

00:00 [Music] hello everyone I'm Juan eita and in this video I'm going to show you how to open Spyder and go over the basics of the spiders interface we will learn about spiders for panes that you'll likely be using most often as well as freely explore the others that are open by default if you don't have spider insult and would like to follow along you can download it at the link below this video the easiest way to open spider is by opening anaconda Navigator and clicking on Spyder application once it is open in case you have another version of a spider in navigator open the command line or the anaconda prompt in the case of windows and type the comments conduct

00:01 date anaconda and combine style spider equal for [Music] to launch spyler without opening navigator open your command line and type spider if you follow the installation guide you should have everything necessary to open inspire for this is what spider 4 looks like in its default configuration so you can thoroughly customize it which we'll get to in a later tutorial you can see that it is divided into three sections showing three different panes the Elector the console and the help pure these three along with the variable Explorer are the four core panes you'll work with the most inspired on the Left we have the code editor where you can open edit and run files bottom right is the ipython console which you can use both interactively and to run your code in the editor it shows you which version

00:02 of Python you are using about it you'll find a help pane where you can get more information on the commentation for any object in the editor console by pressing ctrl I or common I in Mac OS we'll see how to do this in our next video for the two sections on the right you can switch tabs to see the other paints that are open by default when launching spider in the top section you can switch to the variable Explorer which shows you the name type size and value of the variables that you have previously defined in the editor or the console you can also modify the value of these variables directly from this pain by double clicking them right under the value column the plots pane will show you the figures you generate with math lifts and other libraries and the files pane allows you to browse the files in your computer and open them in the editor with just a click finally in the bottom section you can also access the history pane which shows you the comments you have entered in the ipython console including those from previous sessions

00:03 I hope you're not familiar with the basics of using the Spyder interface in the next video we will start working with spiders core paints happy spider ring [Music]