Anaconda
Spyder

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1   Installation

To download Anaconda, which includes various tools for Python coding, go to https://www.anaconda.com.

2   Spyder

After installing it, open it, and select "Spyder" (Figure 1), which is a Python IDE (Integrated Development Environment).
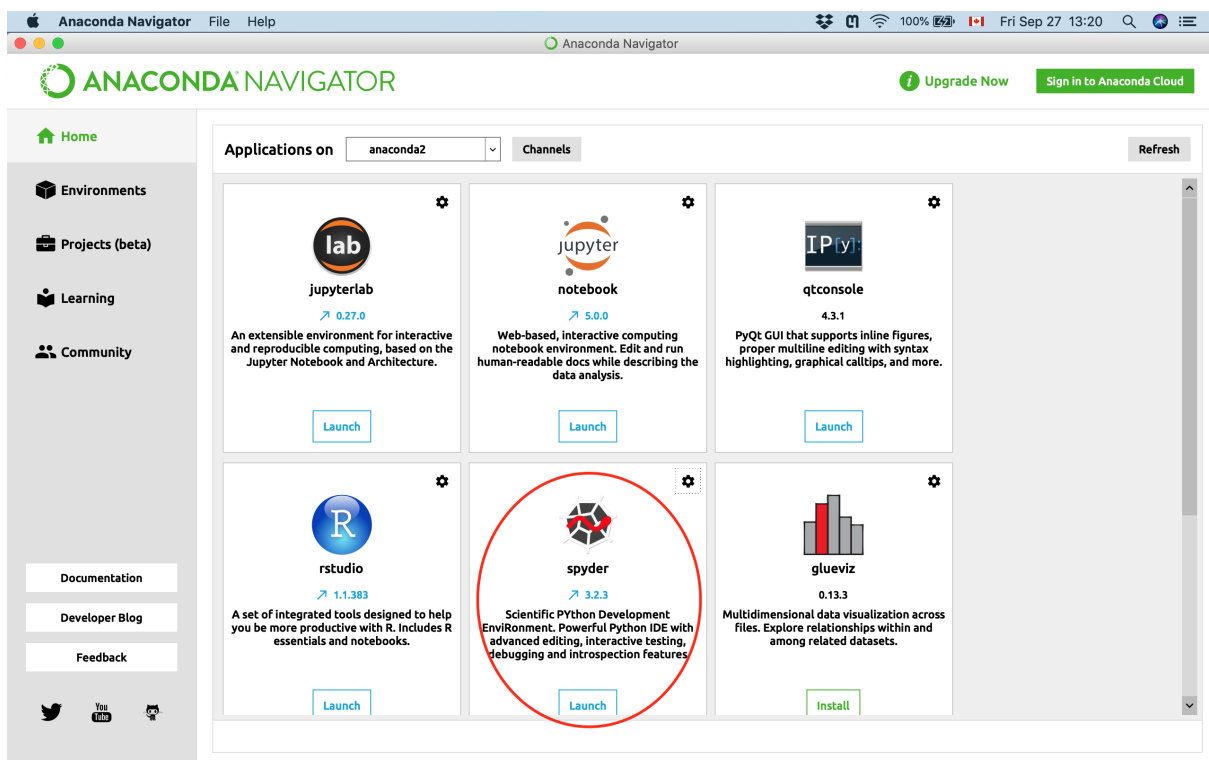

Figure 1: Spyder in Anaconda.

Once you open Spyder, there will be three main buttons to use (Figure 2):
A: Open new file
B: Open a file from your computer
C: Run the code
The button denoted by "C" will run the code and display the output data in the output displey of the software, which is seen in Figure 3.

