

Laboratory Exercise #0

This assignment focuses on the mechanics of installing and using Python. The deadline for Coding Rooms submission is 11:59 PM **on Monday, January 9**.

1. Complete the steps given below to download and install Python.
2. Submit your completed “Hello World” program to Coding Rooms.

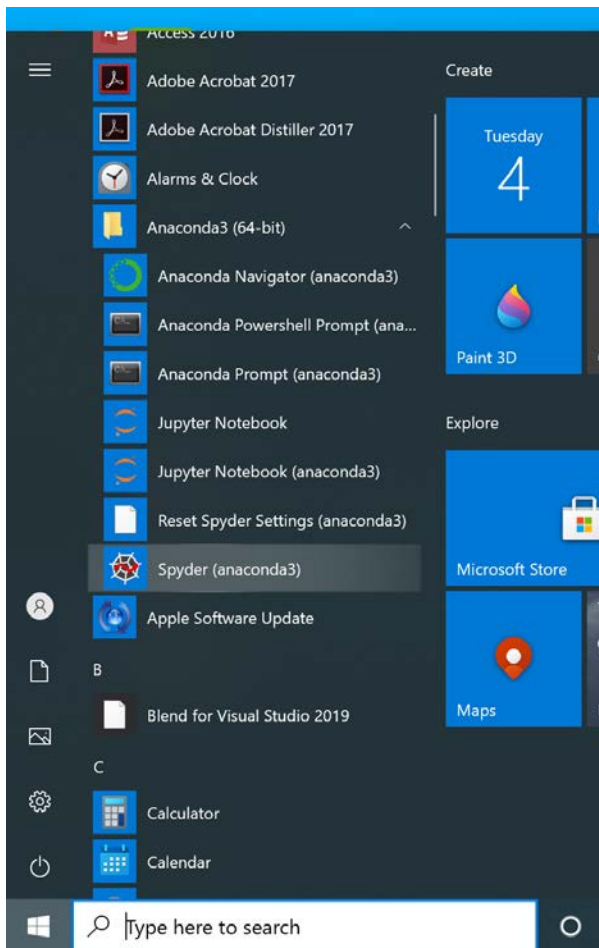
1. Get Python

Download and install Python 3.8 from <https://www.anaconda.com/download/> (do **not** get Python 2; any Python 3.x for $x \geq 6$ is fine).

2. Getting started with Python

Microsoft Windows

To start the Python combination under Microsoft Windows, go to Start Menu ==> Anaconda3 ==> Spyder.



Then wait because it takes minutes to load while you look at this.

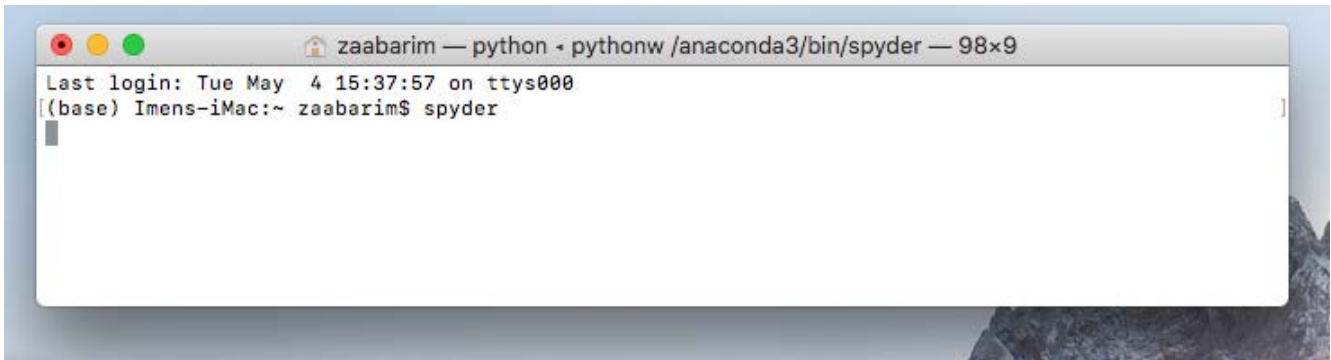


Mac (OS X)

On a Mac (OS X), in your apps folder open Anaconda-Navigator and select **spyder**.

Or, type command-space for the Mac Spotlight prompt and enter **spyder**.

