

CS4 Python Installation Guide

1 Introduction

In CS4, we will initially be using a basic text editor to write our Python code. We recommend Atom, but feel free to use whatever text editor you are most comfortable with. Starting with homework 2, we will be using PyCharm as our IDE (integrated development environment) to code in Python. Anaconda is the distribution of Python we will be using in the course. Installation instructions for all of these can be found below.

2 Atom

1. Proceed to the **Atom download site**.
2. Download the correct installation for your hardware.

3 Anaconda

1. Proceed to the **Anaconda download site**.
2. Select the correct Python 3.5 version installer for your hardware (for Mac users, select the “Graphical Installer”).
3. Open the installer and follow the prompts to download Anaconda.

4 PyCharm

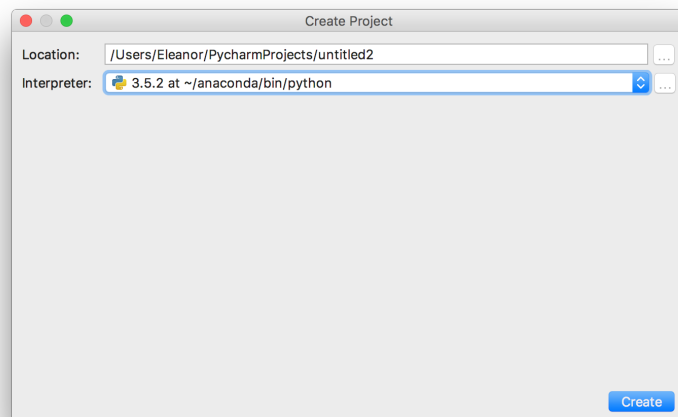
4.1 Download

1. Proceed to the **PyCharm download site**.

2. You will see two options for download, Community and Professional. Choose to download the Community version of PyCharm. Open the installer and follow the prompts to download (for Mac users, this may start automatically).
3. To create a new project (folder of programs), go to File and then New Project.

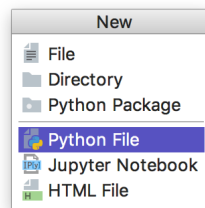
4.2 Configure

1. Open PyCharm CE. Choose not to import settings from a previous version of PyCharm when prompted, and then accept the JetBrains Privacy Policy terms and conditions.
2. Leave all initial configuration settings as they are (note that you can change these in Preferences later) and click “OK”.



3. You can edit the name of the project by changing the last portion of the location, where it currently reads “untitled”. This can be replaced with the desired name (such as “Homework0”). The project will automatically save into a new folder called PycharmProjects.

4. In the Interpreter section, choose the option beginning with “3.5.2” that points to the location to which you downloaded Anaconda (this will be slightly different for Mac and Windows users).
5. Click “Create” and then choose “Open in current window”.
6. To make your first program, go to “File” and then “New”.
7. Select Python File from the list of options and enter a name for your file. Do not change the type of file; leave it as “Python file”.



8. You have now created your first Python file!