After each run, the code will automatically save, and to do it manually, it is the button next to the B button in Figure 2.
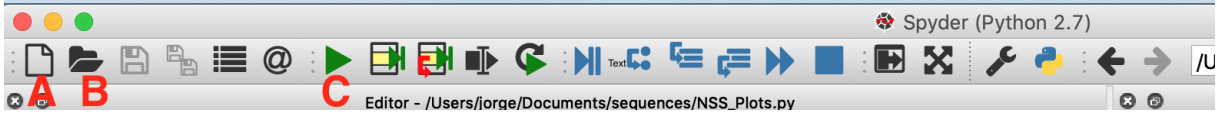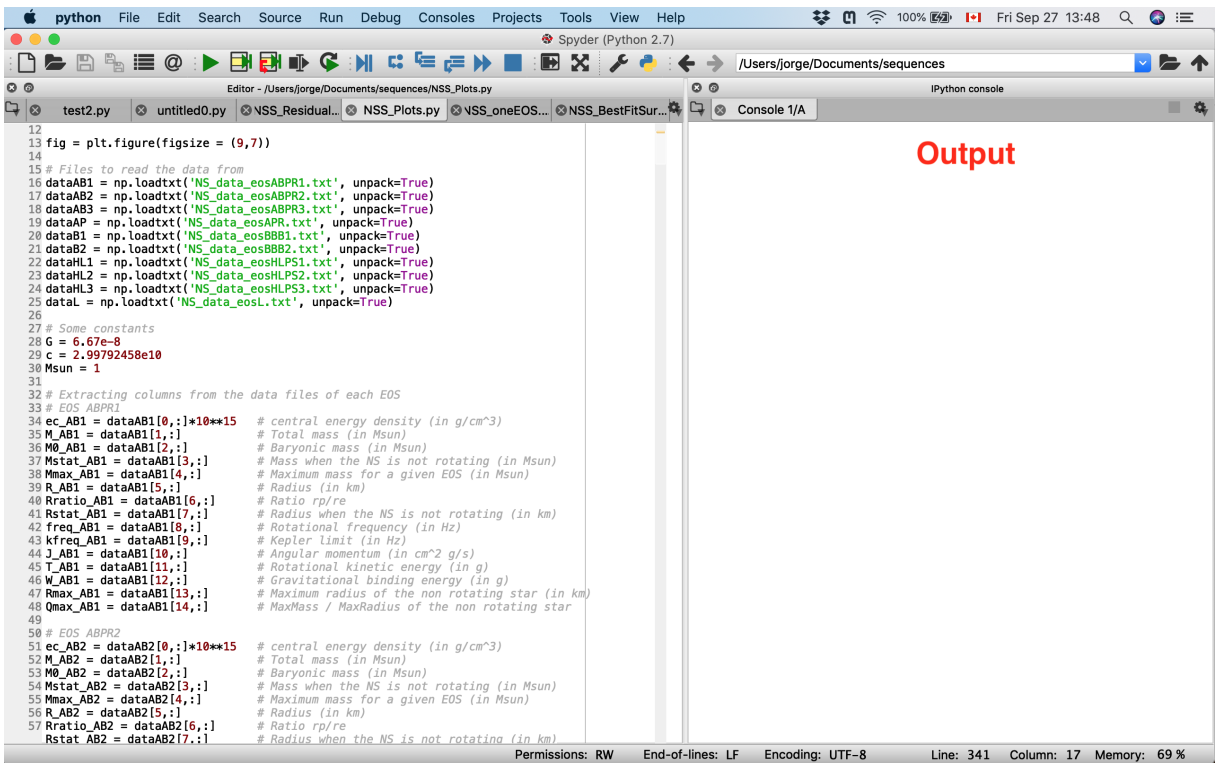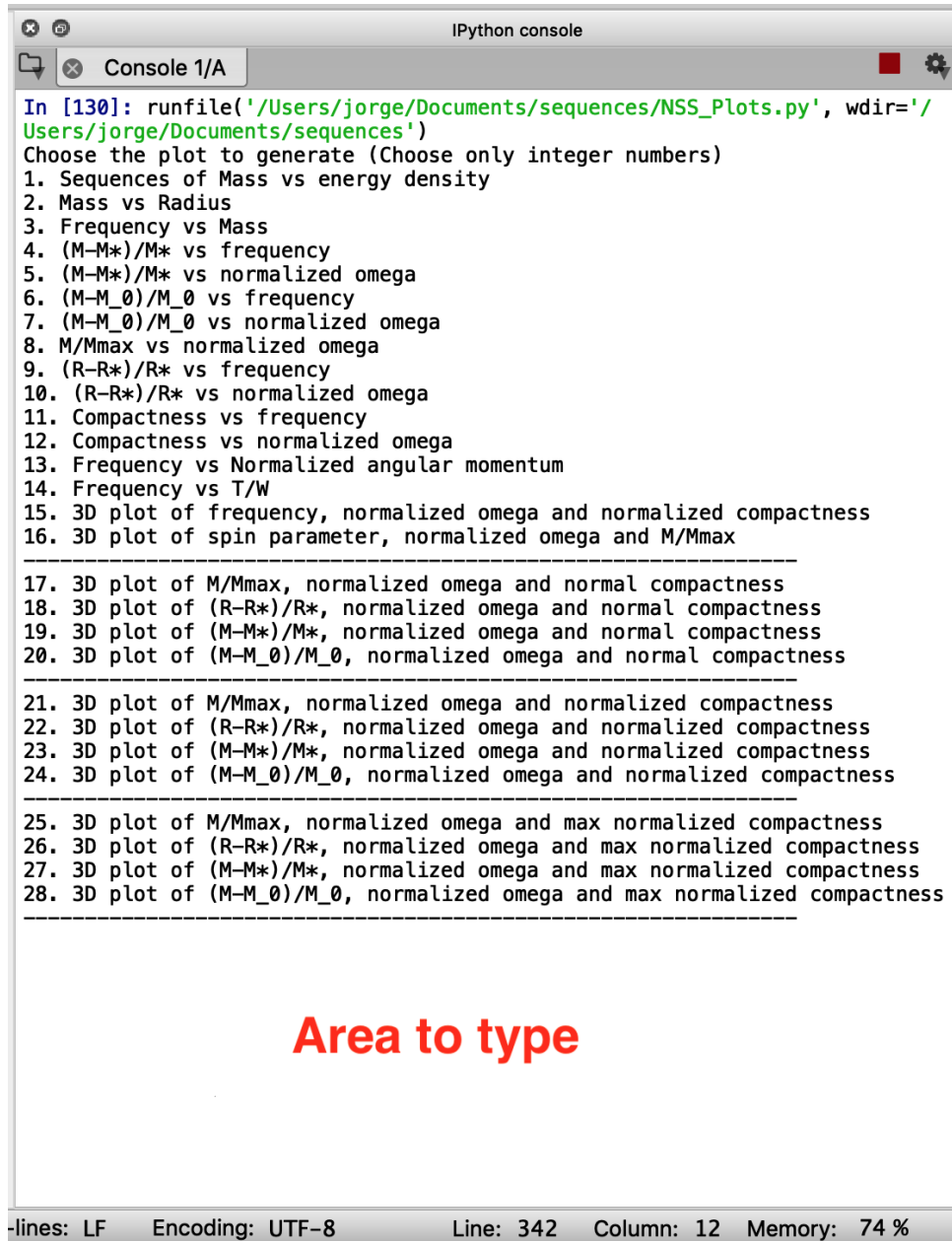
Figure 2: Three main buttons in Spyder.

