

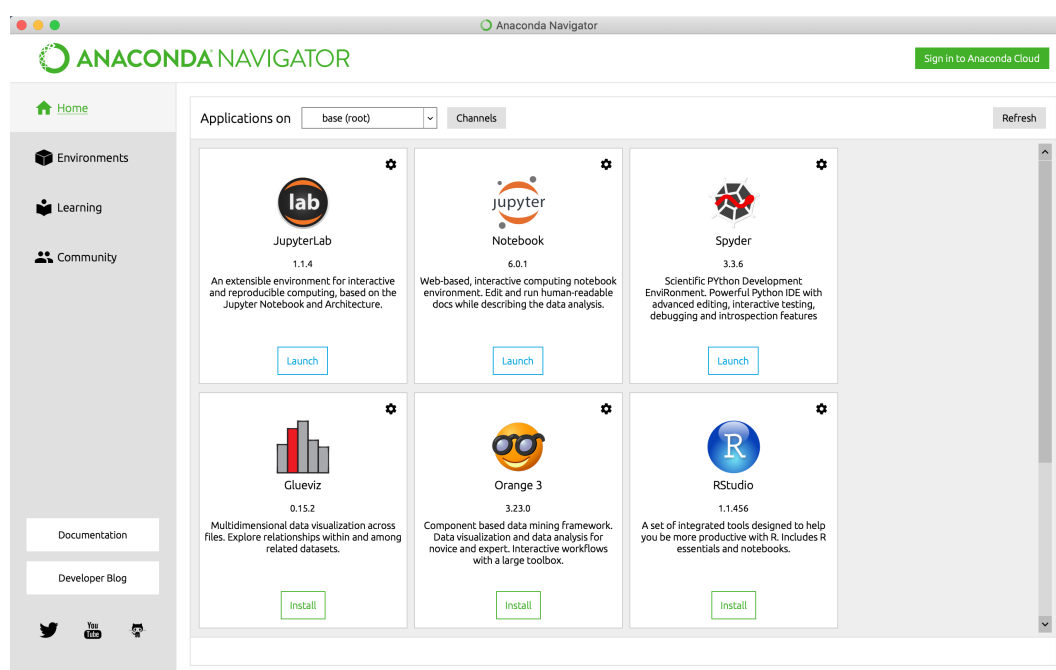
Installing Python

The easiest way to get started with Python is via the Anaconda Distribution. This distribution installs a recent version of Python, along with several of the most used Python packages. It also installs an integrated development environment named Spyder (which you can use while solving the projects), and an interactive development environment named Jupyter Notebook (combines both coding and writing, also known as literate programming). During the next lectures we will use Jupyter Notebook to learn Python.

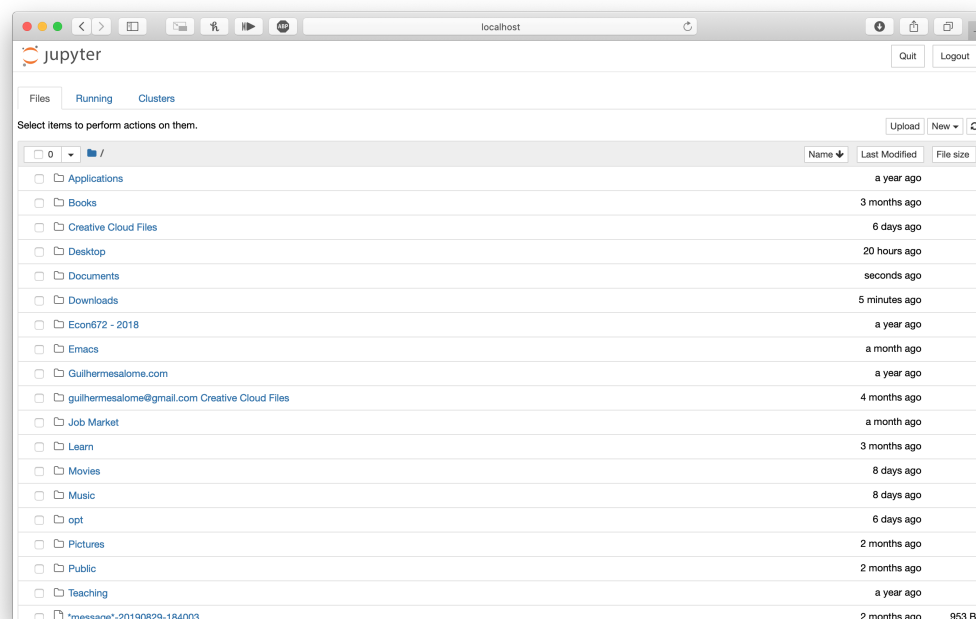
To install Python via the Anaconda Distribution, go to Anaconda's download page and choose the appropriate version for your system. You should install Python version 3.x. Python 2.x is still around for compatibility with legacy programs, but official support for this older version of the language will end in the upcoming months.

After the installation is completed, you should have the program **Anaconda-Navigator** installed. You can launch it, to see the following interface:

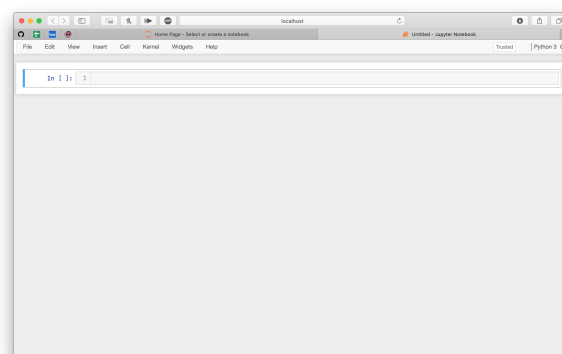
Figure 1: Anaconda Navigator Interface.



From this interface you can launch the Jupyter Notebook program. Click on the **Launch** button on the first row and in the middle column of the interface. It will start running code on a terminal window, and then it will launch the program on your browser. You should see a window similar to the one in the figure below:

Figure 2: Jupyter Notebook Starting Page.

To actually start coding in Python, you need to create a **New** Python 3 notebook. You can do so by clicking on the button **New**, and choosing the option **Python 3**. After doing so, you should see:

Figure 3: New Python 3 Notebook in Jupyter.

Now you are ready to begin coding in Python, see you in class.