**Code Kata-Python**

**2019-04-18**

**Prerequisites**

1. Download and install Python
2. Python: <https://www.python.org/>
3. Execute installer (e.g., D:\Python37-32)
4. Add to PATH: D:\Python37-32\Scripts; D:\Python37-32
5. Note: PyUnit is included as part of Python (import unittest)
6. Download and install PyCharm Community Edition(e.g., D:\JetBrains\PyCharm Community Edition 2019.1.1)
7. JetBrain PyCharm (Community):
8. <https://www.jetbrains.com/pycharm/download/#section=windows>
9. Since virtual environment is 6 MB, please create it locally
10. Under PyCharm: Create a new project “bowling\_game” with a virtual environment (“venv”)
11. Under “bowling\_game”, add “app” package
12. Under “bowling\_game”, add “test” package
13. Under “bowling\_ganem” -> “test” package, add “unit” package
14. “bowling\_game” project structure should look like:
15. “bowling\_game”
    1. “app”
    2. “test”
       1. “unit”
    3. “venv”

**Bowling Game**

1. Unzip bowling\_game-Python-1stTest.zip under D:\workspace\github.com\$(UserId)\python
2. Follow Bowling Game code kata
3. **From PyCharm:**
4. Start PyCharm
5. Test: Run with bowling\_game\_unittest.py
6. Execute: Run with bowling\_game.py
7. **From command line:**
8. export PYTHONPATH=/d/workspace/github.com/$(UserId)/python/bowling\_game
9. cd /d/workspace/github.com/$(UserId)/python/bowling\_game/test/unit
10. python bowling\_game\_unittest.py
11. cd /d/workspace/github.com/$(UserId)/python/bowling\_game/app
12. Python bowling\_game.py