

How to set up your computer for Al: How to Jump In Right Away

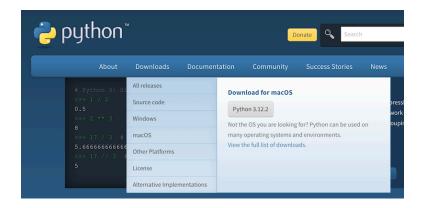
Step 1: Get Python

You'll use the Python programming language in the programming exercises in *Al: How to Jump In Right Away*. Here's how you get it:

Go to Python.org, the official Python site. From the **Downloads** menu, select your operating system. If your computer runs Windows, select **Windows** from the menu that appears, as shown below:



If your computer runs macOS, select **macOS** from the menu that appears, as shown below:



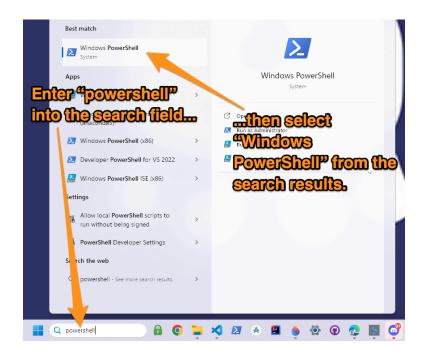
This will download an installer application onto your computer. Once it has completed downloading, double-click the installer application and follow its instructions.

By the end of this step, Python *should* be installed on your computer. Let's confirm installation in the next step.

Step 2: Confirm that Python is installed on your computer

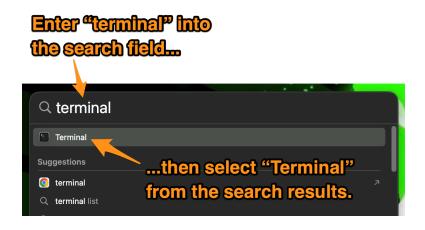
You'll use your operating system's command line to confirm that Python is properly installed on your computer.

On Windows, I recommend using *Windows PowerShell* for the command line. To do this, enter **powershell** into the Search field in the Windows taskbar:



Windows will display a number of results for the search term **powershell**; select the **Windows PowerShell** item. This will open a *PowerShell* window.

On macOS, you can use Apple's own *Terminal* app. To do this, press command-space to show the Spotlight search field:



macOS will display a number of results for the search term **terminal**; select the **Terminal** item. This will open a *Terminal* window.

Once you've launched your operating system's command line application, enter the following command into it:

```
python --version
```

This command asks Python to report its version number. You should see a response that looks like this:

Python 3.12.2

Here's what it should look like on Windows...

```
#Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

PS c:\Users\Josey> python --version
Python 3.12.2

PS C:\Users\Josey> |
```

...and here's what it should look like on macOS:

```
Last login: Tue Mar 19 08:56:19 on console
[joey@Skippy-Joeys-M1-MacBook ~ % python --version
Python 3.12.2
joey@Skippy-Joeys-M1-MacBook ~ %
```

Now that you've confirmed Python is properly installed, it's time to install the environment you'll use for programming the Al application.

Step 3: Install Jupyter Notebook

You'll develop AI applications for this session in *Jupyter Notebook*, an application that lets you create *computational notebooks*, which are documents that contain both text and code. To do that, you'll need to install *Jupyter Notebook*.

To install *Jupyter Notebook*, enter the following command into your operating system's command line:

pip3 install jupyter

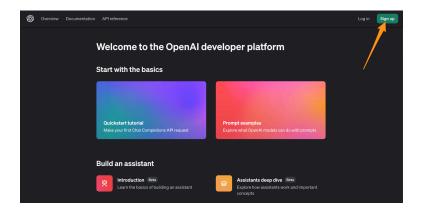
pip3 is Python's package installer, and jupyter is the package that contains the Jupyter Notebook application. pip3 will install jupyter, and will display a lot of status text while doing so.