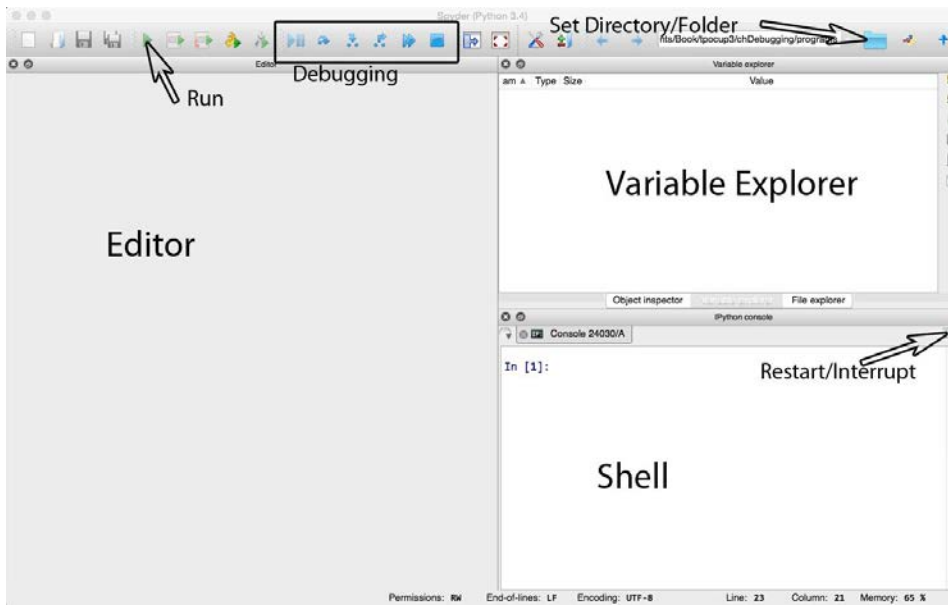
Or go to the Finder and Select Applications ==> Utilities ==> Terminal and at the prompt type **spyder** (some error messages may show as can be seen below, but that is fine.)



Then wait—it takes minutes to load while you look at this...



3. Using Spyder



There are three parts to the window:

- The left half is where you write your programs.
- The bottom right region is the *Python shell* where you can both enter code and where output from your program appears.
- The upper right region is where you can observe the values of variables that you create—essentially the current *namespace*, a term you will learn about soon (you have to click on Variable Explorer).

Finally, at the right end of the top bar is an *important* region where you can specify the folder/directory where your programs will be stored.

An important capability of Spyder is that it has a built-in debugger—something that means nothing to you now, but will be useful later.

4. Working with the shell

The window in the lower right corner is the Python shell (the shell in Spyder is the IPython shell). The shell is interactive: you can type Python commands in the shell and Python will execute them, generating a result.

In the Python shell (lower right window pane) try typing:

```
1 + 1 <Enter Key>

print( "Hi Mom" ) <Enter Key>
```

What output do you get? It should look like this:

```
In[1]: 1 + 1
Out[1]: 2
```

```
In[2]: print( "Hi Mom" )
Hi Mom
```

What you type shows up after the [1] prompt (the number between brackets increments each time). When you type something and hit the Enter key, the result shows up on the next line(s). Sometimes you can get some surprising results, and sometimes an error. For example, try entering:

```
1 + 1.2
```

or perhaps

```
print( hello )
```

The results would look like the following:

```
In[3]: 1 + 1.2
Out[3]: 2.2
```

```
In[4]: print( hello )
Traceback (most recent call last):
  File "<ipython-input-4-43a14fcd4265>", line 1, in <module>
    print( hello )
```

```
NameError: name 'hello' is not defined
```

The last lines show that an error occurred. Since *hello* was neither a variable nor had quotes around it, the print operation failed (we'll learn more about this later).

5. Developing a program

Typing into the shell is useful, but the commands that you write there are not saved as a file so they cannot be reused. We need to save our commands in a file so we can run the program again and again, and more importantly turn it in!

Before you create a file you need to select the folder/directory where you will be working, i.e. saving your program. In the top bar on the upper right is a one-line window indicating which folder/directory you will be working in.



Here I have specified that I will be working in the folder /directory named Documents/CSE231/21US (I'm on a Mac, but Windows people will see something similar). The file folder allows you to browse for your desired folder/directory.

To open a file, select File ==> New file (or figure out the shortcut).

It is always a good idea to Save the file and name it "hello.py" (without quotes and all lowercase). You can do that by selecting File => Save or select the Disk-Save icon in the Spyder window. Always put a ".py" at the end of the filename and notice the "dot" (a.k.a. period) – it is very important. (Actually, Spyder will use .py as the file extension automatically if you forget, but it is still a good habit to put it there.) Hint: always check the directory/folder that you are saving into is the one you want to use because your operating system settings may default to somewhere unexpected.

