

# Programming with Python

## Lesson 6: PyGame and Flask!

December 6th, 2016

# Last week's goals

## Last week's goals

- We learnt about tuples and their uses in returning multiple values

## Last week's goals

- We learnt about tuples and their uses in returning multiple values
- We learnt about dictionaries

## Last week's goals

- We learnt about tuples and their uses in returning multiple values
- We learnt about dictionaries
- We discussed objects

## Last week's goals

- We learnt about tuples and their uses in returning multiple values
- We learnt about dictionaries
- We discussed objects
- We finished writing our own text based game!

# Python in action: Flask

Flask is a web framework, written in python allowing us to write web apps in python.

# Python in action: Flask

Flask is a web framework, written in python allowing us to write web apps in python.

We can use it to write interactive websites or neat web services.



# Getting started with flask - Setting up our environment

# Getting started with flask - Setting up our environment

Folder structure:

my-awesome-flask-app/

# Getting started with flask - Setting up our environment

Folder structure:

my-awesome-flask-app/      root directory of code

my-awesome-flask-app/views/

# Getting started with flask - Setting up our environment

Folder structure:

my-awesome-flask-app/      root directory of code  
my-awesome-flask-app/views/      directory of html to be  
rendered  
my-awesome-flask-app/public/

# Getting started with flask - Setting up our environment

Folder structure:

my-awesome-flask-app/	root directory of code
my-awesome-flask-app/views/	directory of html to be rendered
my-awesome-flask-app/public/	directory of static files e.g. css & js
my-awesome-flask-app/app.py	

# Getting started with flask - Setting up our environment

Folder structure:

my-awesome-flask-app/	root directory of code
my-awesome-flask-app/views/	directory of html to be rendered
my-awesome-flask-app/public/	directory of static files e.g. css & js
my-awesome-flask-app/app.py	where our code will start

# Getting started with flask - Setting up our environment

To install flask - *pip install flask*

# Hello World!

```
from flask import Flask
app = Flask(__name__)

@app.route("/")
def hello():
    return "Hello World!"

if __name__ == "__main__":
    app.run()
```



# Hello World!

```
from flask import Flask
app = Flask(__name__)

@app.route("/")
def hello():
    return "Hello World!"

if __name__ == "__main__":
    app.run()
```

# Hello World!

```
from flask import Flask
app = Flask(__name__)

@app.route("/")
def hello():
    return "Hello World!"

if __name__ == "__main__":
    app.run()
```

# Hello World!

```
from flask import Flask
app = Flask(__name__)

@app.route("/")
def hello():
    return "Hello World!"

if __name__ == "__main__":
    app.run()
```

# Hello World!

```
from flask import Flask
app = Flask(__name__)

@app.route("/")
def hello():
    return "Hello World!"

if __name__ == "__main__":
    app.run()
```

# Endpoints

An endpoint is a *destination*

# That's all for tonight

To summarise:

# That's all for tonight

To summarise:

- We learnt about tuples and their uses in returning multiple values

# That's all for tonight

To summarise:

- We learnt about tuples and their uses in returning multiple values
- We learnt about dictionaries



# That's all for tonight

To summarise:

- We learnt about tuples and their uses in returning multiple values
- We learnt about dictionaries
- We discussed objects

# That's all for tonight

To summarise:

- We learnt about tuples and their uses in returning multiple values
- We learnt about dictionaries
- We discussed objects
- We finished writing our own text based game!

## For next week

Source code plus lecture slides will be available online soon after the lesson.

If you are new to HackSocNotts, please join us on  
*<http://hacksocnotts.slack.com>*.

If you have any questions, feel free to ask now or over slack.