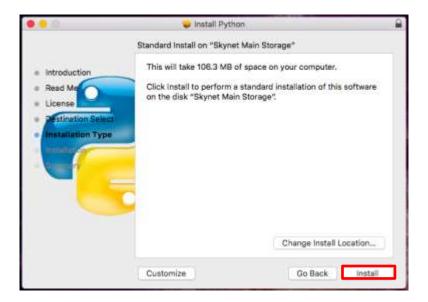
Click 'Continue' to get the actual License Agreement Dialog.



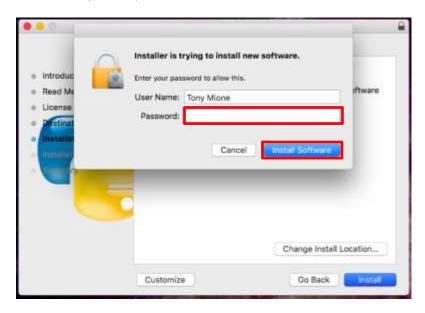
Click 'Agree'.



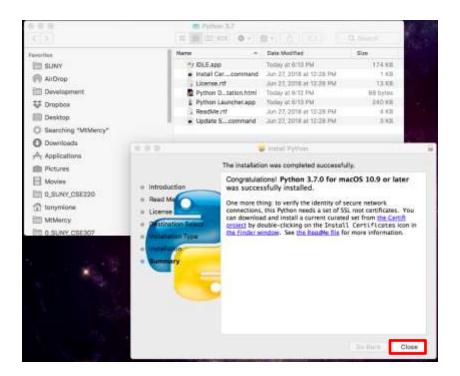
Click 'Continue'.



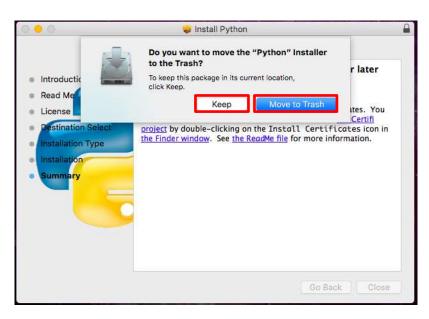
This dialog gives the install location and amount of required storage space. You can change the install location or click 'Install' to accept the options shown.



This dialog is prompting for an administrator password. Enter the password for your account and click 'Install Software'.



After installation, this dialog should indicate a successful install of Python 3.7.0 Click 'Close' to complete the installation.

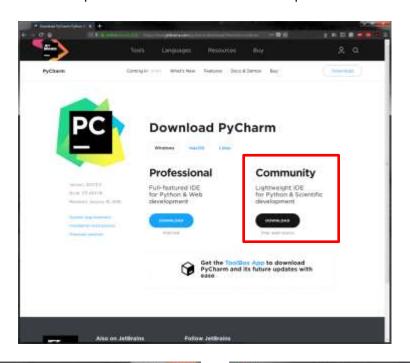


If you wish to discard the original install package, click 'Move to Trash'. Otherwise, click 'Keep' if you think you may need to reinstall Python in the future.

Step 2(a): PyCharm Community Edition [Windows]

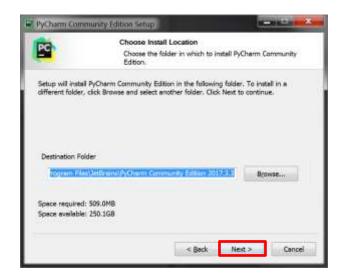
Python 3 includes a basic development environment called IDLE. IDLE is good for writing simple Python programs, but it lacks a lot of "comfort" features like live error-checking and debugging tools. As such, we recommend that you download the free, **Community Edition** version of the PyCharm IDE (integrated development environment) for use while completing your homework and lab assignments.

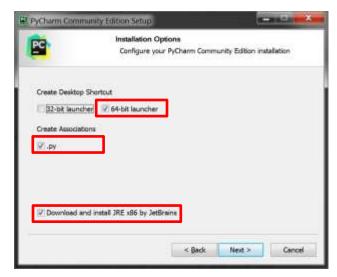
1. Go to http://www.jetbrains.com/pycharm/download to download the free **Community Edition** of PyCharm, and click on the download link. When the download completes, double-click the downloaded file to run the installer. The setup windows are shown below with options to select in red boxes:





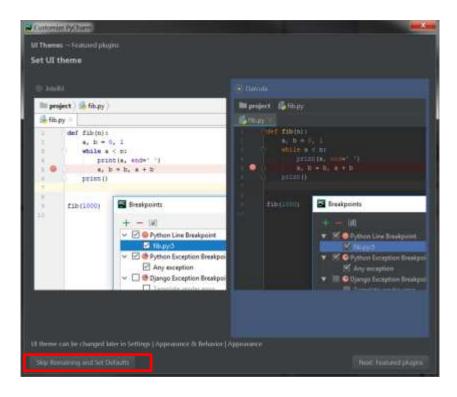








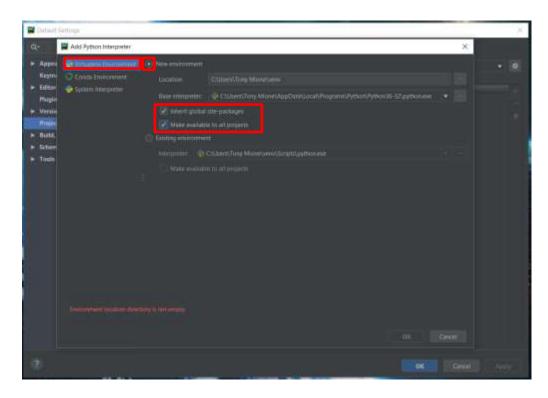
- 2. Configure PyCharm as follows:
- a) On initial startup, you can set a UI theme. Select whichever you like, IntelliJ or Dracula, then select "Skip Remaining and Set Defaults"



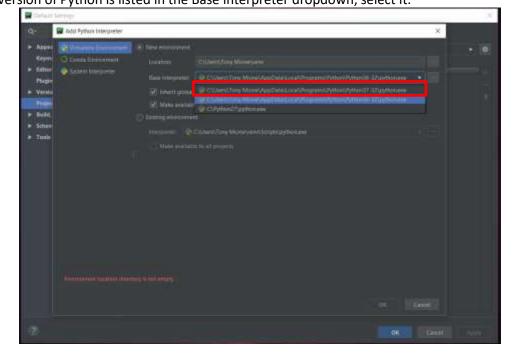
B) PyCharm will launch. Then select "Configure" from the bottom of the window that appears and choose "Settings" from the pop-up menu, and then click "Project Interpreter" on the left side of the Default Settings window



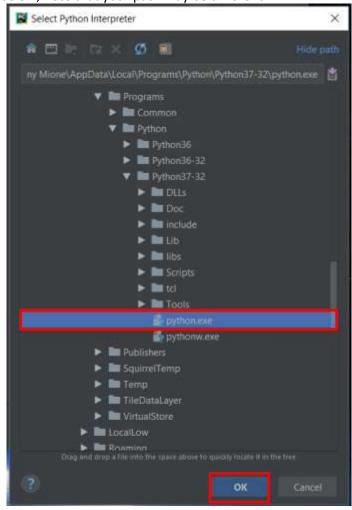
c) Then click the in the upper right at the end of and select "Add..." and then "Virtualenv Environment" select "New environment", "Inherit global site-packages" and "Make available to all projects"



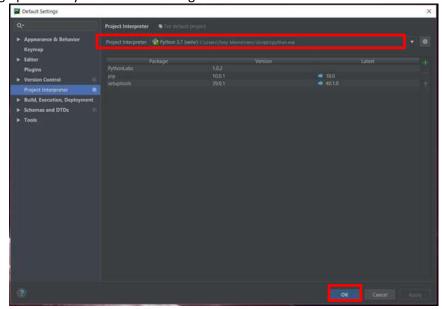
The path to the Python interpreter that you just installed in Step 1 should be populated in the "Base interpreter" box. If it is, select "OK". If not, click the button next to the interpreter path. If the newest version of Python is listed in the Base interpreter dropdown, select it:



If the box is blank select the and navigate to where the Python was installed, select it and then select OK as is shown below, note that your path may be different.



d) After setting up correctly the Default Setting windows should look as follows:

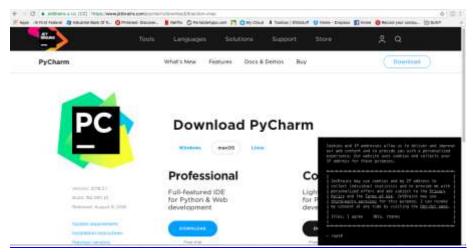


Select OK. Now PyCharm will always use the correct version of Python (Python 3) for your projects.

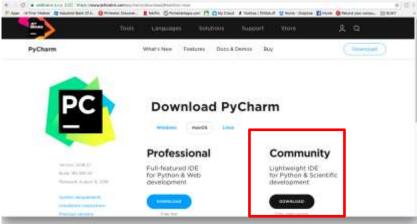
Step 2(b): PyCharm Community Edition [MacOS]

Python 3 includes a basic development environment called IDLE. IDLE is good for writing simple Python programs, but it lacks a lot of "comfort" features like live error-checking and debugging tools. As such, we recommend that you download the free, **Community Edition** version of the PyCharm IDE (integrated development environment) for use while completing your homework and lab assignments.