The big window on the left is an editor window into which you can type your first program.

There is a tradition in computer science: the first program you create is the HelloWorld program. This program does nothing but display "Hello, World!" on the screen. It is a useful tradition because it does very little except focus on the mechanics of writing your first program and running it.

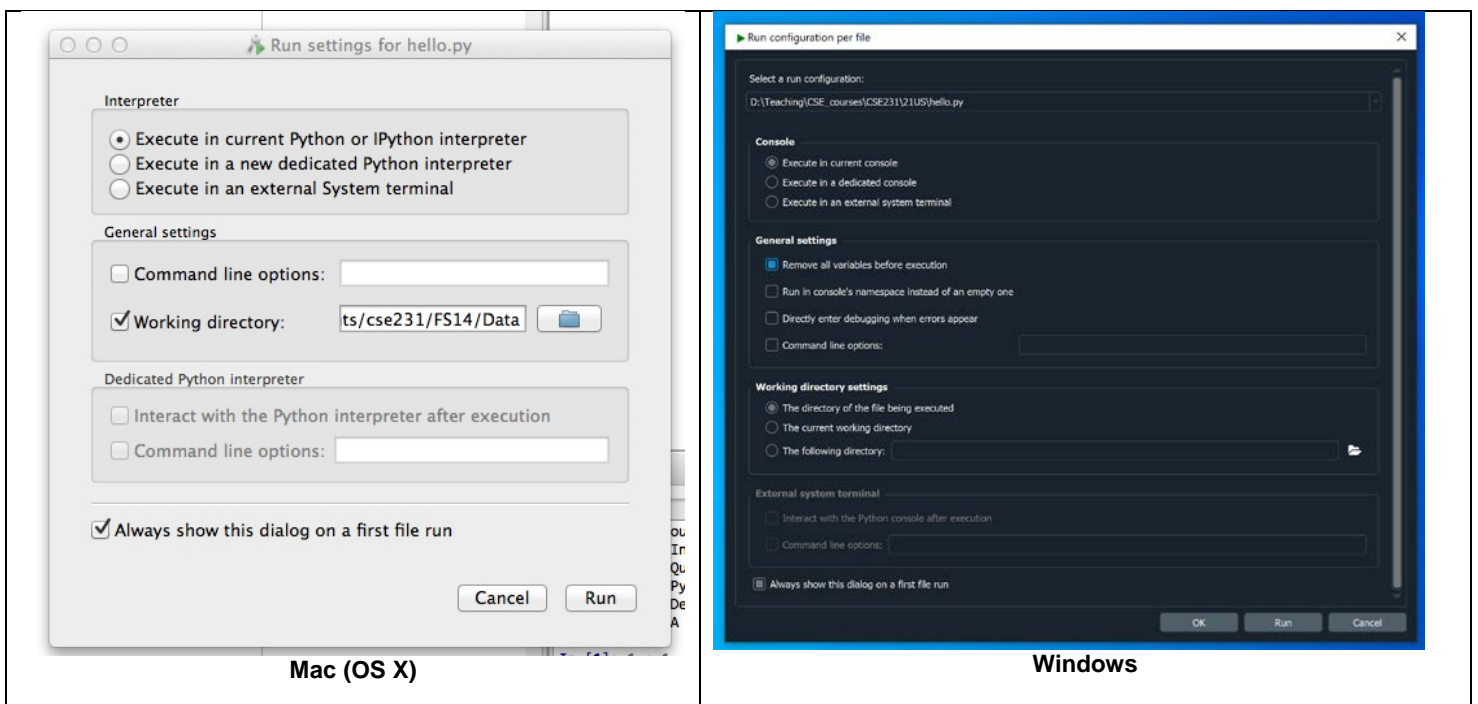
In Python, the HelloWorld program is easy. Type the following in the editing window (i.e. the big window on the left half of Spyder.) There may be some text already in the program (often in green) so you want to enter the following on the first blank line below that text:

```
print( "Hello, World!" )
```

