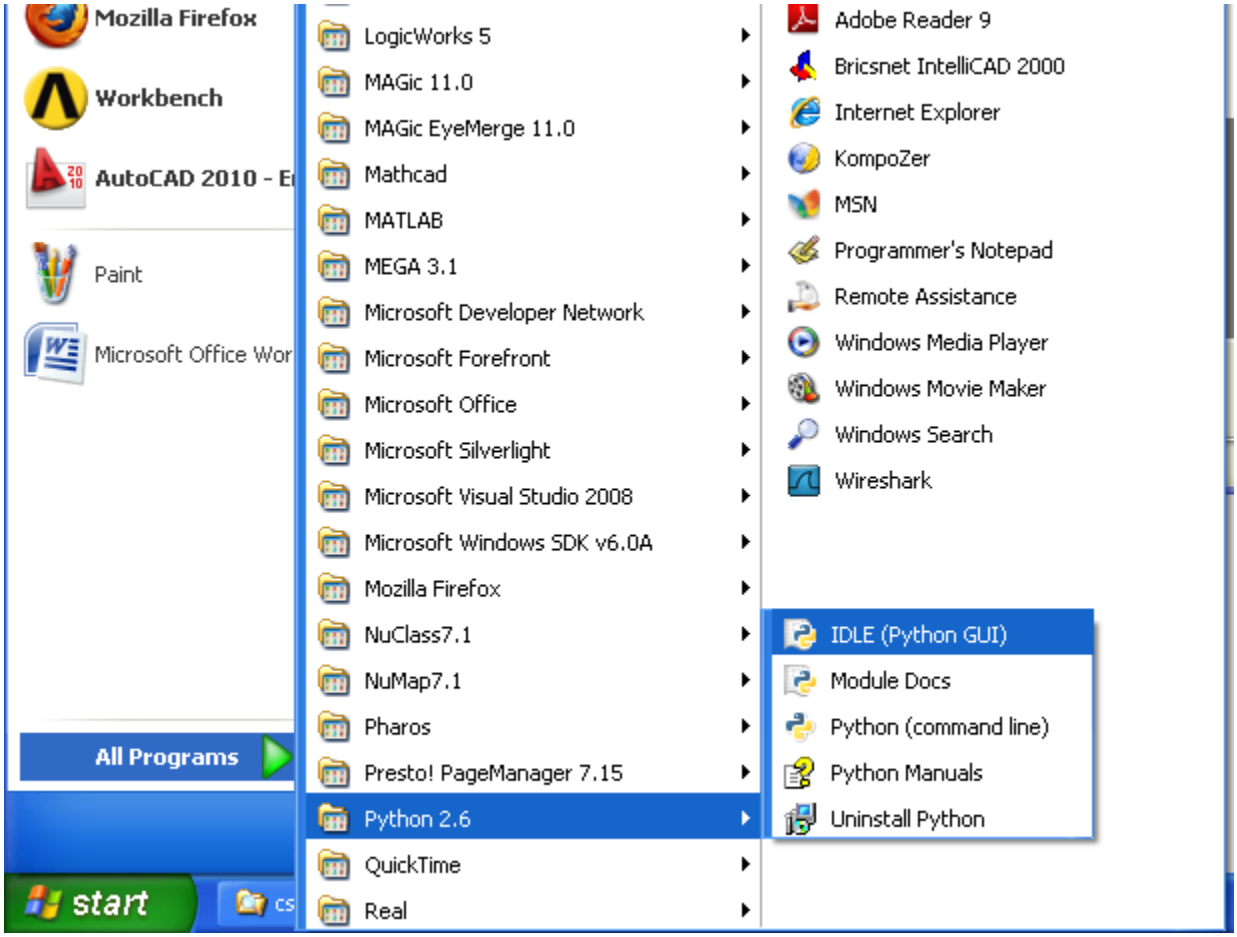
Getting Started with Python

If installing Python onto your own computer, use a 2.x version for this course.

