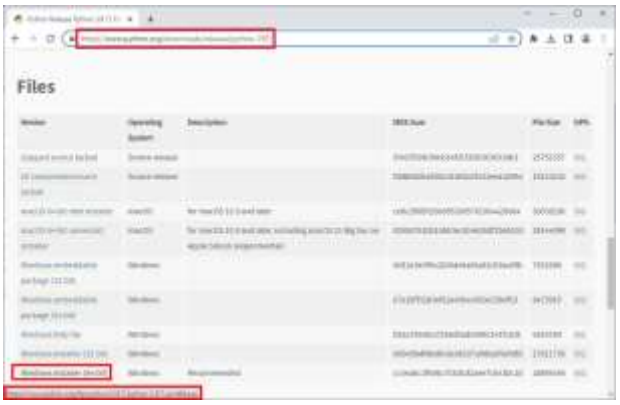
CIV 2802 – Sistemas Gráficos para Engenharia

Ambiente de desenvolvimento de programas gráficos interativos

A linguagem de programação adotada na disciplina é o Python, versão 3.9.7. O ambiente de compilação e criação de programas (IDE) que é utilizado na disciplina é o Visual Studio Code. Além do Python e o Visual Studio Code, para a disciplina é necessário instalar o sistema de interface gráfica Qt, versão 5, o sistema gráfico OpenGL e algumas outras bibliotecas adicionais, que podem instalados conforme indicado neste documento. Inicie a instalação pelo Python. Todos os softwares utilizados e bibliotecas adotadas podem ser obtidos livremente pela internet.

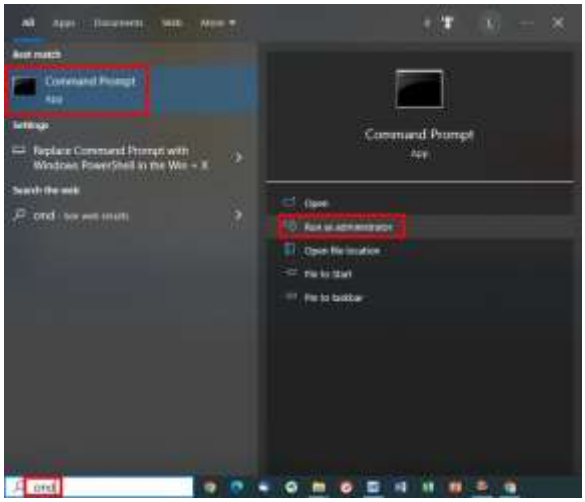
Python 3.9.7

O arquivo de instalação do Python pode ser obtido através do link:
https://www.python.org/downloads/release/python-397



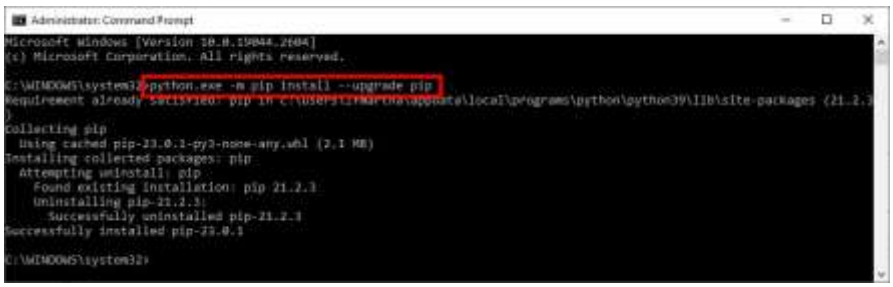
Execute o arquivo “python-3.9.7-amd64.exe”. Utilize as opções indicadas nas imagens a seguir.

