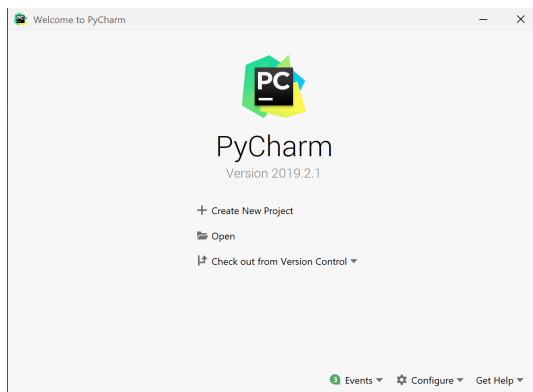


Part 6: Testing your settings

To test your settings, you will “checkout” the **repository** where all your work on CSSE 120 in-class projects will be stored, and then you will run a short test program to see whether all is well, as described below:

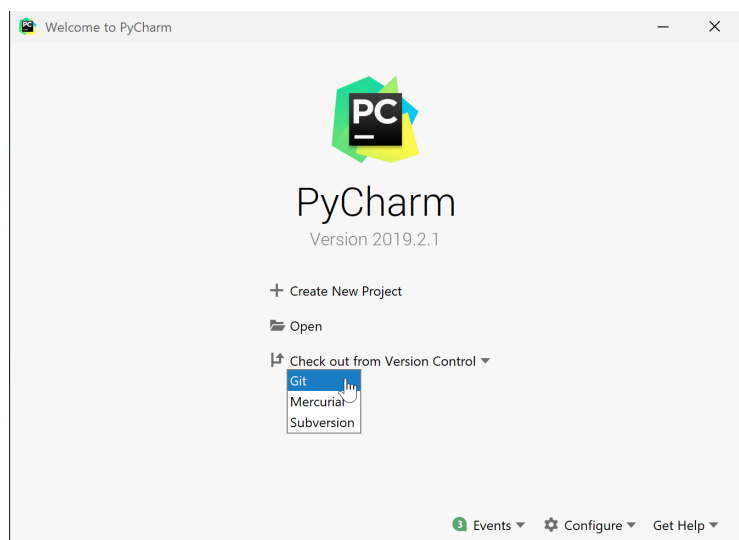
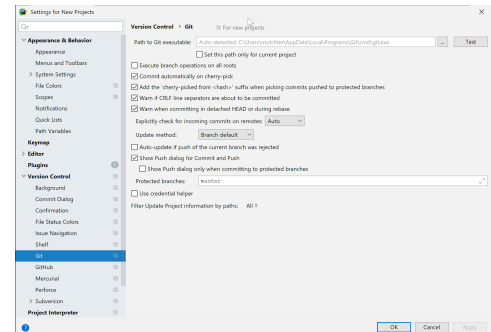
Important: If this step (testing your settings) or any of the previous steps do not work for you, no worries. If you can get help from someone like your instructor before the first class session, that would be ideal, but if not, we’ll help you get set up during the first class session.

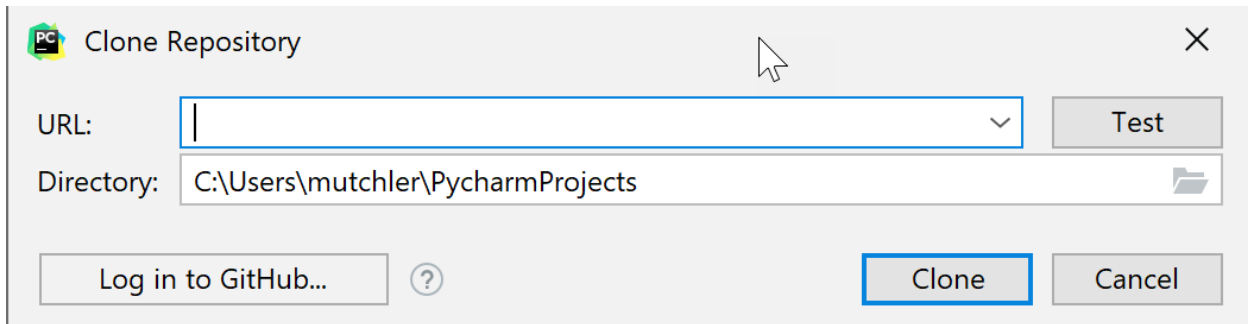
If you are still on the **Settings for New Projects** page, as shown to the right, click OK to return to the PyCharm “home page”; it looks like that shown below.