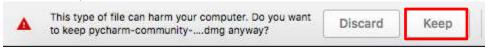
1. Go to http://www.jetbrains.com/pycharm/download



If there is a dark box with text in the lower right of the browser window, then click in the dark box on the lower right next to 'root#'. Type 'Y'



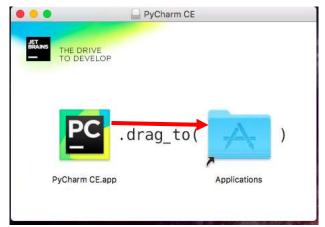
Next, click 'Download' under the description of the 'Community' edition which is free. This will download the free **Community Edition** of PyCharm, and click on the download link. Depending on settings on your mac, A dialog in the lower left corner may ask if you want to continue the download. If so, click 'Keep'.



After the download completes, you should see this in the lower right.



Double click on the name to start the install of Pycharm.



Press the left mouse button on the PyCharm icon to the left and drag the icon over the Application folder window on the right. An unpack progress bar will open up as PyCharm is copied to the Application folder and installed.

If you open the Application folder after the install is complete, you should see the PyCharm icon:

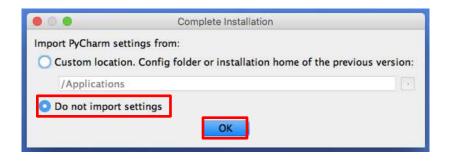


The first time you run PyCharm on the Mac, you will likely see a dialog indicating the application was downloaded from the network and it will ask to confirm that you want to run the application.

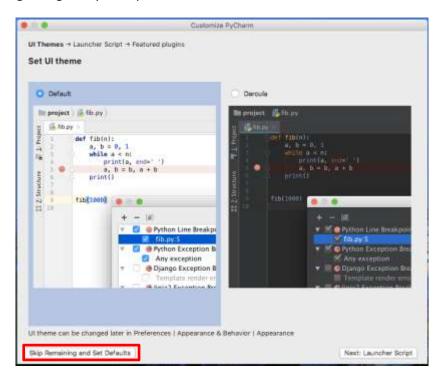


Click 'Open' to allow PyCharm to start.

Next, PyCharm will ask if you want to import settings. Leave 'Do not import settings' selected and click 'Ok'.



Next, the following dialog asks you to pick a UI theme.

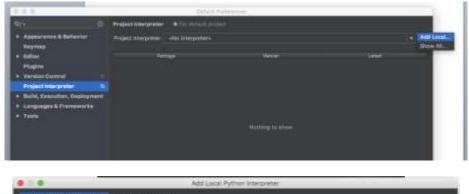


You can pick the default which is already selected or pick 'Darkula'. After this, click 'Skip Remaining and Set Defaults'.

B) PyCharm will launch then select "Configure" from the bottom of the window that appears and choose "Preferences" from the pop-up menu, and then click "Project Interpreter" on the left side of the Default Settings window



c) Then click the in the upper right at the end of and select "Add Local" and then "Virtualenv Environment" select "New environment", "Inherit global site-packages" and "Make available to all projects"



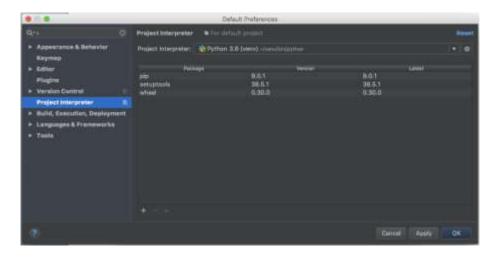


The path to the Python interpreter that you just installed in Step 1 should be populated in the "Base

interpreter" box, if it is select "OK". If the box is blank select the Python was installed, select it and then select OK as is shown below, note that your path may be different.



d) After setting up correctly the Default Setting windows should look as follows:



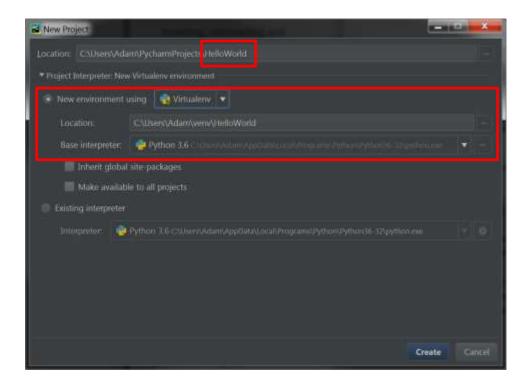
Select OK. Now PyCharm will always use the correct version of Python (Python 3) for your projects.

