

# Jupyter Notebook

## How to Import a Custom Written Class for Your Program

You might have just received the same error that I did, meaning that you have just done the same thing that I did:

- Created a notebook for Part 1 of Problem 17 (for the Planet class)
- Wrote the code for PlanetClass into that notebook
- Created another notebook for Part 2 of Problem 17 (for the program that uses the Planet class)
- Wrote the code for the program into that new notebook
- Tried to run the program

*BOOM!*

Your screen just displayed an error message, saying that “*No module named PlanetClass was found*” (or something to that effect).

But wait a minute...

You are sitting here **LOOKING** at PlanetClass, the file is on your Home Page of Jupyter Notebook, AND the file is in the same place as the program that uses it.

*What in the world is really going on here??*

The problem is the naming convention of Jupyter Notebooks.

In a normal scenario, when importing a custom class that you coded, Python is looking for that class to be in a **filename.py** file.

But Jupyter Notebook extensions are **filename.ipynb** (IPython Notebook format), and Python does not recognize that extension.

What are you supposed to do?

The easiest solution to this error message problem is the following:

- 1) In Jupyter Notebook, click on the **New** button, then click **Text File**
- 2) A new blank screen will appear with a filename “untitled.txt”.
- 3) Click on File > Save, then in the box that appears for your filename, enter the desired filename with the .py extension (in our case, PlanetClass.py)
- 4) This file is where you will enter the code for the PlanetClass (Part 1 of Problem 17)

Aaahhhh – Problem Solved!