Once you are at the PCharm “home page”, click on the little pull-down arrow beside **Check out from Version Control** and click on **Git**, as shown to the right.

That pops up a **Clone Repository** dialog that looks like the one shown on the **next page** (where these instructions continue).





We recommend that you store your projects on your computer in the default Directory (folder), but if you want them somewhere else, change the **Directory** in the above as desired and remember what you changed it to.

Then type (you might start with a copy-and-paste) the following into the **URL** line:

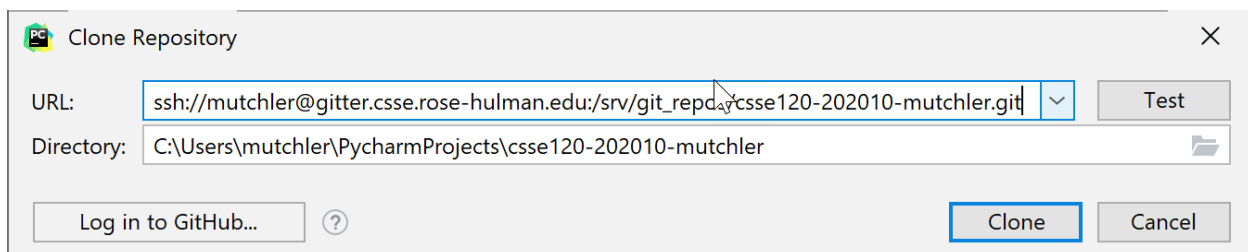
```
ssh://USERNAME@gitter.csse.rose-hulman.edu:/srv/git_repos/csse120-202010-USERNAME.git
```

where you replace **USERNAME** in **both** places with your own username.

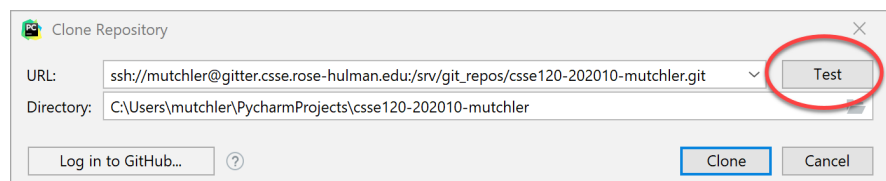
For example, if your Rose-Hulman email is **swiftta@rose-hulman.edu** then you would type **swiftta** in place of **USERNAME** in **both** places of the above. That is, you would type:

```
ssh://swiftta@gitter.csse.rose-hulman.edu:/srv/git_repos/csse120-202010-swiftta.git
```

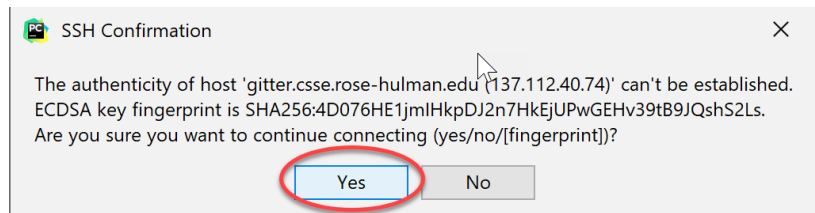
Here is what it looked like when I (username **mutchler**) typed in the **URL**. Note that it automatically put the folder name at the end of the **Directory**; you do NOT need to type anything on the **Directory** line.



