

## Unit 6. Intro to the IDE

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# Introduction to the IDE

An Integrated Development Environment (IDE) is the integration of different programming tools that help to develop programs.

It is useful for:

- **Coding**: creating the program code.
- **Executing**: running the program.
- **Debugging**: finding bugs inside of the program.
- **Organizing** Modules and Classes.
- **Testing**: creating test to verify the functionality of the program.
- **Profiling**: measuring the performance of the program.
- **Version Control**: creating different versions of the program.

# Spider

We will use an IDE named Spider that belongs to a bigger project named Anaconda.



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# Spider

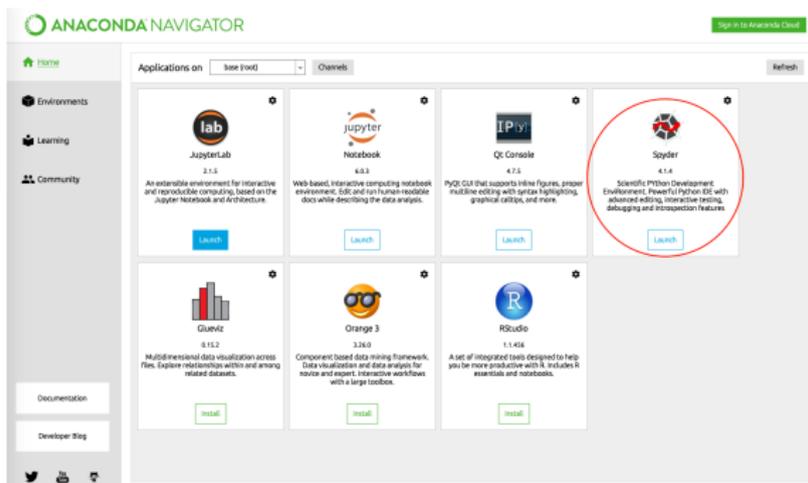
To install Spider, you just need to install Anaconda.

Download Anaconda from:

<https://www.anaconda.com/products/individual>

# Spider

Once Anaconda is installed, open the application Anaconda Navigator and choose Spider.

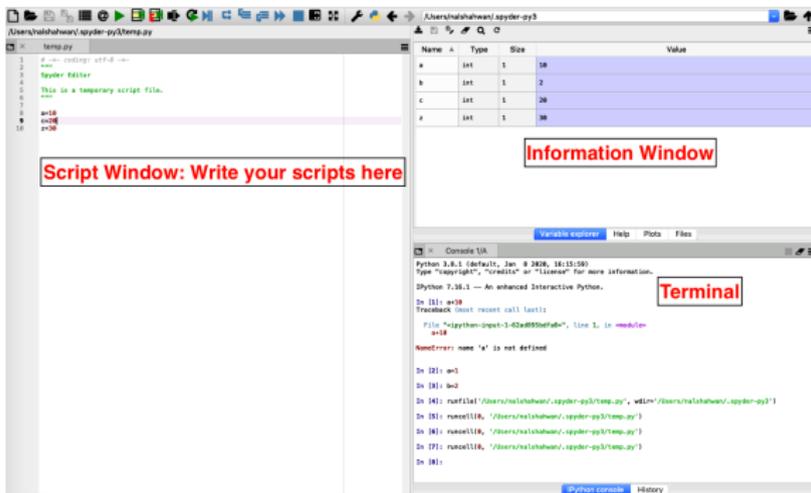


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# Spider's Interface

The interface is divided in three different windows: a script, a terminal and an informative window.



## Spider's Interface: Windows

The terminal has control of the program execution, you can use some terminal commands (bash/Linux) or Python ones.

The script can be run at any moment, it will be executed inside of the terminal.

After the script execution or during the use of the terminal, the variables created or modified will appear in the variables section of the information window.

## Spider's Interface: Menu

The top/left menu allows you to work with the script.



You will be able to (from left to right):

- Create a new one, open an existing one or save it.
- Switch between different files.
- Search
- Run it.
- Run a single line, from a line or a selected number of lines.
- Run the last script you run.

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# Exercise 1: Adapting to the IDE

Create the exercise of last week inside of the IDE and run them.