Abra o “Command Prompt” com permissão de administrador:

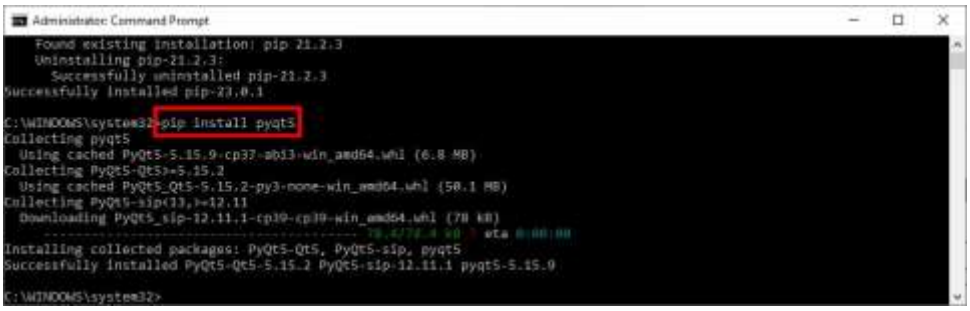


Os passos de instalação seguintes adicionam componentes ao Python, digitando os seguintes comandos no “Command Prompt”:

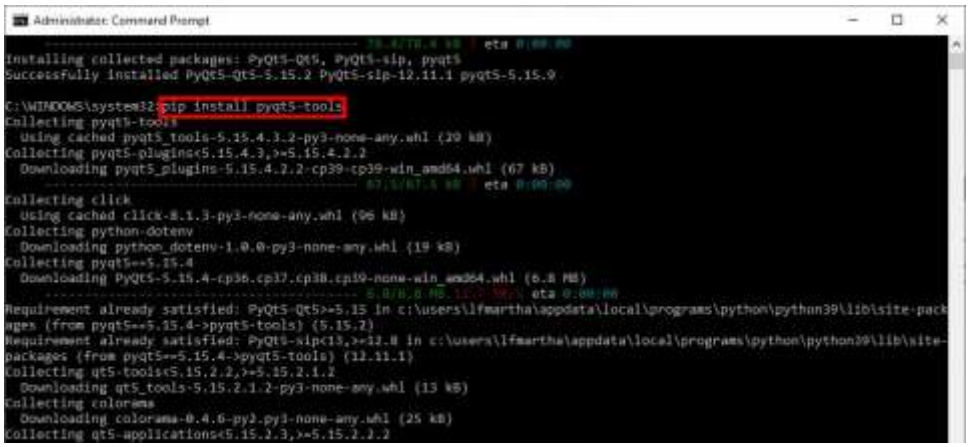
`python.exe -m pip install --upgrade pip`