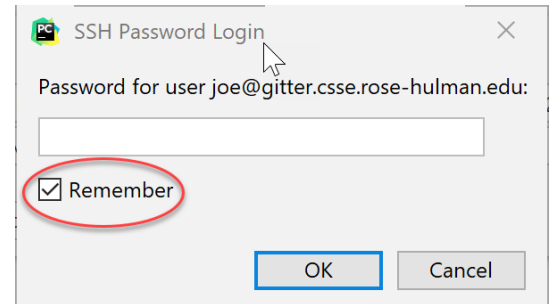
After typing in your URL (with your own username in both places), press the **Test** button, as shown in the picture to the right, and ... (*instructions continue on the next page*)



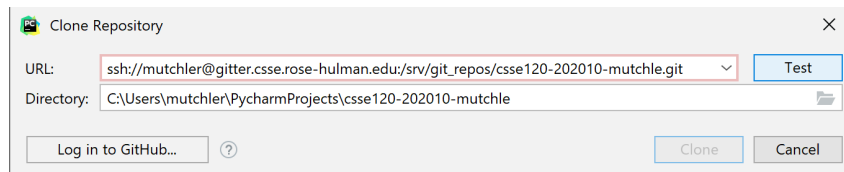
If something like that shown to the right (*asking about the authenticity of ...*) pops up at any point, click **Yes**.



When it asks for your password, as shown to the right, type your Kerberos password there (that is, the same password that you use to log into anything Rose-Hulman). Also **check the box** to **Remember** that password.



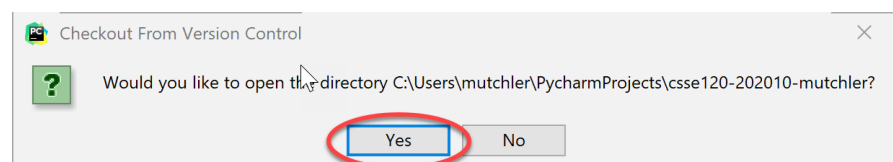
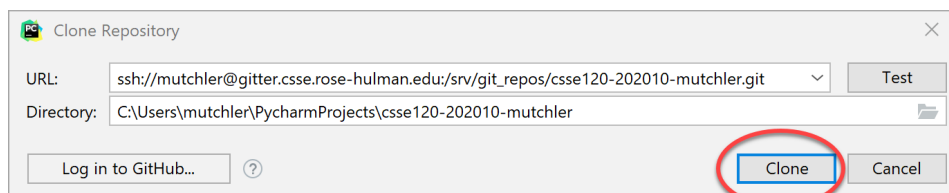
After typing your password, you will see one of the two pictures below. If it shows a **red outline** around the URL, like the picture **below and to the left** (where I failed to put the "r" at the end of my username), that means that the test failed. In that case, look for a mistake in what you typed for the URL. Try once or twice more and **if things still go wrong, no worries, STOP HERE** and ask for help in the first class session.



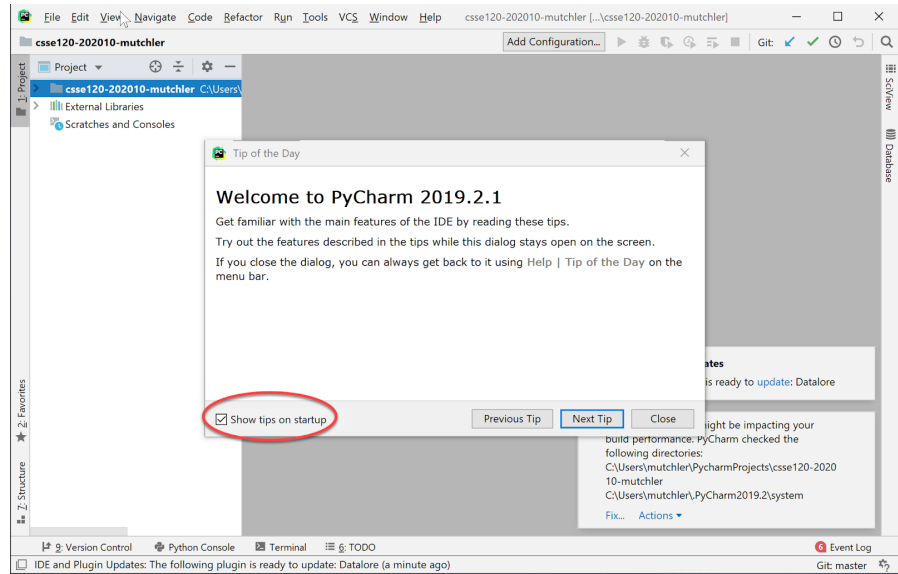
But hopefully the test passed (no red outline around the URL), looking something like the picture **below and to the right** (where it says

