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FLASK

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***COMPLETE PYTHON DEVELOPMENT JOURNEY***

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# INTRODUCTION TO FLASK

Following steps will be followed in the creating the flask project:

* First of all, create a virtual environment
* Activate that environment
* Purpose of doing it, is that we can do work with different versions and every time we will create a new virtual environment for each project

Flask depends on the Werkzeug WSGI toolkit (the standard Python interface between applications and servers.), the Jinja template engine (template language that renders the pages your application serves.), and the Click CLI (framework for writing command line applications), MarkupSafe comes with Jinja, it escapes the unsafe input. ItsDangerous 🡪 sed to protect Flask’s session cookie.

# First Application

* Create a file outside of virtual environment 🡪 app.py
* In this file: from flask(module) import Flask (class)
* Create object of class named app usually
* \_\_name\_\_ is a special built-in variable in Python.
* It tells Flask where your application is located.
* If you run your script directly (e.g., python app.py), then \_\_name\_\_ will be "\_\_main\_\_". This is needed so that Flask knows where to look for resources such as templates and static files.
* To run file/project: flask --app hello run, if the name of file is “app” then command will be:🡪flask app run
* @app.route('/user/<variable name>')
* @app.route(‘/user/<int: user\_id>’)

|  |  |
| --- | --- |
| string | (default) accepts any text without a slash |
| int | accepts positive integers |
| float | accepts positive floating point values |
| path | like string but also accepts slashes |
| uuid | accepts UUID strings |