`pip install pyqt5`



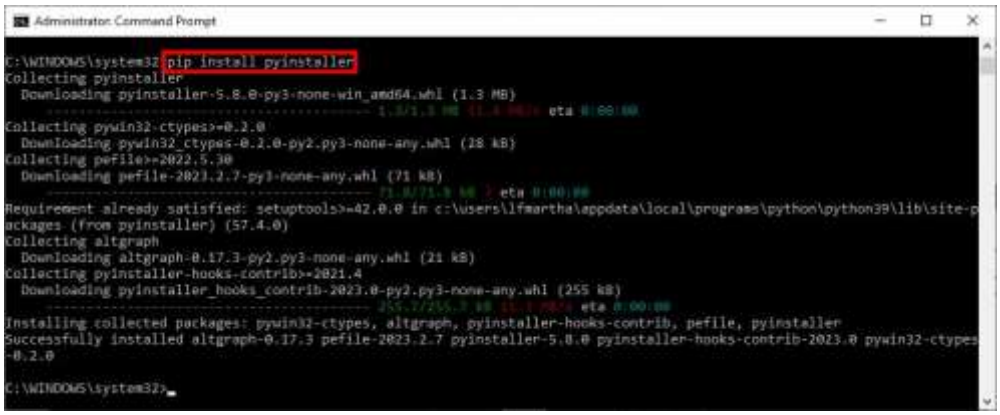
pip install pyqt5-tools



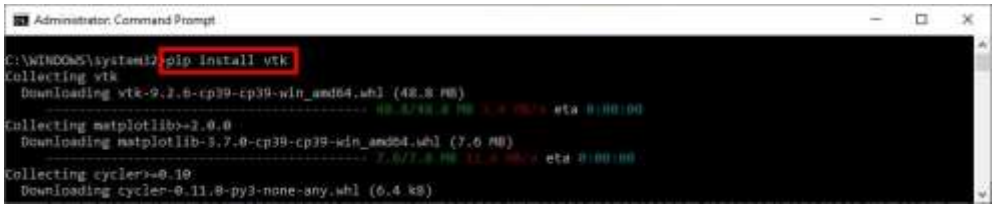
pip install pyopengl

pip install numpy

pip install pyinstaller



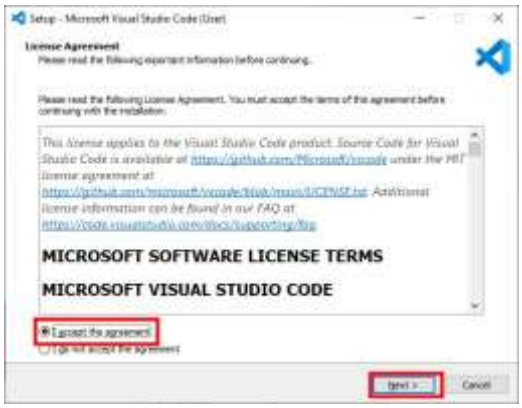
pip install vtk.

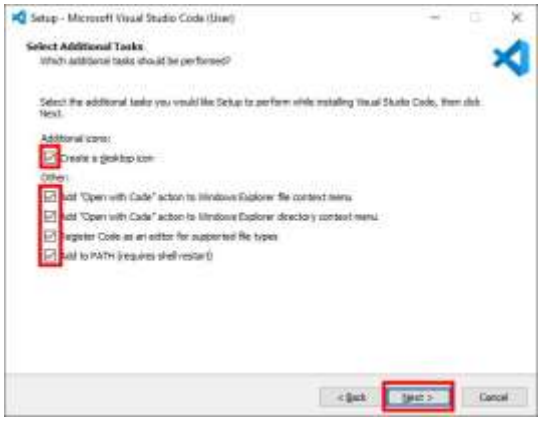


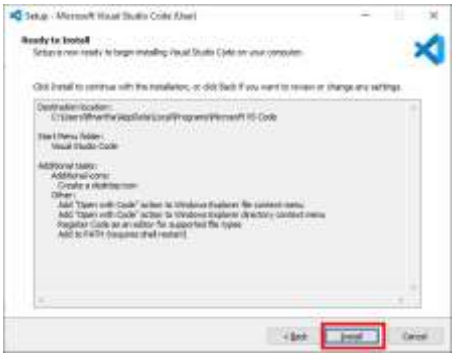
Ambiente IDE: Visual Studio Code

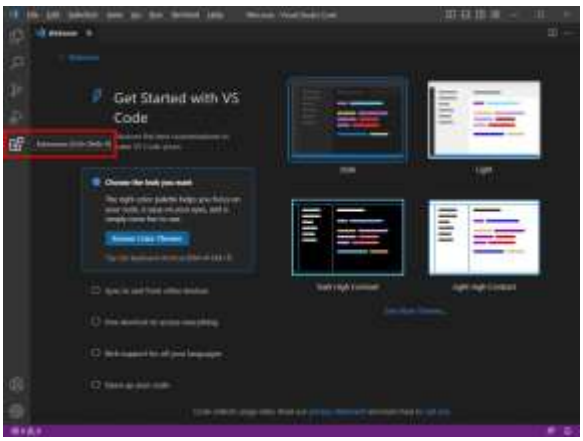
O ambiente Visual Studio Code pode ser obtido através do link: https://code.visualstudio.com.

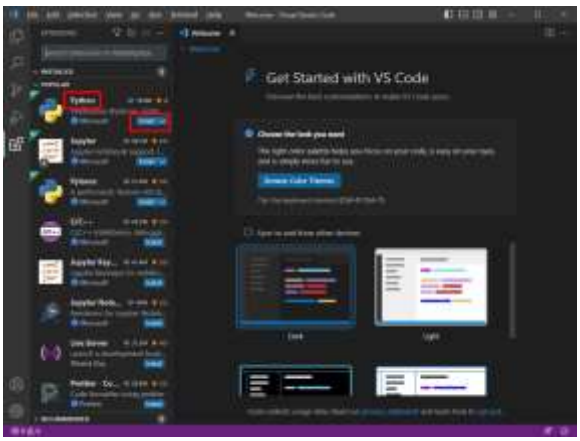
Execute o arquivo “VSCodeUserSetup-x64-X.XX.X.exe” e siga os passos indicados.