"Connection successful").

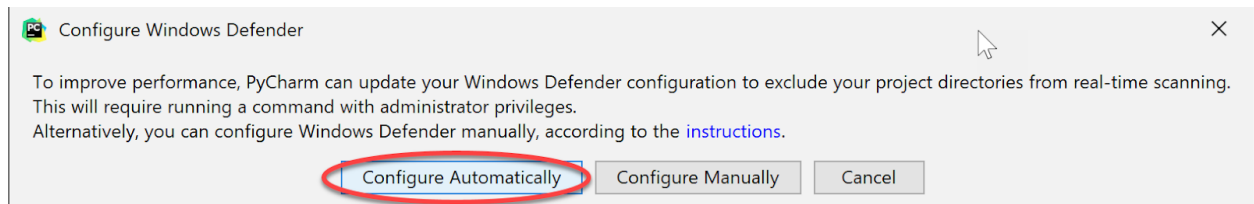
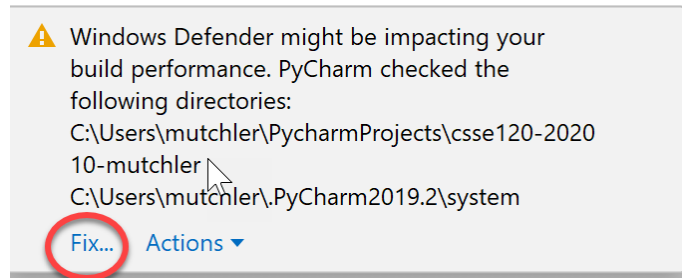
Once you have a successful connection, press the **Clone** button in the window, as shown below. It will ask if you want to open the directory for the project; press the **Yes** button.



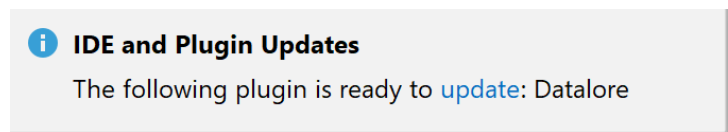
You should see something like that shown to the right, with a **Tip of the Day**. If you don't want any more such tips, simply un-check the "Show tips on startup" box. In any case, **close** the Tip of the Day.



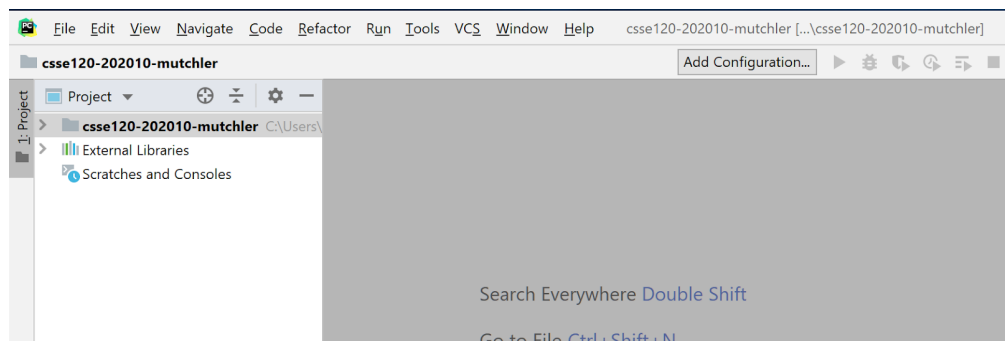
You might see a notification about **Windows Defender**. If so, choose **Fix**, then **Configure Automatically** as shown below, and proceed as directed from there.