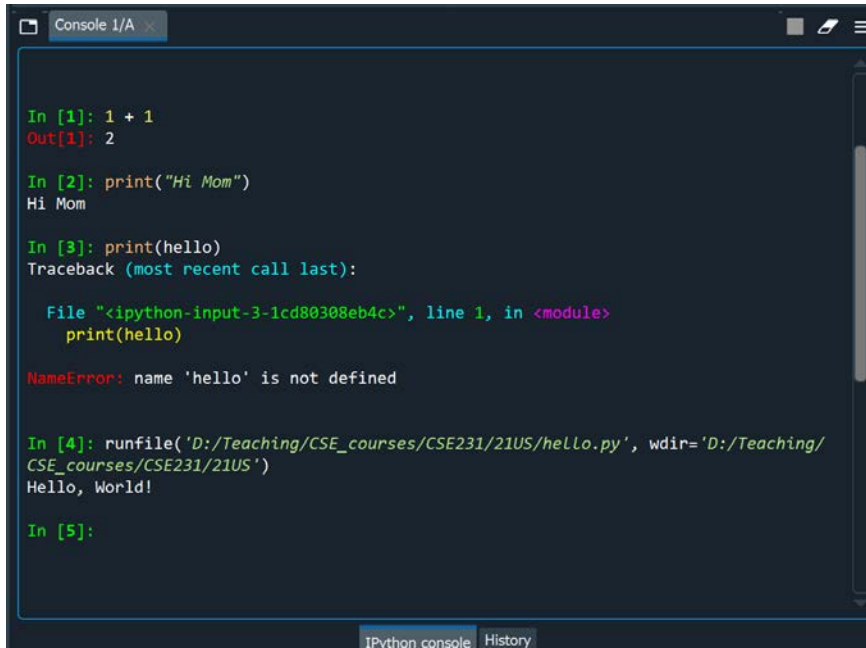
The phrase inside the parentheses should be in quotes (either single quotes or double quotes). Because your code will be checked for accuracy when you submit it remember to include the space after the comma and the exclamation point.

Save the program (as above).

You can then run your module to see what your program produces. To run the program, select Run ==> Run (or hit the big green arrow or hit the F5 function key on your keyboard). The first time you will get the following dialog box—simply select the default choice: Run.



The result is new output displayed in your Python shell (bottom right window), as shown below.



```
Console 1/A

In [1]: 1 + 1
Out[1]: 2

In [2]: print("Hi Mom")
Hi Mom

In [3]: print(hello)
Traceback (most recent call last):

  File "<ipython-input-3-1cd80308eb4c>", line 1, in <module>
    print(hello)
NameError: name 'hello' is not defined

In [4]: runfile('D:/Teaching/CSE_courses/CSE231/21US/hello.py', wdir='D:/Teaching/
CSE_courses/CSE231/21US')
Hello, World!

In [5]:
```

You can see “Hello, World!” printed near the bottom.

6. Submit Your Assignment

The final step is to submit your “hello.py” program using Coding Rooms system.

First, you need to click on the “**Reset to template**” button to clear the coding window. Then, you can copy and paste your code into the Coding Rooms IDE (Coding window) as shown below.

To check your answer, click on the “**Check Answer button**”. You can click on that button as many times as you want. To submit your final version, click on the “**Submit**” button. You can submit/unsubmit until the cut-off date.

How do you find Coding Rooms? There is a link from the D2L course page for CSE 231. You need to follow that link to create an account (use your MSU email). To pay for the access follow the QR code provided in D2L in the same place as the link.

To run the current code as if you are testing your code on Spyder.



Points: 0/5

To submit your final submission you can submit until the cut-off date

Submit

Run

Online (1) imen zaabar

To reset to the template that the instructor provided

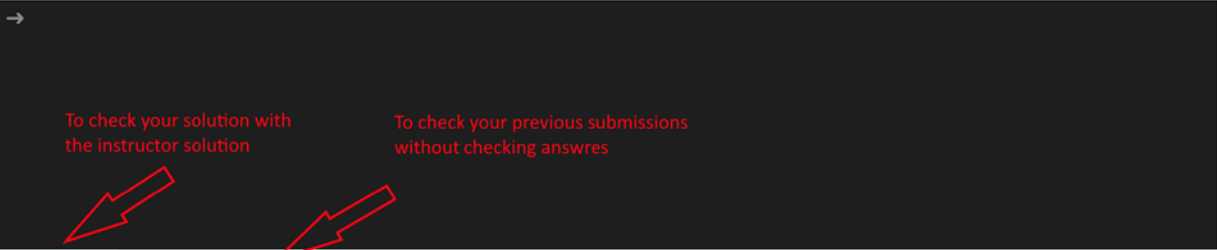
Reset to Template

hello.py

```
1 #put your code here
```

Coding Window

CONSOLE SHELL



To check your solution with the instructor solution

To check your previous submissions without checking answers

Check Answer

Recent Submissions

0 / 5 Points