Figure 3: Complete view of Spyder with an example file on the left, and the output console on the right.

3 Examples in a plotting code

When running a code, for example the plotting code NSS_Plots, the list of possible plot will appear in the left panel (Figure 4), where you can type a number, from those given in the list, to plot the chosen plot.

Figure 4: Left panel in Spyder with some output text.

Another way to run the code is going to the **Run** menu, and then **Profile** (Figure 5). This will output the plot outside of the left panel, and it can be saved manually. When running the code this way, make sure to comment, in the four codes of NSSPlots, the line (Figure 6)

    method = input()

and to uncomment the line

    method = 2

where the number "2" correspond to the chosen plot to make. So, it can be changed to another number from those in the list. These previous two lines are always located below the section where the print statements show which plot to make.
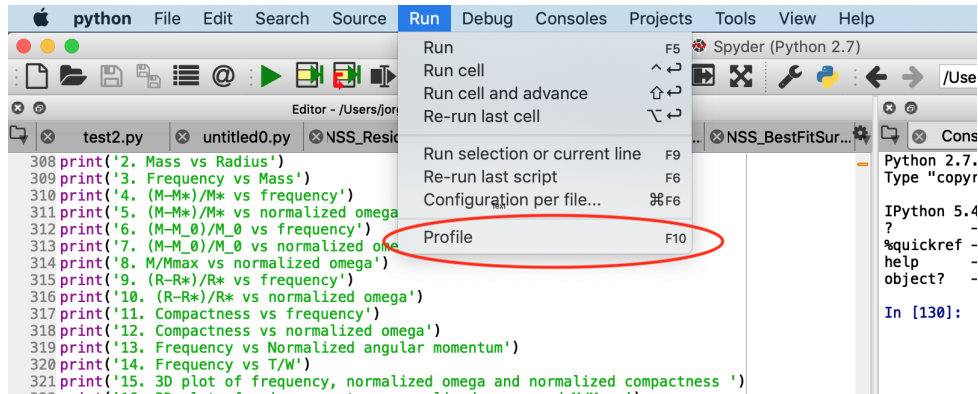
Figure 5: Another way to run the code and display a plot outside the left panel in the software.

Figure 6: Example in the code NSS_Ployts.py.