Step 3: Testing Your Development Environment

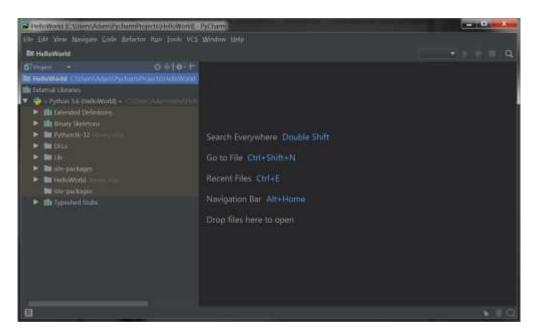
To test the Python and PyCharm environment we will create a pure Python project and write our first Python program. Normally, you will create new project for homework assignments that are assigned to you, specific details will be given to you for each assignment.

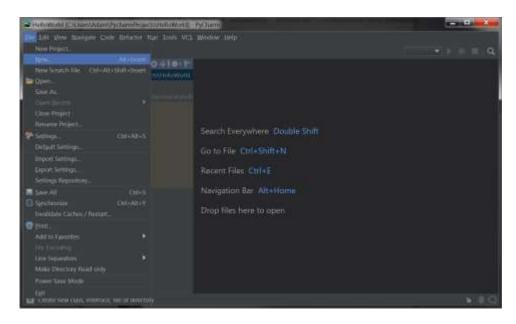
1) On the "Welcome to PyCharm" screen select "Create a New Project" and in the "Create Project" screen replace the "untitled" (or it might say "untitled1" or "untitled2" etc.) with the name of our project "HelloWorld". Then click on the "Project Interpreter" item and select "New environment using Virtualenv" as is shown below and click "Create"

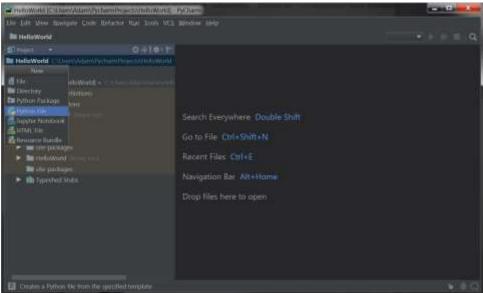


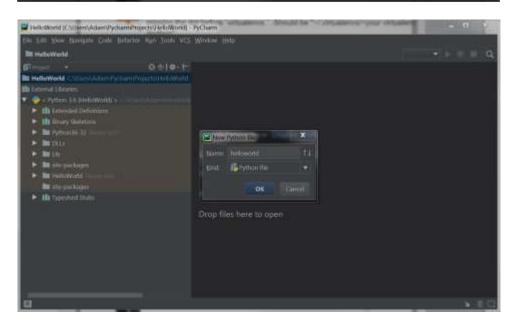


2) Next we create a Python file. Select "File" from the menu bar, then "New" and then "Python File" and name the file "helloworld" as is shown in the figures below.









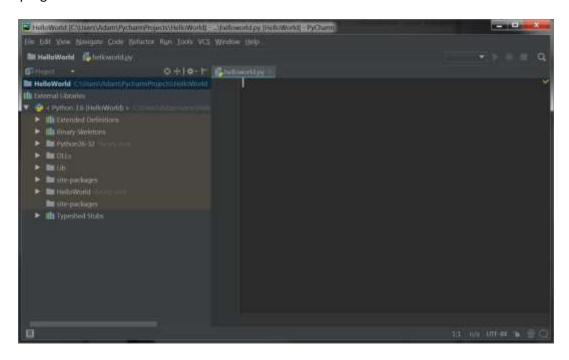
After you click "OK" you have created a Python file named "helloworld.py". Python files must always have a "py" extension to be run by the Python interpreter.

Now let's write our first Python program which is quite simple. We want it to create output that prints:

```
This is my first python program! Hello, World!
```

While this is a very simple program, it will ensure that we installed Python and PyCharm correctly and that they are working together.