You also might see that one or more **plugins** are ready for updating, as shown to the right; if so, update them or not as you choose (we will not be using them).

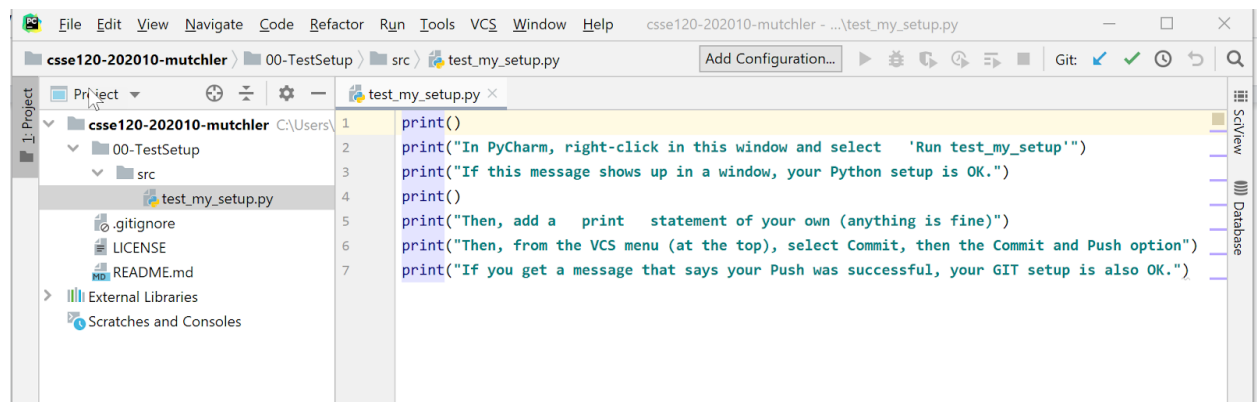
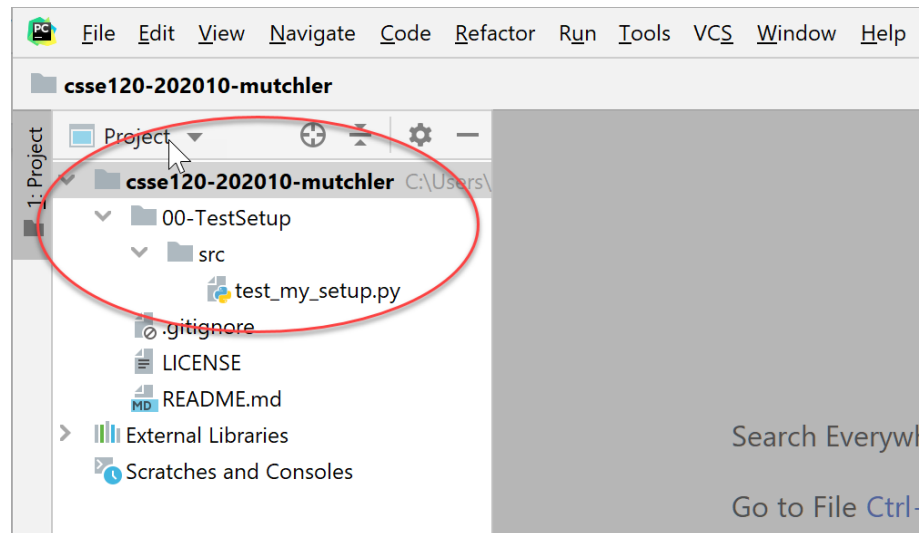


The upper-left of your PyCharm should now look like this, except with your own username (instead of *mutchler*).



