

Spyder past and future

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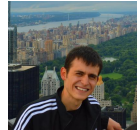
SciPy Latin America

Bogotá, Colombia

October 9 2019

- **7th project** with most new, different number of users reporting issues on Github
- **4800 stars** on Github
- I earned more **5000 points on Stackoverflow** answering Spyder questions
- **Third most popular IDE** for data science (behind PyCharm and VSCode), according with KDnuggets
- Almost **2500 commits** in our main repo

- **Two Community Working Orders (CWO)** to support our development
 - **TDK-Micronas**
 - **Kite**
- **Four developers full time and two part time** working for the project:

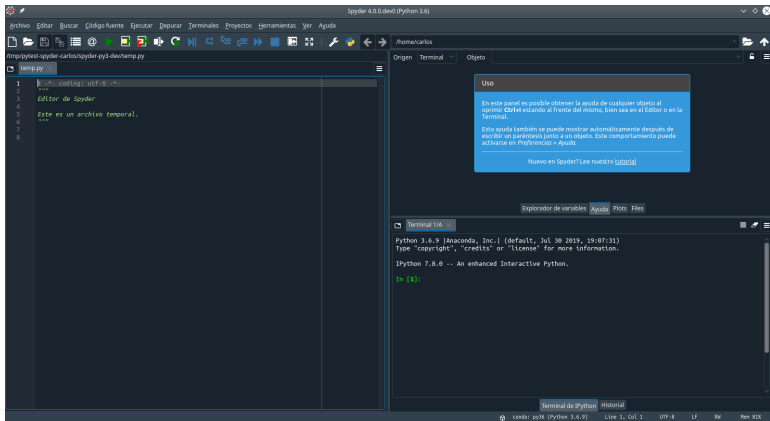


Community involvement

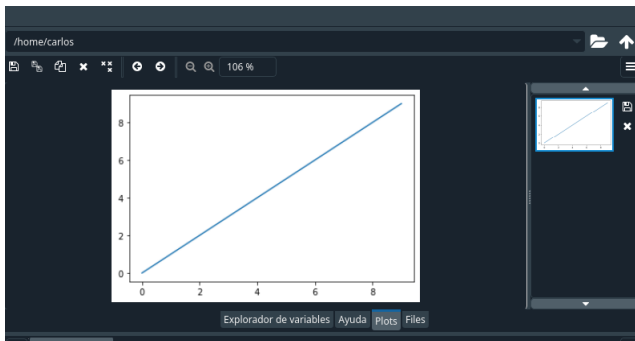
- **Four** volunteer developers



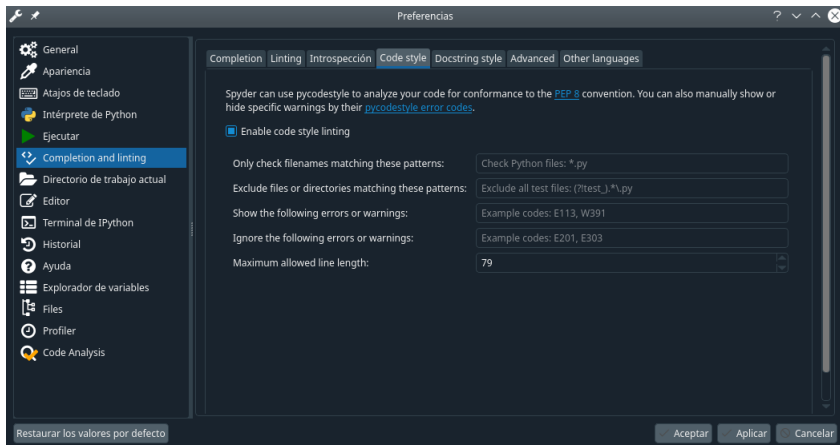
Spyder 4 - Dark Theme



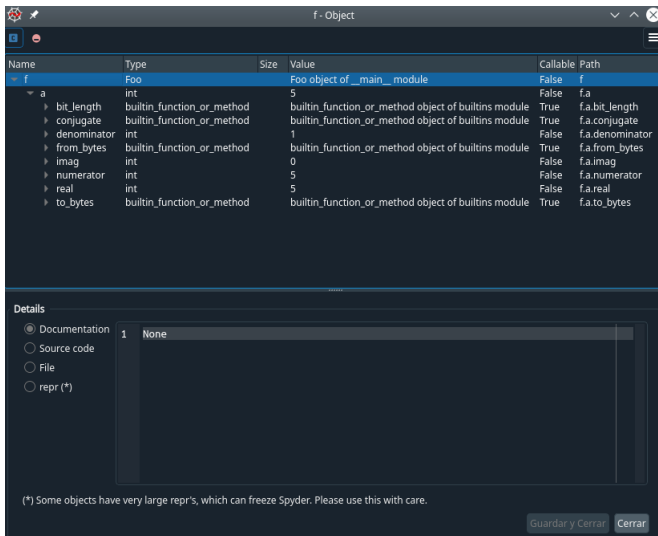
Spyder 4 - Plots



Spyder 4 - Language Server Protocol



Spyder 4 - Python object viewer



The screenshot shows the 'f - Object' window in Spyder 4. The main pane displays a table of object attributes and their details. The 'f' object is of type 'Foo' and is located in the '._main__ module'. It has several attributes, including 'a', 'bit_length', 'conjugate', 'denominator', 'from_bytes', 'imag', 'numerator', 'real', and 'to_bytes'. The 'Details' pane at the bottom shows the 'Documentation' tab, which is currently empty, displaying '1 None'.

Name	Type	Size	Value	Callable	Path
f	Foo		Foo object of ._main__ module	False	f
a	int	5		False	f.a
bit_length	builtin_function_or_method		builtin_function_or_method object of builtins module	True	f.a.bit_length
conjugate	builtin_function_or_method		builtin_function_or_method object of builtins module	True	f.a.conjugate
denominator	int	1		False	f.a.denominator
from_bytes	builtin_function_or_method		builtin_function_or_method object of builtins module	True	f.a.from_bytes
imag	int	0		False	f.a.imag
numerator	int	5		False	f.a.numerator
real	int	5		False	f.a.real
to_bytes	builtin_function_or_method		builtin_function_or_method object of builtins module	True	f.a.to_bytes

Details

☒ Documentation
☐ Source code
☐ File
☐ repr (*)

1 None

(*) Some objects have very large repr's, which can freeze Spyder. Please use this with care.

Guardar y Cerrar Cerrar