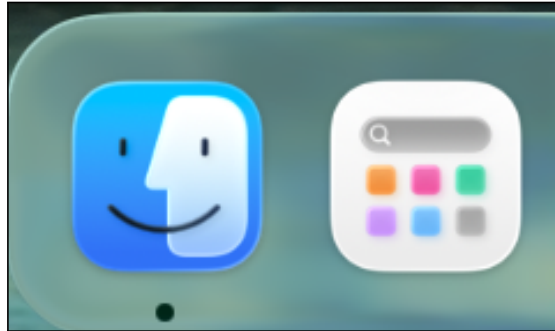


Spyder Help Sheet

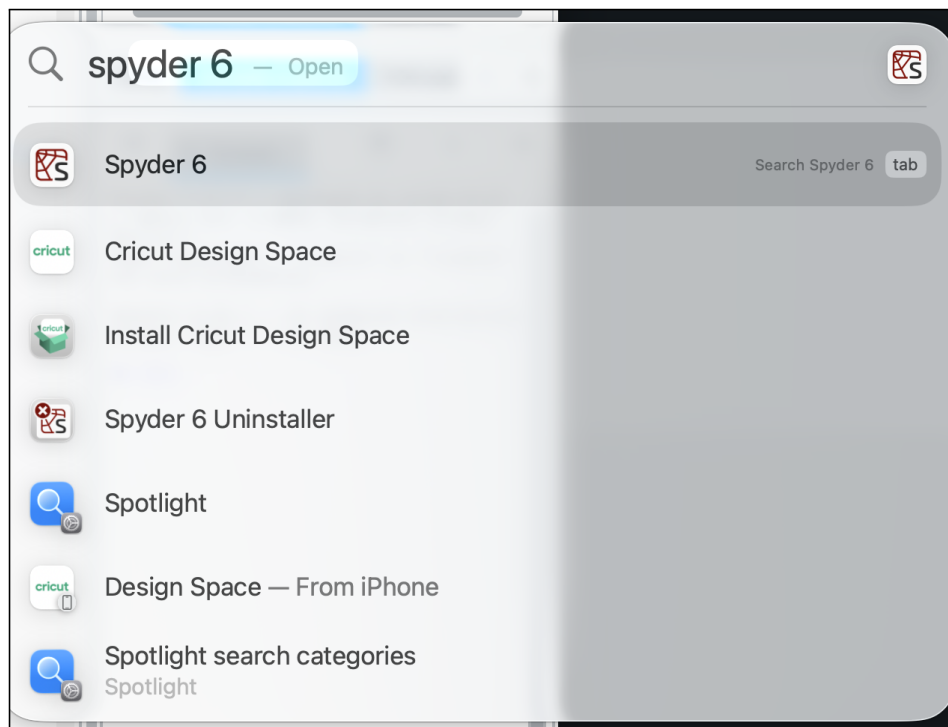
Starting Spyder, finding your way round, and running your first code

Part 1 Starting Spyder on a Mac

1 Open the search. Press **Cmd + Space**, or click the coloured grid of squares in the dock (the bar at the bottom of your screen).



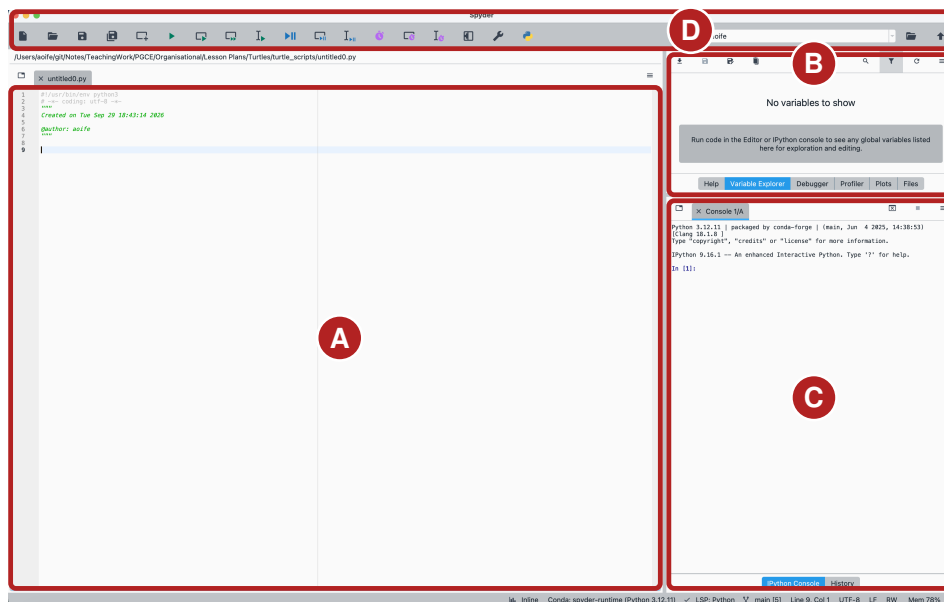
2 Type “spyder”. Spyder 6 appears at the top of the list. Press **Enter** (or click it) to open it.