These instructions **continue on the next page**.

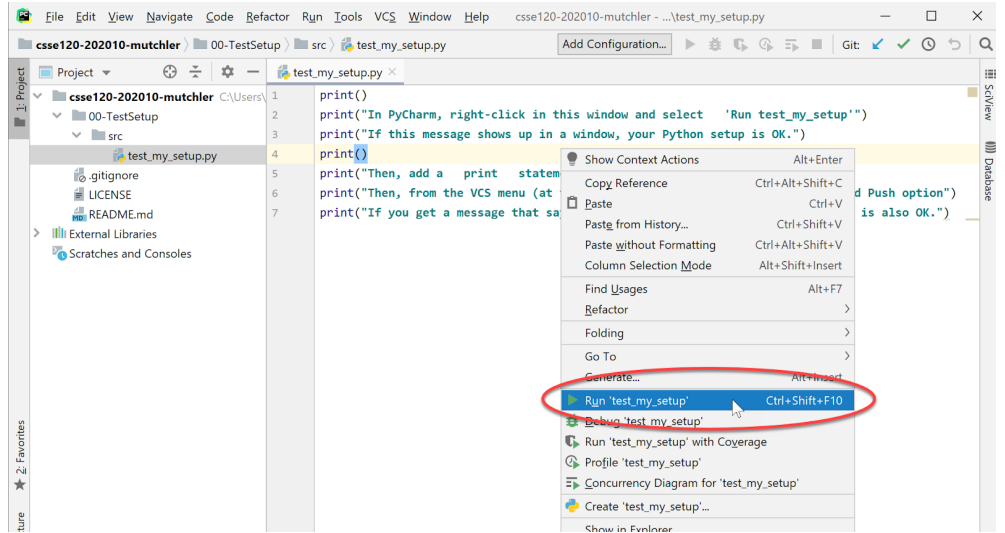
Expand (that is, click on the little arrow that points to the right) **csse120-202010-username**, then expand the **00-TestSetup** that appears, then expand the **src** that appears below that, at which point you should see something like the picture to the right. (You may also see a folder that begins with **01**, depending on when you are doing these instructions.)



Double-click on the **test_my_setup.py** file, at which point you will see its contents, like this:

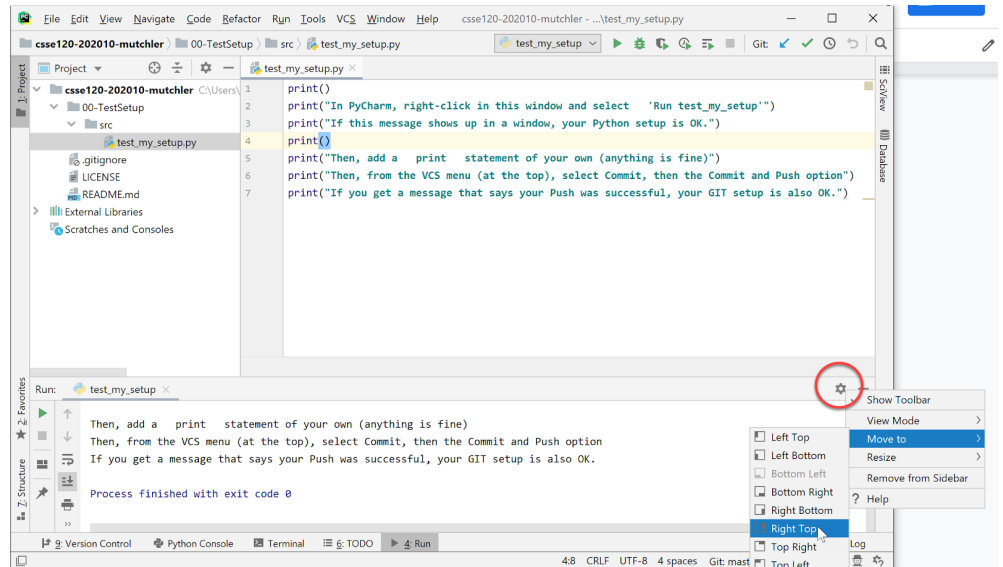
These instructions continue on the next page.

