

## SETTING UP DEV ENVIRONMENT

### Set-Up

Before you can tackle any software development task, you need to set up your development environment. You can think of your local development environment as a virtual workbench with all the tools necessary to work on your project. To set up your dev environment, follow these instructions:

- Install python 3 to your system - any recent version of python 3 will work fine, though the most up-to-date version is advisable. If you need help with this step, check out this excellent guide from real python: <https://realpython.com/installing-python/>
- Fork and clone the starter repo (Folder available in Task Resources)
- Open the project in your IDE of choice - if you don't have a favorite python IDE yet, take a look at Pycharm Community Edition. It's a well-designed IDE by JetBrains packed with features and plugins, powerful enough to work on the most complex projects, entirely free.
- Create a new virtual environment in the project root. Pycharm can do this automatically for you using the "configure python interpreter" (<https://www.jetbrains.com/help/pycharm/configuring-python-interpreter.html>) option in settings.
- Install all project dependencies. These are listed in the requirements.txt file.

Congrats, you've got your local development environment up and running! Now it's time to make changes to the codebase...

## **ADDITIONAL RESOURCES**

### **1. Python 3 Installation & set-up Guide -**

<https://realpython.com/installing-python/>

### **2. Git -Book -** <https://git-scm.com/book/en/v2>

### **3. Fork a Repo -** <https://docs.github.com/en/get-started/quickstart/fork-a-repo>

### **4. Create and Run Your First Python Project -**

<https://www.jetbrains.com/help/pycharm/creating-and-running-your-first>

### **5. Perspective -** <https://perspective.finos.org/>