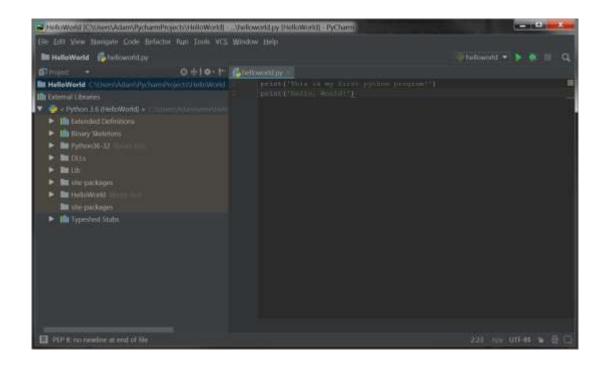
3) The tab on the right hand side labeled here as "helloworld.py" is where we are going to write our Python program.



Type the following exactly:

```
print('This is my first python program!')
print('Hello, World!')
```

As you type you will see that PyCharm will give you suggestions for auto completion, you can select a suggestion and autofill it in the editor window by hitting the tab key.

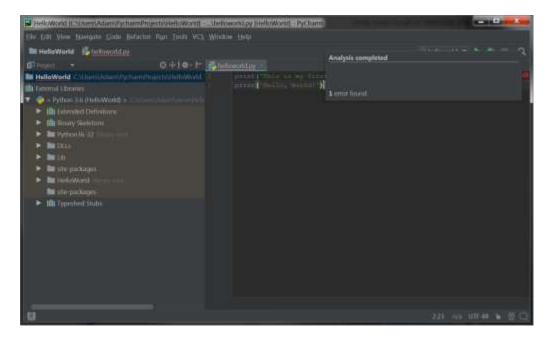


PyCharm will evaluate your program while you type it for syntax errors, i.e., errors in the way the program was typed. For example, if you forget to put a parenthesis at the end of the first line of code you will be notified by a red exclamation mark in the upper right hand corner of the editor:

```
helloworld.py

print("This is my first python program!"
print("Hello, World!")
```

The red underscore shows you where the error occurred and clicking on the red exclamation mark will give you information on how many errors where found.



Placing your mouse pointer over the red underscore will give you more information on how to possibly fix the error. Here we see that we need to have either a comma or a parenthesis.

```
helloworld.py

print('This is my first python program!'

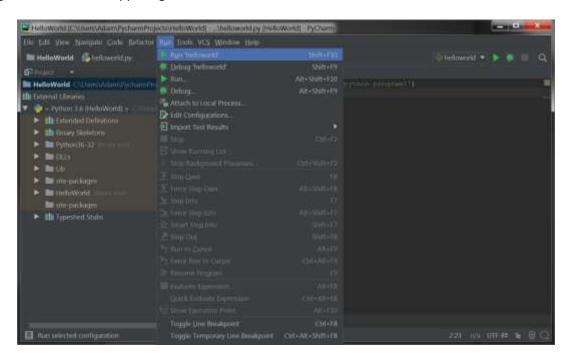
print('Hello, World!')

',' or ')' expected
```

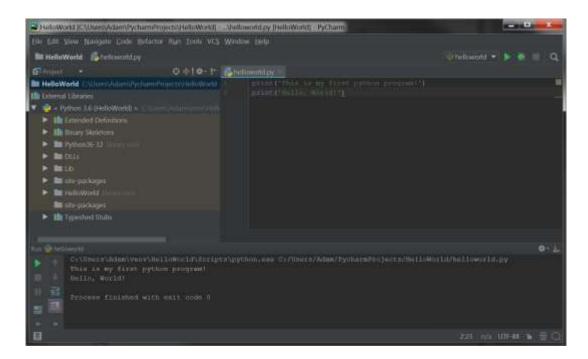
A program that has no syntactic errors will be given a green check mark.

```
helloworld.py > print('This is my first python program!') > print('Hello, World!')
```

4) To run our program we can select "Run" from the menu bar and "Run helloworld" or you can select the green arrow in the upper right.



A run window will be opened at the bottom of PyCharm window and you should see the output of the program you just wrote. The "Process finished with exit code 0" tells us that our program ran and finished with no errors.