It's time to switch your attention to setting up an OpenAl API account if you don't already have one.

Step 4: Sign up for an OpenAl developer account

The application you'll write uses the OpenAl API to provide the Al element for this application, and to do this, you'll need an OpenAl developer account.

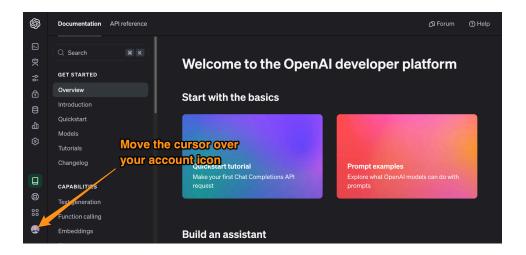
If you don't already have one, go to <u>platform.openai.com</u> and click the Sign up button:



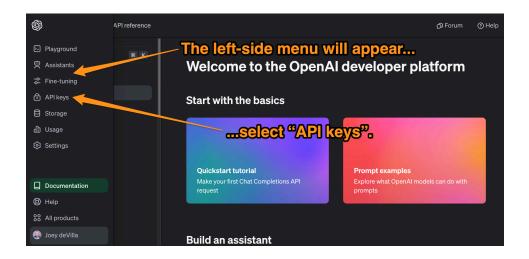
You can provide an email address and create a password, or continue with a Google, Microsoft, or Apple account.

You don't have to provide payment information immediately to use the API; once again, you'll get a \$5.00 credit to try out the API. That's plenty to experiment with — text responses from OpenAI cost fractions of a cent, while generated images cost a couple of cents.

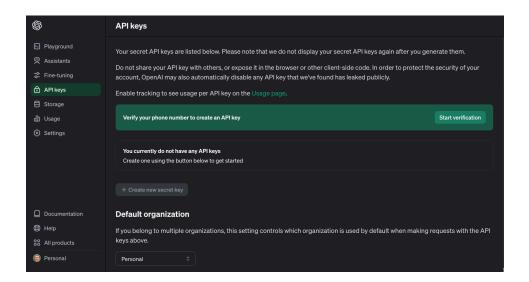
Once you've created an OpenAI developer account, log into platform.openai.com. You should see something like this:



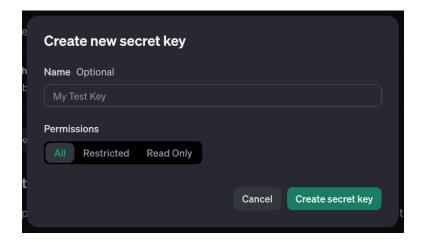
Move the cursor over your account icon, which is located at the lower left corner of the page. The left-side menu will appear:



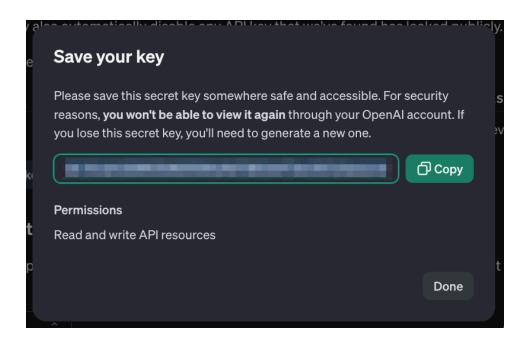
Select API keys from the menu. You should see this:



Before you can create your first API key, you'll need to verify your phone number. This is part of the multi-factor authentication (MFA) system that OpenAI uses to prevent malicious parties from creating multiple accounts run by bots. Once you verify your number, you'll be asked to create your first API key:



Provide a name for your key and click the **Create secret key** button. This will take you to this pop-up:



This is your one change to copy the newly-created API key. Click the **Copy** button to copy it, then open a new text file and enter the following into it...

OPENAI_API_KEY=Paste your OpenAPI key here

...and then save this file as .env — you'll use it during the exercise.