Be patient! Spyder can take 10–20 seconds to open the first time. When the Spyder window appears (next page), it worked.

Part 2 What everything is, and how to run code

Spyder is split into three main areas, plus a row of buttons along the top:



- A** **Editor** (left). This is where you *write* your program.
 - B** **Variable Explorer / Plots** (top right). Shows what your program has stored, and any graphs it draws (see Part 3).
 - C** **Console** (bottom right). Where your program's *output* appears. You can also type quick commands here.
 - D** **Toolbar** (top). The buttons. The green triangle ► is **Run**.
- 3 Write code in the editor.** Click in the editor (A), go to the bottom of the file and type:

```
#!/usr/bin/env python3
# -*- coding: utf-8 -*-
"""
Created on Tue Sep 29 18:43:14 2026

@author: aoife
"""
print('hello world')
```

```
print('hello world')
```

The * next to the file name just means “not saved yet”.

- 4 Run it.** Click the green ► button, or press **F5**. Look in the console (C):

```
Python 3.12.11 | packaged by conda-forge | (main, Jun 4 2025, 14:38:53)
[Clang 18.1.8 ]
Type "copyright", "credits" or "license()" for more information.
IPython 9.16.1 -- An enhanced Interactive Python. Type '?' for help.

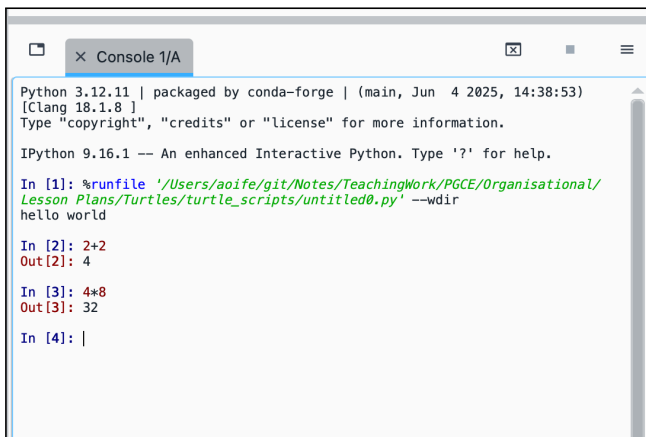
In [1]: %runfile '/Users/aoife/git/Notes/TeachingWork/PGCE/Organisational/
Lesson_Plans/Turtles/turtle_scripts/untitled0.py' --wdir
hello world

In [2]:
```

You should see `hello world` printed. Your first program!