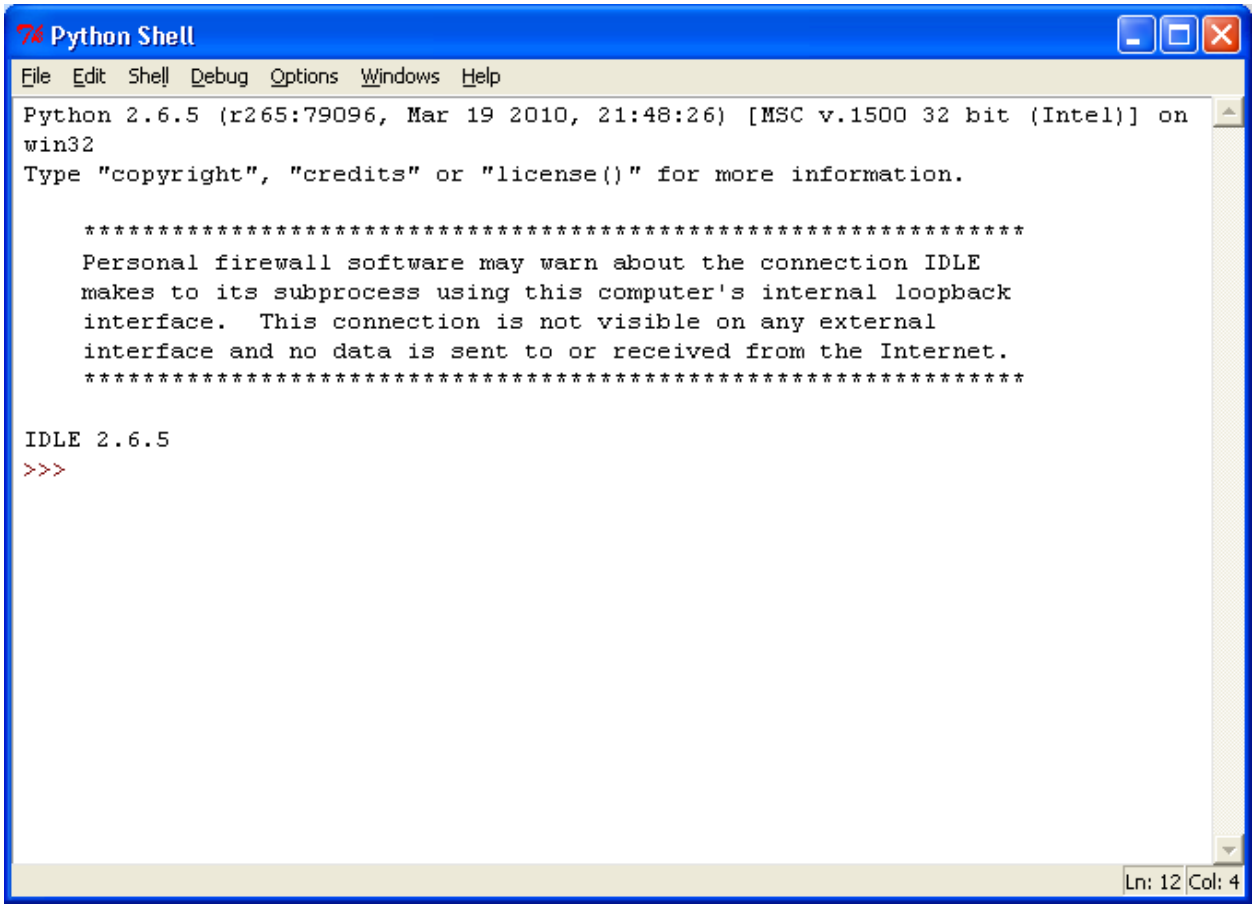
Using Python on Windows.

There are several ways to run Python on Windows; I'll show how using the IDLE development environment.