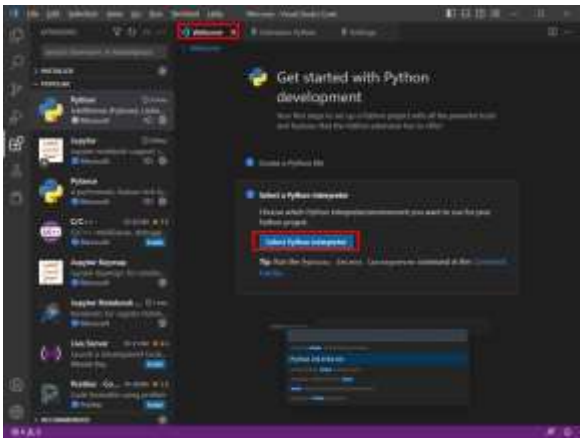


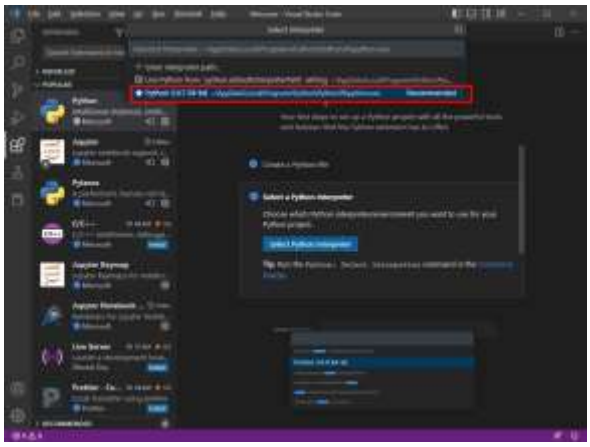
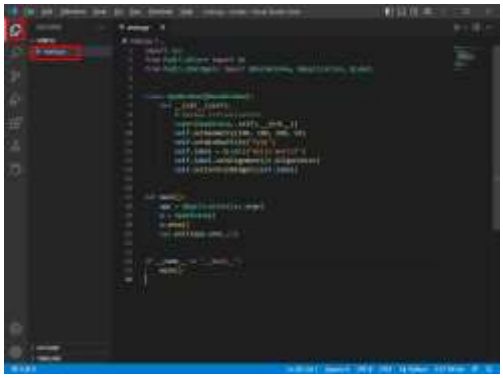
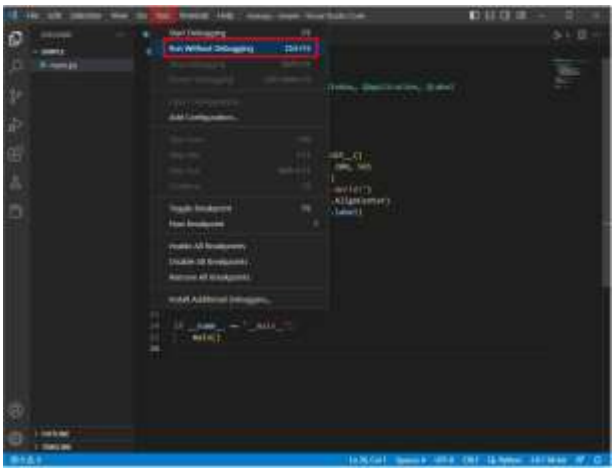
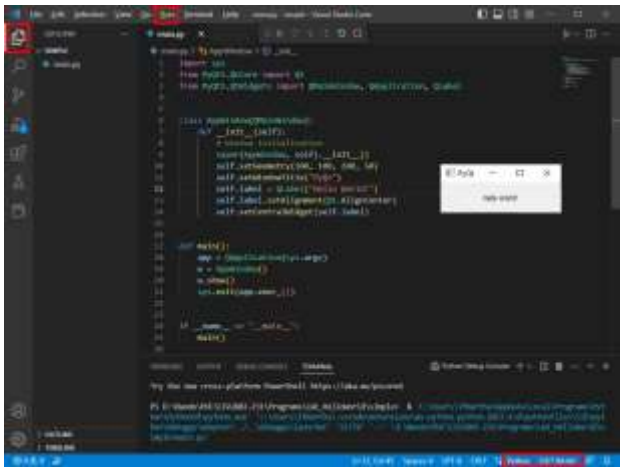












Rode o programa “LW1_HelloWorld/Simple”.