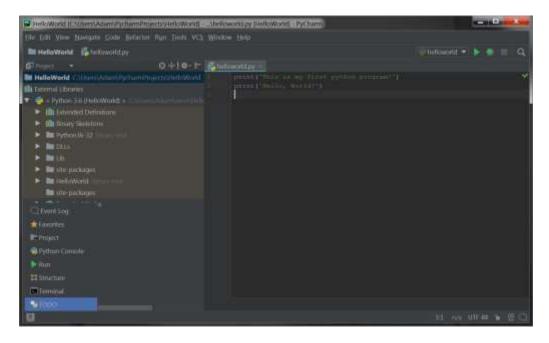


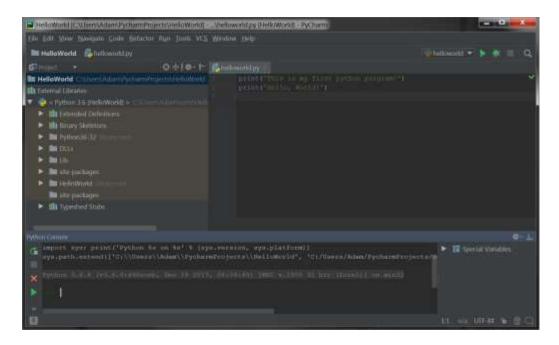
Congratulations! You just wrote your first Python program! PyCharm is a very powerful IDE (Integrated Development Environment) and we will look at more ways it can be used during the course, but will not learn all of its features. If you want to learn more or have problems consider looking at the very extensive documentation at: https://www.jetbrains.com/pycharm/documentation/

Step 4: PyCharm Python Console

Sometimes we don't want to write a full program, but rather just test some code interactively in Python similar to IDLE (Python Shell) found in the Python. In PyCharm, we use the Python Console.

There are several ways to open a Python Console. The easiest is by placing your mouse pointer over the window icon in the lower left corner of the PyCharm window and selecting "Python Console".





Here we can type expressions and they are evaluated as soon as we hit Enter as is shown below.

```
Python Controls

G 2 + 2

> print('This is the python console')

X This is the python console

>
```

Again, we will explore more about PyCharm as we continue the course. For now let's exit PyCharm by selecting "File" and then "Exit" and move on to installing

Step 5: Installing PythonLabs

The PythonLabs software is a set of Python modules written specifically for the projects in this book. Here are the specific instructions for each operating system.

1) Windows OS:

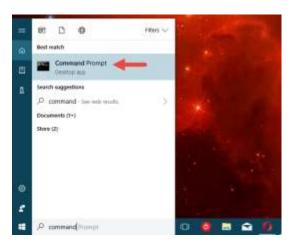
a) Download and run http://ix.cs.uoregon.edu/~conery/eic/python/PythonLabs-1.0.2.win-amd64.exe . There are no options to specify, so when the installer exits the software should be in place.

If the installer fails, download http://ix.cs.uoregon.edu/~conery/eic/python/PythonLabs-1.0.2.zip save it in your Downloads folder.

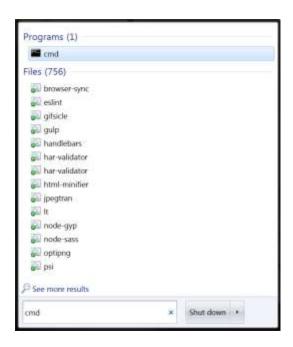
Start your File Browser. Go to the Downloads folder and find the zip file. Right-click and select 'Extract All'. In the dialog box, click the 'Extract All' button. You should now see a new folder with the same name, but without the .zip extension. Drag this folder to your Desktop.

Next start a Command Prompt and type the following commands to install the lab modules:

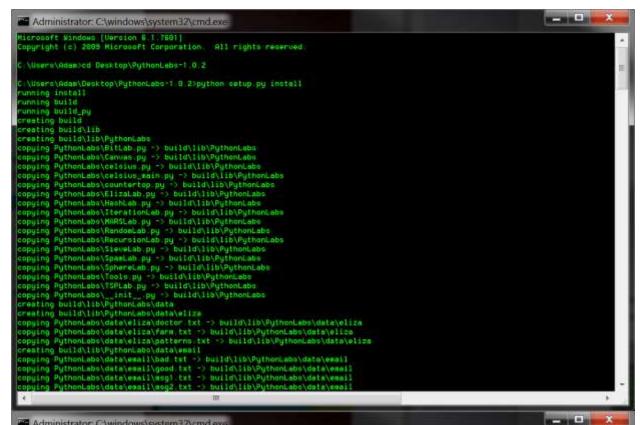
In Windows 10, one of the fastest ways to launch Command Prompt is to use search. Inside the search field from your taskbar, enter command or cmd. Then, select the Command Prompt result.



In Windows 7, go to the Start Menu and search for "command" or "cmd" and then select the Command Prompt result.



After running the commands above, you should see something like the following in the Command window.



