1. **Create Project folder and then navigate to project folder**

Cd FinalProjectKiwiFeed

1. **Create Virtual Environment**

Environment name :env

Create env with same name so that in git ignore file env folder will not be shared with team

Python -m venv env

1. **Activate Virtual Environment**

In command line : env\Scripts\Activate

1. **Create ‘.gitignore’ file**

inside the Project folder where ‘env’ folder exits

Create file name ‘.gitignore’ with vs code

Add folder name inside ‘.gitignore’ file

env/

.env/

add and commit it to your Git repository

go to make repository folder and open command line and make this commit

1. git add .gitignore

git commit -m .gitignore

or

you can use github desktop application too for make this commit

1. **Install Django and other Library**

inside the Project folder where ‘env’ folder exits

Pip install Django

1. **Create requirement.txt file**

Go to main project folder where environment folder –‘env’ exits

Activate environment

Update pip by

pip install --upgrade pip

or

python.exe -m pip install --upgrade pip

create or update requirement.txt file

pip freeze > requirements.txt

1. **Update packages from requirements.txt file**

Go to main project folder where environment folder –‘env’ exits

Activate environment

Install packages from requirements.txt file

pip install -r requirements.txt

1. **Create Django Project kiwiFeeds**

django-admin startproject project\_kiwifeeds

1. **Navigate to Project Folder project\_kiwifeeds**

Cd project\_kiwifeeds

1. **Create Django Apps**

python manage.py startapp app\_restaurant

in setting.py add app in installed app

INSTALLED\_APPS = [

   …

    'app\_restaurant',

]

1. **Create utility folder in main project folder**

static

static/defaultImages

media

media/restaurant/menuItem

media/restaurant/resturantImages

media/user

templates

templates/restaurant

templates/user

templates/base

templates/components

1. **Setup template Folder**

Change in setting.py page of project

import os

TEMPLATES = [

{

'BACKEND': 'django.template.backends.django.DjangoTemplates',

'DIRS': [os.path.join(BASE\_DIR, 'templates')],

# ...

},

]

1. **Setup static Folder**

Define the path to your static root directory in setting.py file

STATICFILES\_DIRS=[BASE\_DIR / "static"]

STATIC\_ROOT = BASE\_DIR / 'staticfiles'

Add url.py file

from django.conf import settings

from django.conf.urls.static import static

if settings.DEBUG:

urlpatterns += static(settings.STATIC\_URL, document\_root=settings.STATIC\_ROOT)

and in each html page where we need to use images from static folder use tag

{% load static %}

1. **Setup media Folder**

Define the path to your media root directory in setting.py file

# media url and path setting

MEDIA\_URL = '/media/'

MEDIA\_ROOT = os.path.join(BASE\_DIR, 'media')

Add url.py file

if settings.DEBUG:

    urlpatterns += static(settings.MEDIA\_URL, document\_root=settings.MEDIA\_ROOT)

to use media folder setting to upload file , add following code to model.py

class YourModel(models.Model):

image = models.ImageField(upload\_to='images/folderPath/')

1. **Add extra library**

Go to you main project folder where env folder exits

Install pillow for image

pip install Pillow

and then update requirements.txt file

pip freeze > requirements.txt