Part 3 Viewing variables and plots

- 5 **Try the console as a calculator.** Click in the console, type a sum and press **Enter**:



```
Python 3.12.11 | packaged by conda-forge | (main, Jun 4 2025, 14:38:53)
[Clang 18.1.8 ]
Type "copyright", "credits" or "license" for more information.

IPython 9.16.1 -- An enhanced Interactive Python. Type '?' for help.

In [1]: %runfile '/Users/aoife/git/Notes/TeachingWork/PGCE/Organisational/
Lesson Plans/Turtles/turtle_scripts/untitled0.py' --wdir
hello world

In [2]: 2+2
Out[2]: 4

In [3]: 4*8
Out[3]: 32

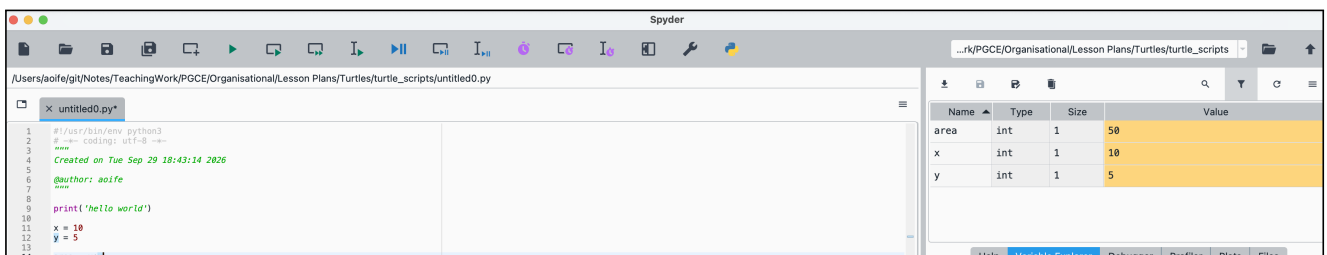
In [4]: |
```

$2+2 \rightarrow 4$
 $4*8 \rightarrow 32$
(* means "times")

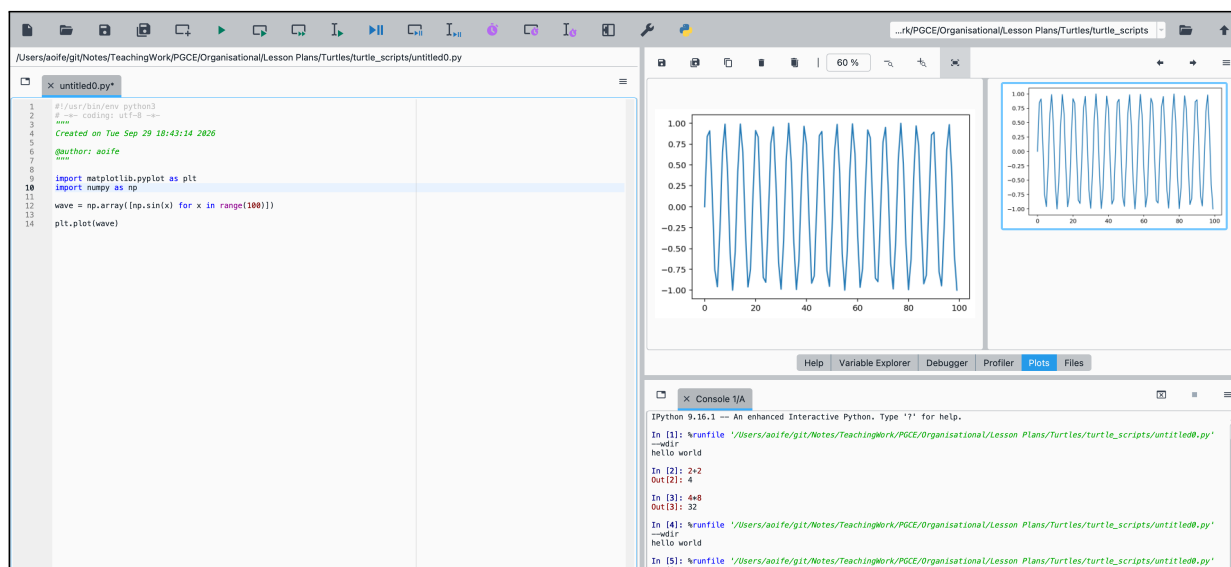
- 6 **Variables.** A variable is a labelled box that stores a value. Type these lines in the editor and run the file:

```
x = 10    y = 5    area = x*y
```

Now look at the top-right panel and click the **Variable Explorer** tab. Every variable is listed with its name, type and value.



- 7 **Plots.** When your code draws a graph, click the **Plots** tab (top right) to see it.



Stuck? Read the last line in the console. It is usually an error message telling you which line went wrong. Fix it, and press Run again.