Administrator: C:\windows\system32\cmd.exe

Copying build\iib\PythonLabb\data\tap\pacl8 txt -> C\Users\Adam\AppData\Local\Programs\Python\Python35-32\Lib\site-packages\Pythocopying build\iib\PythonLabb\data\tap\pacl8 txt -> C\Users\Adam\AppData\Local\Programs\Python\Python35-32\Lib\site-packages\Pythocopying build\iib\PythonLabb\data\tap\pest1 txt -> C\Users\Adam\AppData\Local\Programs\Python\Python35-32\Lib\site-packages\Pythocopying build\iib\PythonLabb\data\tap\pest1 txt -> C\Users\Adam\AppData\Local\Programs\Python\Python36-32\Lib\site-packages\Pythocopying build\iib\PythonLabb\data\tap\pest1 txt -> C\Users\Adam\AppData\Local\Programs\Python\Python36-32\Lib\site-packages\Pythocopying build\iib\PythonLabb\data\tap\pest1 to \Col\Programs\Python\Python36-32\Lib\site-packages\PythonLabb\copying build\iib\PythonLabb\Hardlab\python\Python36-32\Lib\site-packages\PythonLabb\copying build\iib\PythonLabb\Hardlab\py -> C\Users\Adam\AppData\Local\Programs\Python\Python36-32\Lib\site-packages\PythonLabb\copying build\iib\PythonLabb\Hardlab\PythonAbb\Hardlab\PythonAbb\Hardlab\PythonAbb\Hardlab\Hardlab\PythonAbb\Hardlab te-compiling C.\Users\Adam\AppData\Local\Programs\Python\Python3G-32\Lib\cite-packages\PythonLabs_init__py to _init__cpyth running install_egg_info Briting C:\Users\Adam\AppData\Local\Programs\Python\Python36-32\Lib\site-packages\PythonLabs-1.8.2-py3.6.egg-info

\Users\Adam\Deskton\PuthonLaba-1.8.2>

\Users\Adam\Desktop\PythonLabs-1.0.2>

1) Mac OS:

a) Download the lab modules http://ix.cs.uoregon.edu/~conery/eic/python/PythonLabs-1.0.2.tar.gz

If your browser asks you what you want to do with the file tell it you want to save it in your Downloads folder.

Start Terminal and type this cd command to navigate to your Downloads folder:

```
cd Downloads
```

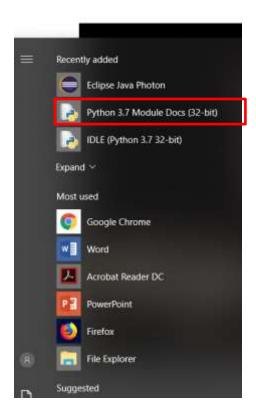
Type the following commands to unpack and install the modules:

```
mv PythonLabs-1.0.2.tar.gz PythonLabs-1.0.2.tar
tar xf PythonLabs-1.0.2.tar
cd PythonLabs-1.0.2
sudo python3 setup.py install
```

You will see a lot of messages flash by on the screen, similar to the pictures above, but you can ignore them.

Step 6: Testing PythonLabs

- 1) Start an IDLE Python (Shell) session
- a) In Windows OS you should be able to launch this from the Start menu:



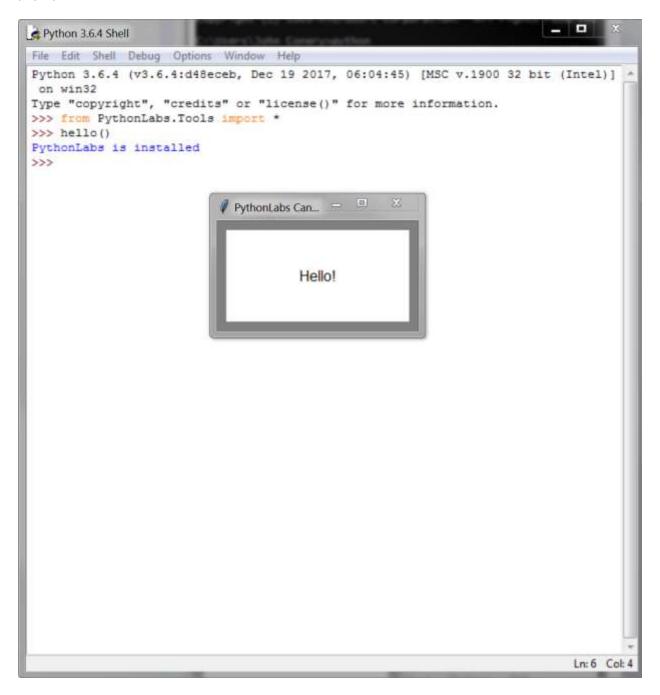
- b) In Mac OS, open a terminal window and type the following command to start an interactive session with Python: python3
- 2) When you see Python's prompt (three greater-than symbols) type this command to load one of the PythonLabs modules:

```
from PythonLabs.Tools import *
```

Next type this command to test the installation:

```
hello()
```

If everything is working you will see a message that says "PythonLabs is installed" and a new window will pop up with the word "Hello" in it, as is shown below.