Now **right-click** anywhere inside the sub-window that shows the Python code and select **Run test_my_setup**.

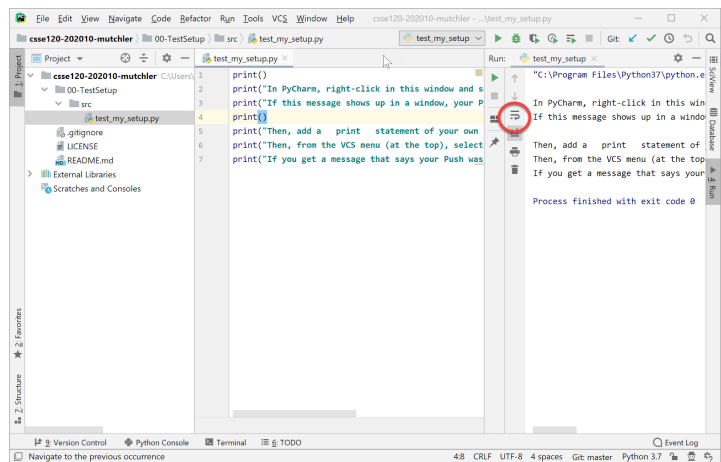


If a sub-window shows up with the output from the **print** statements (as shown to the right), your Python has been set up correctly!

You might want to select the little **“gear”** symbol (circled on the above picture), then **Move to**, then **Right Top**. It gives more room for the output, which is what students usually prefer (see the picture to the right, and try out the **“soft wrap”** button that is circled).

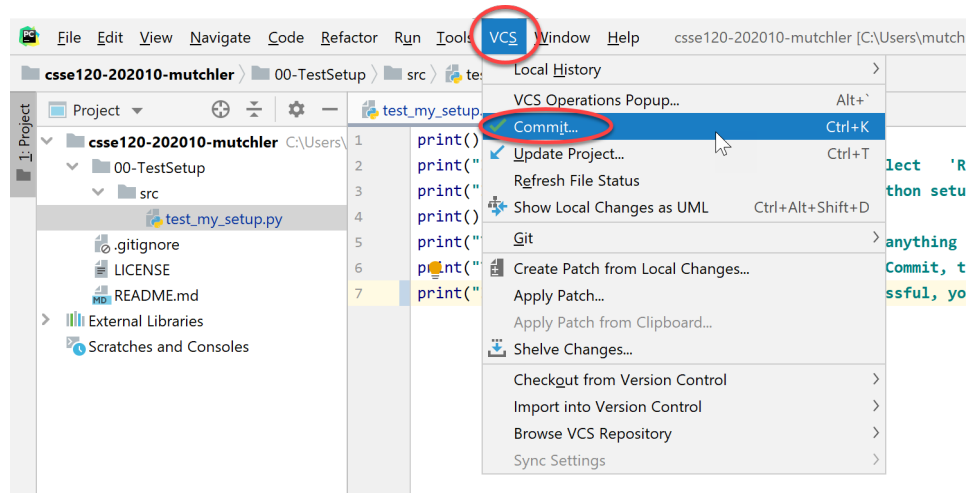


BTW, **maximize PyCharm** if you have not already done so; you will want as much **“screen real estate”** as you can get when developing software. Also take a moment to resize the sub-windows as you like.