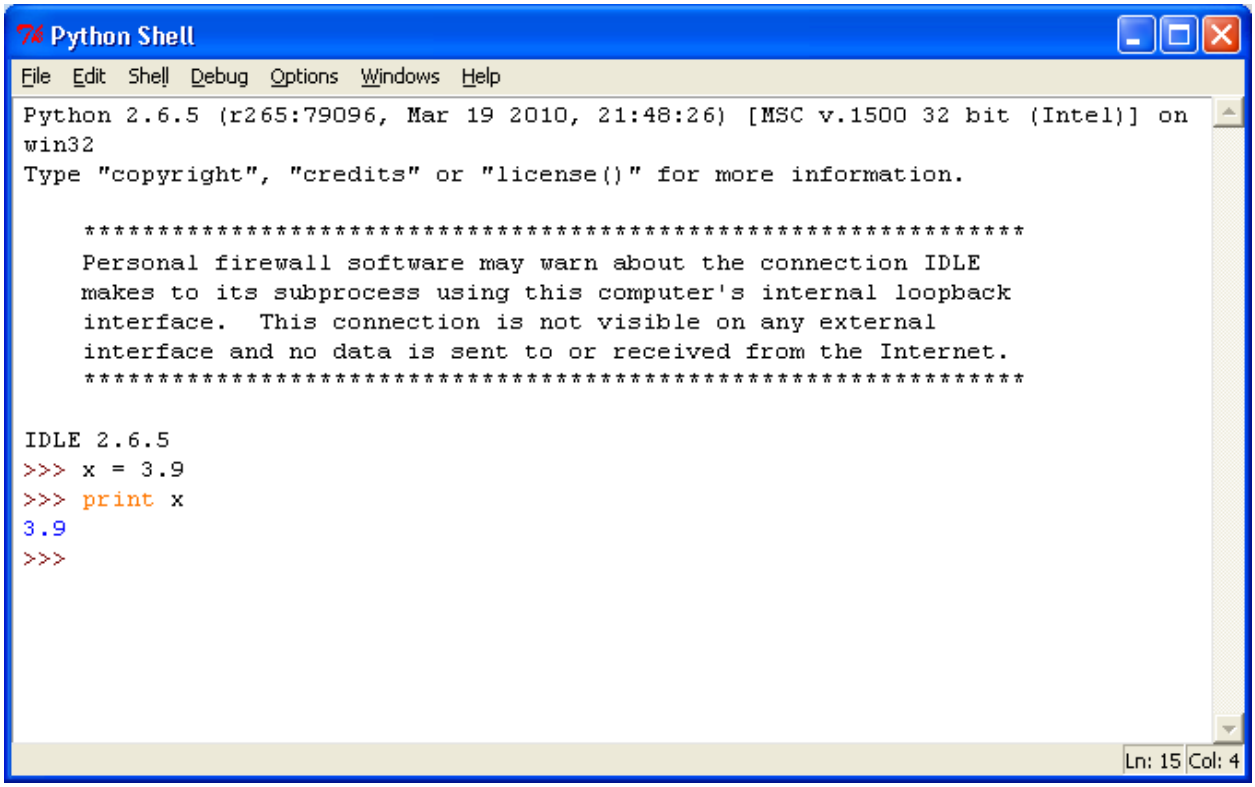
1) Open Python



2) You will get the Python shell:

