

Software Carpentry Workshop - San Sebastian 2016 - Scientific Python Lesson

Date & place: Software Carpentry Workshop - San Sebastian 2016, 27-29th June 2016 ([workshop webpage](#))

Track: Scientific Python Lesson, June the 29th morning track

Author: Iñigo Aldazabal Mensa <inigo_aldazabal@ehu.eus>

Abstract

Introductory lesson for Scientific Computing with Python based on the [SciPy](#) stack having four parts:

- A short overview to some of the [SciPy](#) ecosystem core packages.
- A short review to the [Jupyter notebooks](#) web based interactive computational environment.
- An introduction to [NumPy](#), based on Valentin Haenel's [SciPy 2013 Tutorial](#).
- A very short practical introduction to [Matplotlib](#).
- A guided hands-on demonstration of some of the [SciPy library](#) subpackages.

The participants are encouraged to follow the hands-on parts in their laptops. For this is enough with just having the [Anaconda](#) Python scientific stack installed. Please use the Python 3.4 version for your platform.

Targeted audience: scientific and technical people interested in scientific computing, data analysis, task automation,...

Content level: beginner

Audience prerequisites: basic general programming knowledge. Python knowledge is desirable but not essential if you have experience with any other programming language.

License

This work is licensed under a [Creative Commons Attribution 4.0 International License](#).