

# Learning Python with Jupyter

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## Context

We will be using Jupyter to help show people who are learning python by having it run in a web browser

## Prerequisites

- [Python 3.7](#) or
- [Anaconda](#) Distribution (Reccomended)
- A python file with edit permissions

Jupyter uses the Anaconda Distribution but because it is created with python it will work with the python command line interface.

## Installation

- Python 3.7  
Run the Following Commands:

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

Python 2 is supported but not recommended. Python 2 commands are as follow:

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

- Anaconda  
Run the Installer that was downloaded.  
All defaults are fine, feel free to change the path if needed.

## Instructions

### 1. Running Jupyter.

In order to start Jupyter, you will need to launch it from the Terminal or Command Prompt by running the following command:

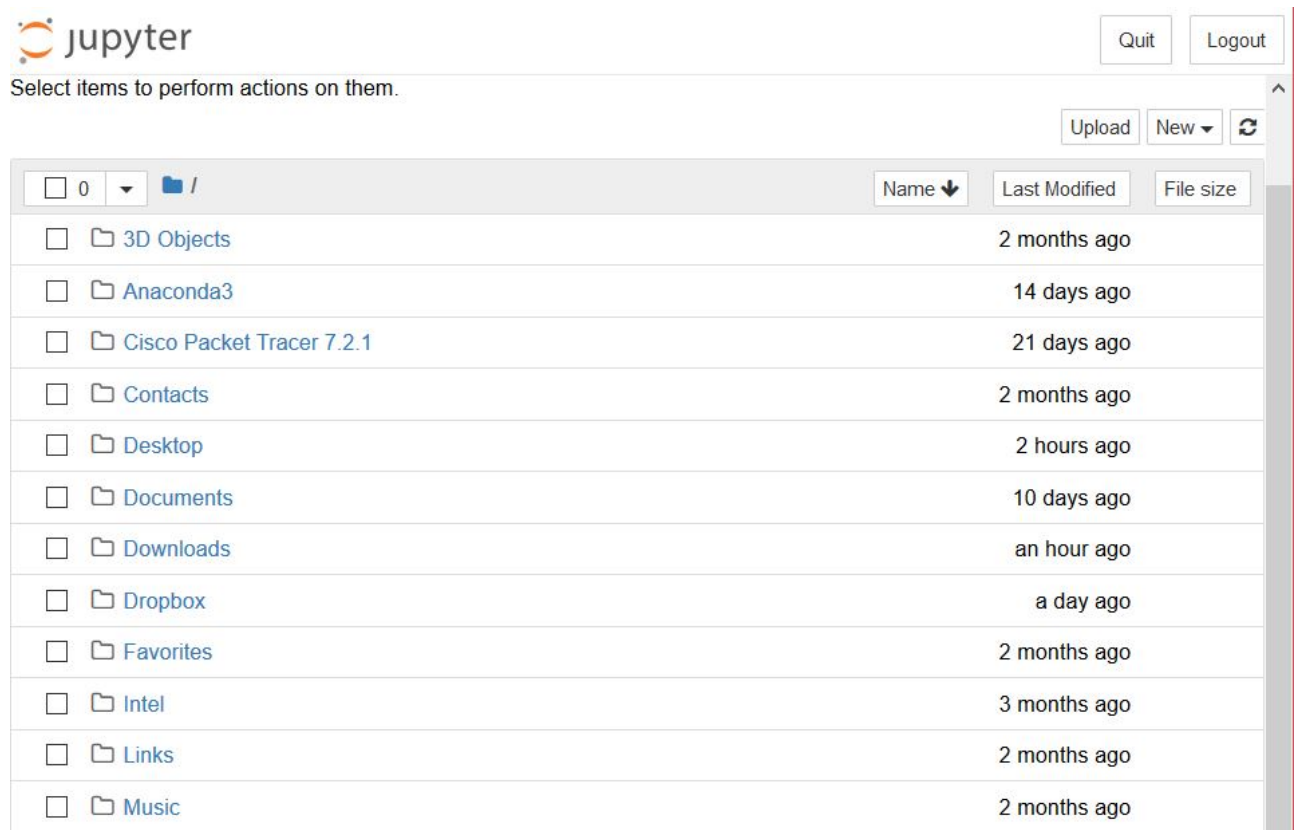
```
jupyter notebook
```

### 2. Running Jupyter Notebooks.

Once launched, you will need to open a web browser and go to one of the links specified in your cmd/terminal.

```
[C 11:50:03.770 NotebookApp]
To access the notebook, open this file in a browser:
file:///C:/Users/rjparks/AppData/Roaming/jupyter/runtime/nbserver-764-open.html
Or copy and paste one of these URLs:
http://localhost:8888/?token=4512496c412309f2f79dd2e47fa6fefe1531fb92cdc6d3b3
```

here is an example of what you should see when it is launched.



### 3. Using the Notebook.

Once Launched, navigate your C:\\ folder to locate a python file.  
And open it.

```

1 import random
2 def main():
3     play_again = 'y'
4     number_of_tied_games = 0
5     number_of_player_games = 0
6     number_of_computer_games = 0
7     print("Let's play the game of Rock, Paper, Scissors, Lizard, Spock.")
8     while play_again == 'y' or play_again == 'Y':
9         computer_choice = process_computer_choice()
10        player_choice = process_player_choice()
11        if computer_choice == 1:
12            print('The Computer chooses Gun.')
13        elif computer_choice == 2:
14            print('The Computer chooses Dynamite.')
15        elif computer_choice == 3:
16            print('The Computer chooses Nuke.')
17        elif computer_choice == 4:
18            print('The Computer chooses Lightning.')
19        elif computer_choice == 5:
20            print('The Computer chooses Devil.')
21        elif computer_choice == 6:
22            print('The Computer chooses Dragon.')
23        elif computer_choice == 7:
24            print('The Computer chooses Alien.')
25        elif computer_choice == 8:
26            print('The Computer chooses Water.')
27        elif computer_choice == 9:
28            print('The Computer chooses Bowl.')
29        elif computer_choice == 10:
30            print('The Computer chooses Air.')
31        elif computer_choice == 11:
32            print('The Computer chooses Moon.')
33        elif computer_choice == 12:
34            print('The Computer chooses Paper.')
35        elif computer_choice == 13:
36            print('The Computer chooses Sponge.')

```

#### 4. Editing with Jupyter Notebooks.

Once opened, you can edit your source code right in the interface.

## Reflection

Provide some thought questions that help the learner make sense of how the tutorial fits in the bigger picture.