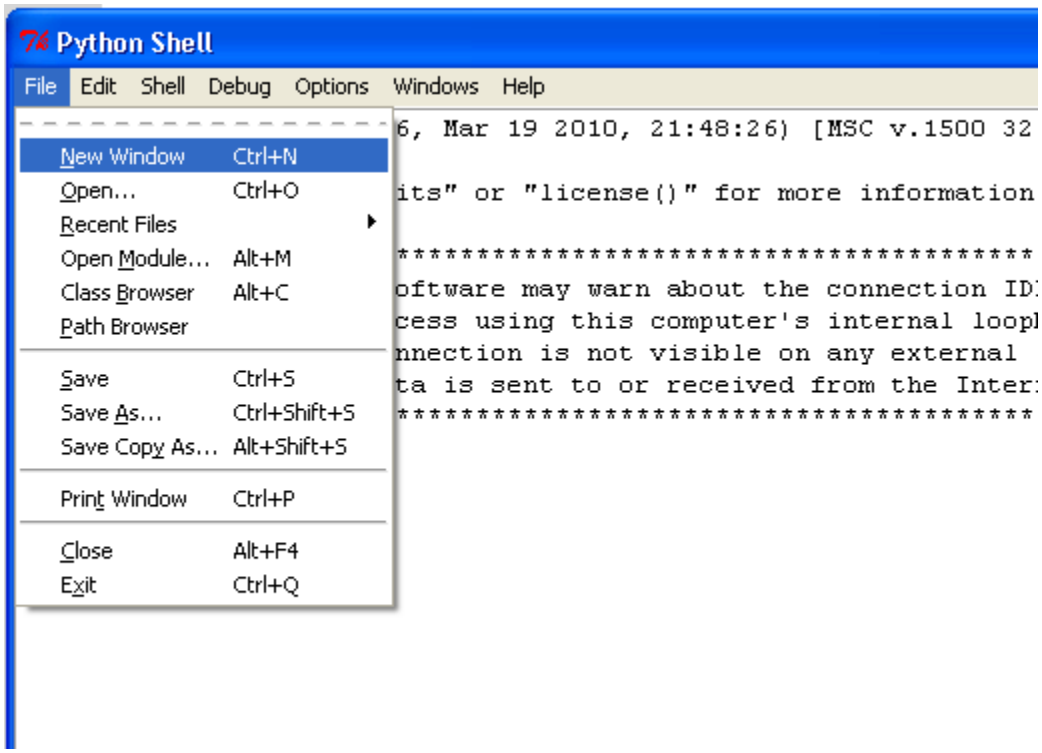


3) The Python shell is like using a calculator; you get a response as you type in your program.

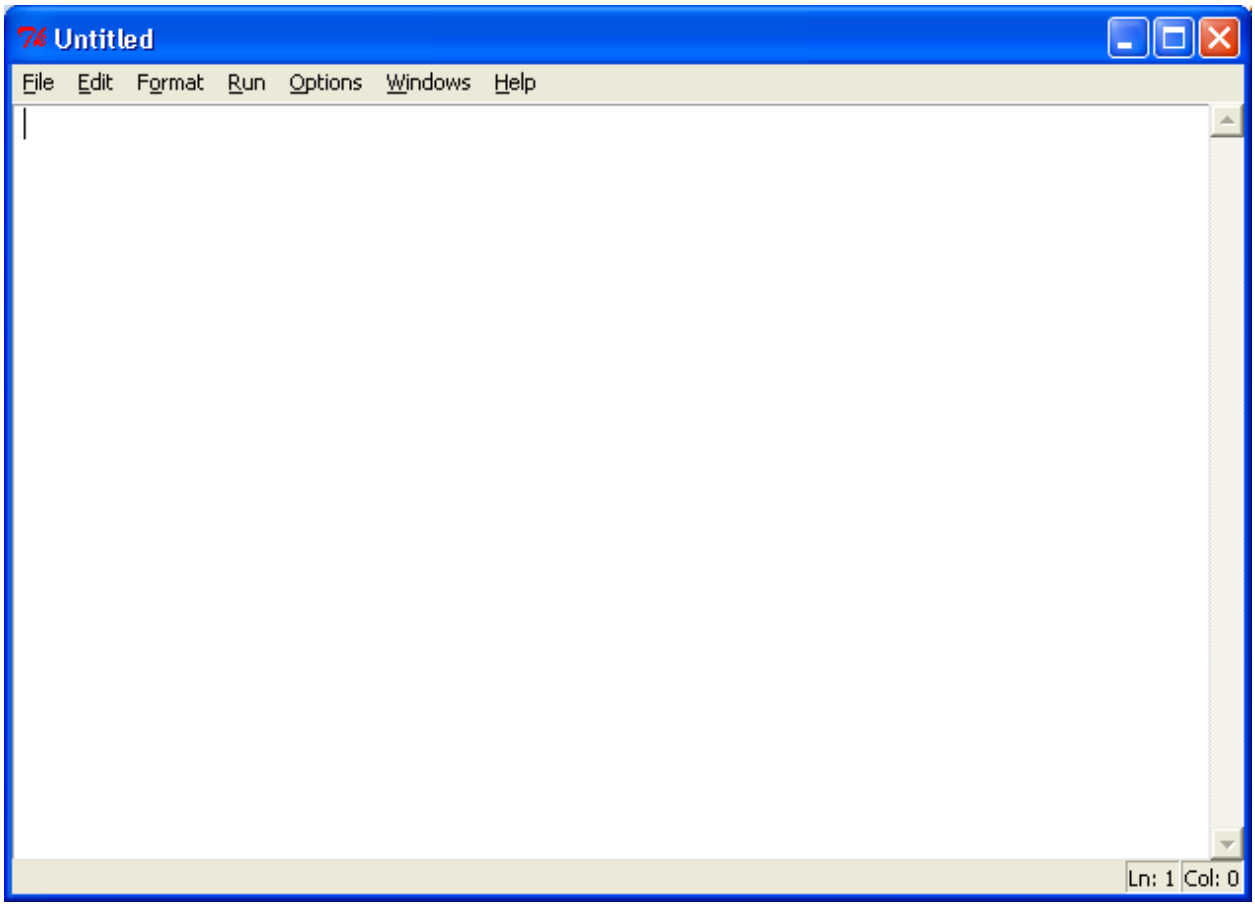


This is fine for testing a few lines of code, but for larger programs that you wish to save you will probably want to open an editor.