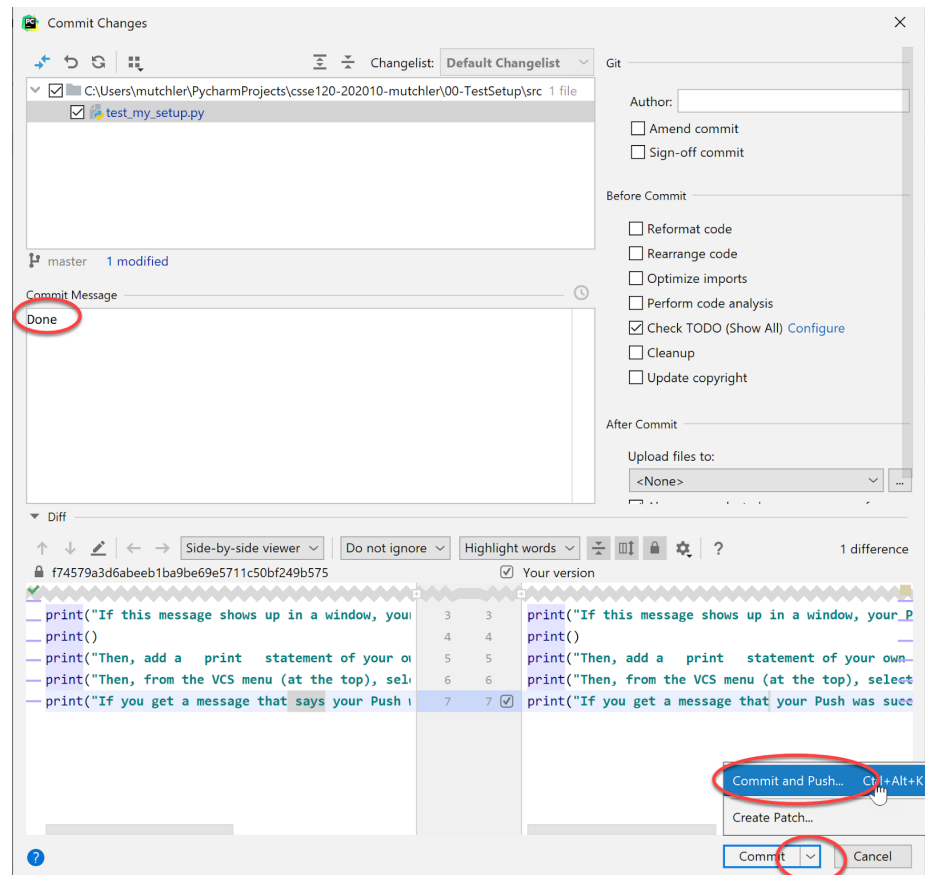
Finally, let's make a change to the file and "commit and push" that change, to turn in your work, like this:

Change the file in any way you like (e.g., delete a word in one of the strings). Then select the **VCS** menu up top, then **Commit** in the pull-down, as shown to the right.

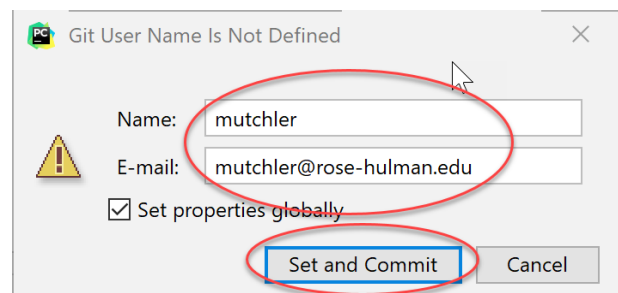


In the dialog that shows up, type anything you like as the **Commit Message** (those messages won't be important until you have teammates to read them).

Then select the **little pull-down arrow** next to the **Commit** button, then select **Commit and Push**.



You may be asked for your username and email (use your **username**, not your full name), as in the picture to the right (but use YOUR username, not *mutchler* as shown).



In the window that pops up, press **Push**. You will have them “committed and pushed” which is how you turn in your work!

In subsequent sessions, you will do **VCS ~ Update Project** to get the next project upon which to work. We’ll show you that in Session 2.