Step 7: Setting up IPython (Jupyter) Notebooks

The tutorial exercises for the projects in each chapter of the text are available as IPython (Jupyter) Notebooks. The notebooks allow you to define and test functions and run interactive experiments (including experiments that use the PythonLabs canvas) in your web browser.

To install Jupyter Notebooks we will use a program in Python called pip, a package management system used to install and manage software packages written in Python. The steps are simple:

1) Windows OS:

Start a Command Prompt and type the following commands to install the lab modules:

```
python -m pip install --upgrade pip
python -m pip install jupyter
```

If you need a review on how to start a Command Prompt in Windows review Step 5 above. Jupyter will start to install, it will take a bit of time – be patient and wait!

```
Administrator Geometric (Person 6 1 1991)

Equirish (c) 2009 Historical Corporation | All rights reserved

C. Unaveled an invasion purpose pip | Install | I
```

```
Administrator Commission (commission (commission (commission)) and the commission of the commission of
```

1) Mac OS:

Start Terminal and type the following commands to install the lab modules:

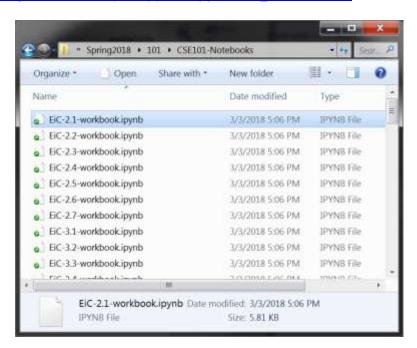
```
python3 -m pip install --upgrade pip
python3 -m pip install jupyter
```

Jupyter should start to install. The output will look similar to the above and it will take a bit of time – be patient and wait!

After Jupyter installs, we want to test our installation by first downloading the notebook content for our textbook

- 2) Create a folder named "CSE101-Notebooks"
- 3) Download ONE of the following. Extract and move the contents to the "CSE101-Notebooks" you just created:

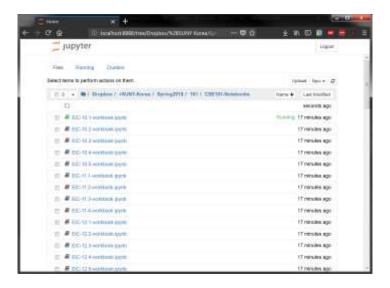
http://ix.cs.uoregon.edu/~conery/eic/python/ipython/all_notebooks.zip http://ix.cs.uoregon.edu/~conery/eic/python/ipython/all_notebooks.tar



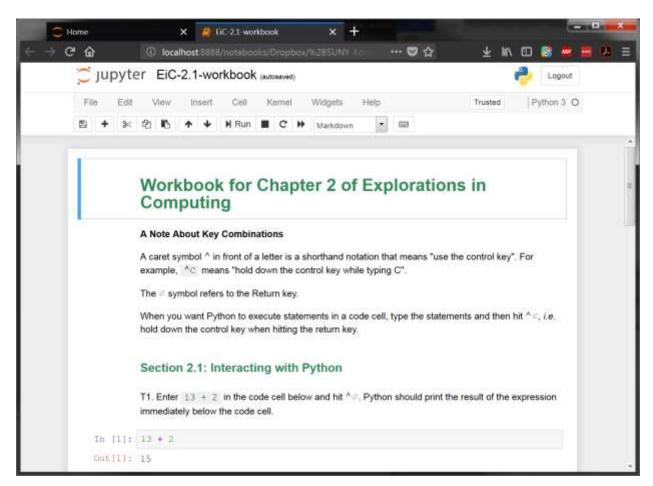
4) Next, in the Command Prompt (Windows) or the Terminal (Mac OS) type the following command:

```
jupyter notebook
```

This should open a webpage in your browser with a directory listing. Navigate to the "CSE101-Notebooks"



Select "EIC-2.1-workbook.ipynb"



Follow the instructions for T1. You should get the output of 15.

Make sure you use the key combination of the Ctrl (control) key and Enter if you want if you want to enter evaluate the values that you have typed.

Congratulations, you have the notebooks working. To end your session, go to "File" and select "Close and Halt" and then you can close the webpage. In the Command Prompt or Terminal window use Ctrl-C to end the jupyter process.

Final Notes:

We have installed quite a few programs and it can seem confusing right now, but as you make your way through the first set of tutorials and the first homework assignment it will become more clear on which program you should be using. Make sure you read the directions and are completely clear on what we are asking you to do and if you have questions please ask.

Welcome to CSE101 and good luck!