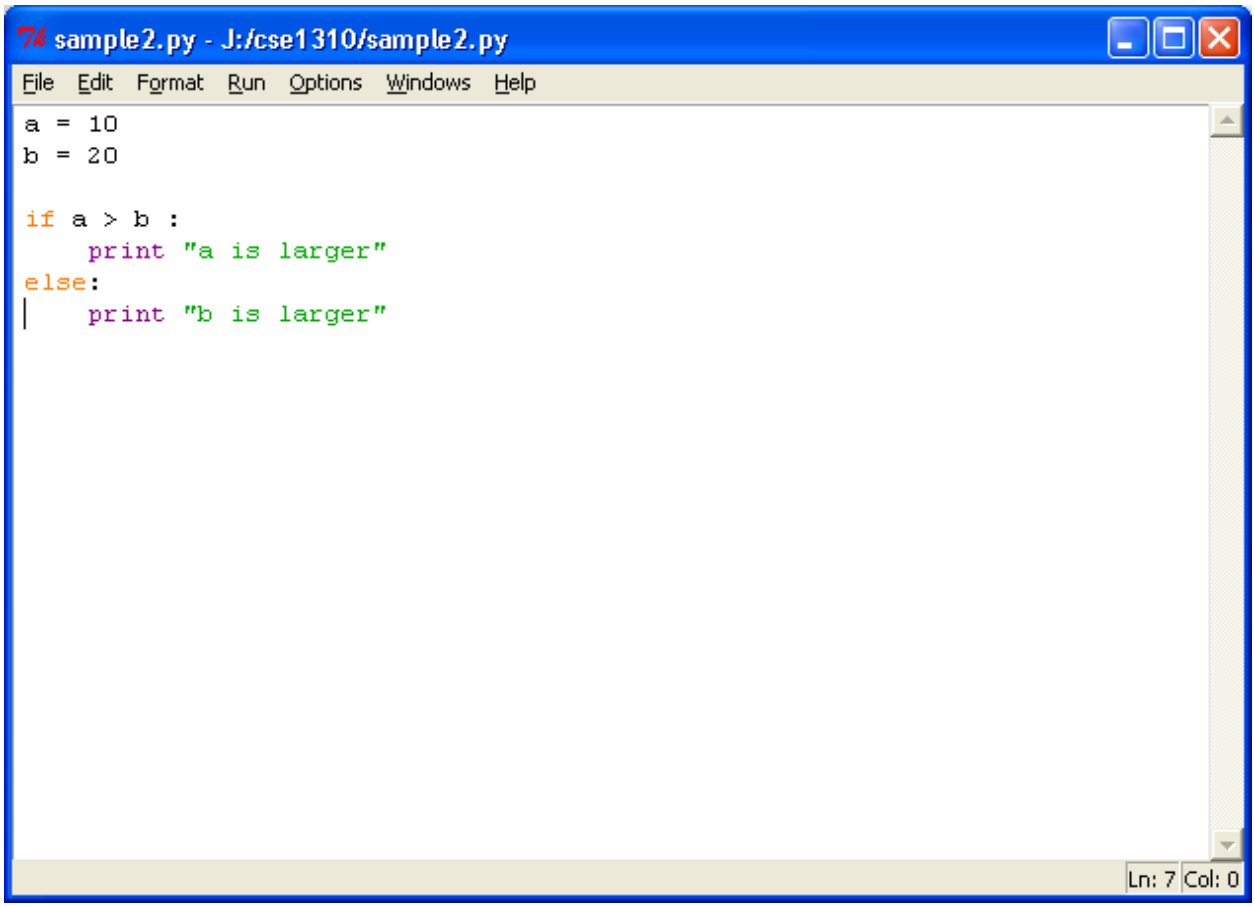
4) Open the editor by choosing File >> New Window:



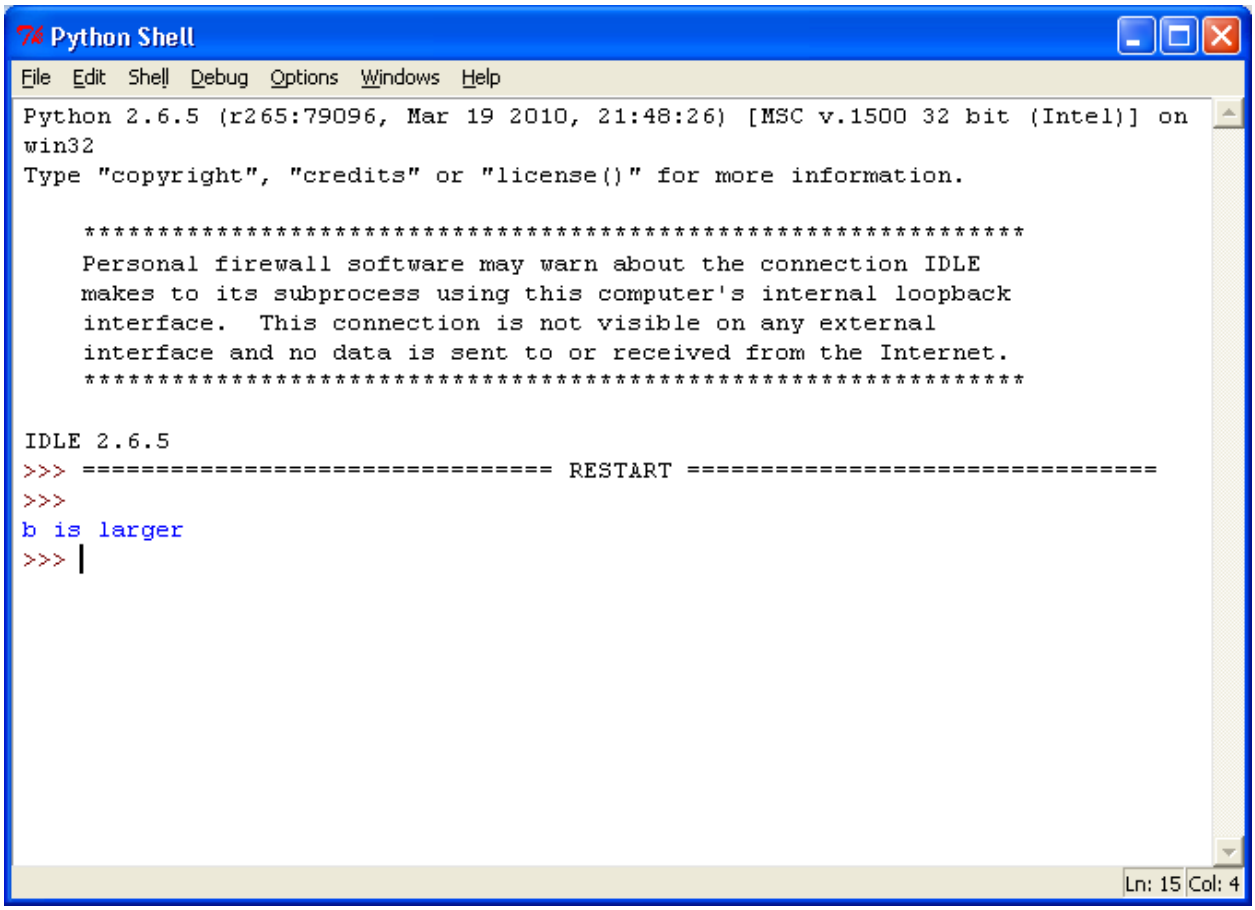
5) This will open a window that looks like this:



6) From the editor, you can type in your code, save it, and run it. You can also open an existing program.



7) To run this program, I choose Run >> Run Module from the menu. The result is shown in the Python shell:



You can find more information at http://docs.python.org/faq/windows

If using the OIT computers on the second floor of Nedderman Hall, DO NOT SAVE YOUR WORK ON THE LOCAL MACHINE. If you do, it will be erased when you log off. Instead, save to the J drive (http://www.uta.edu/oit/eos/files/student.php), which is networked storage that you have access to in all OIT labs.

Using Python on Mac OS

The way I run Python on a Mac is to open a terminal window and run Python from the command prompt. You can check if Python is installed and in your path by using the 'which' command. If it returns the location of python, then you will be able to run your program. If not, then it is either not installed (likely) or it is not in your path (unlikely).

If we have a program called **homework1.py**, then we can run it using 'python homework1.py'.