

# Validating User Input Tutorial

## Topics

- Validating User Input<sup>1</sup> (see [Validate User Input in your Django project](#))

## Prerequisite

- This tutorial assumes that you are using the AWS Cloud9 Environment that you have already set up for developing in Python. Otherwise please complete the section *Setting up Cloud9 for Cloud Application Development in Python* of the Tutorial on AWS Cloud9 for Python.
- Ensure that you have installed pip for the version of Python you are using! (see [Appendix: Verifying pip version & Installing pip](#) for details).

**Note** In this document, all the commands that you should run from the terminal are prefixed by the '\$' character.

```
$ command
```

## 1 Create a private GitHub repository

Please consult *section 1.2* of the tutorial on *Source Code Management Git* available on our Moodle page, if you require guidelines on how to create a private GitHub repository.

## 2 Create a Django project

In this section you will create a simple web application in Python. The guidelines presented in this tutorial are similar with and based on Django's

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<sup>1</sup>Complete the tutorial using the AWS services via <https://ncirl.awsapps.com/start>

Official Tutorial<sup>2</sup>. For more information please consult the following resources (please note that these are the same resources you've used during the Tutorial on *Creating a Web Application in Python using Django*):

- Writing your first Django app, part 1 <https://docs.djangoproject.com/en/4.2/intro/tutorial01/>
- Writing your first Django app, part 2 <https://docs.djangoproject.com/en/4.2/intro/tutorial02/>
- Writing your first Django app, part 3 <https://docs.djangoproject.com/en/4.2/intro/tutorial03/>
- Create a new directory/folder using the *mkdir* command, and then navigate into this directory using the *cd* command. That folder will contain your Django project.

```
$ mkdir simple_proj  
$ cd simple_proj
```

- Recall that in Python, it's a good approach to work with virtual environments. Create a virtual environment

```
... simple_proj $ python -m venv env
```

- Activate the virtual environment

```
... simple_proj $ source env/bin/activate
```

- Use pip to install Django by running the following command at the terminal

```
(env) ... simple_proj $ pip install django==2.1.15
```

- Use the *django-admin startproject* command to create a Django project. Run the following command at the terminal to create a project, in this example, named *demoprop*

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<sup>2</sup><https://docs.djangoproject.com/en/4.2/intro/>

```
(env) ... simple_proj $ django-admin startproject demopproj
```

The above command will create a folder named *demopproj* in your current folder (in this example, the current folder is *simple\_proj*). The folder *demopproj* has the following structure

```
demopproj/
    manage.py
    demopproj/
        __init__.py
        settings.py
        urls.py
        wsgi.py
```

- Initialize the local git repository for your Django project (recall to first navigate to the parent directory of your project by using the *cd* command)

```
(env) ... simple_proj $ cd demopproj/
(env) ... demopproj $ git init
```

- Create a *.gitignore* file which contains all the files you don't want to track for versioning control.

```
(env) ... demopproj (master) $ touch .gitignore
      – For example, add the following content to your .gitignore file
```

```
--pycache__/
```

- Prepare the content staged for the *first* commit, and then commit the changes

```
(env) ... demopproj (master) $ git add .
(env) ... demopproj (master) $ git commit -m "initial commit"
```

Recall that you can stage all changes in a directory for the next commit, by specifying the *directory* as an argument to the command *add*, or you can stage a file for the next commit by specifying the name of the file as an argument to the command *add*.

- Rename the local branch to main (note that the following command should be run after a commit)

```
(env) ... demoproj (master) $ git branch -M main
```

- Run the server for your Django project by specifying also the port to be able to preview it in Cloud 9 (see *Appendix: Django – preview your application in Cloud9*)

```
(env) ... demoproj (main) $ python manage.py runserver 8080
```

Use two terminals!!! i.e. in one terminal leave the server running, and in another terminal run the commands required to further develop your project.

## 2.1 Create a movies Django application

Create a movies application

```
(env) ... demoproj (main) $ python manage.py startapp movies
```

The above command will create a folder named *movies* within your Django project with the following structure

```
movies/
    migrations/
        __init__.py
    __init__.py
    admin.py
    apps.py
    models.py
    tests.py
    views.py
```

### 2.1.1 Views and URL Conf

When a user accesses a web application's functionalities, the user accesses the application via browser by specifying the URL of that particular application. The functionalities are made available via views (i.e. a specific type of web page). To obtain the view that corresponds to a particular URL, Django uses URL configurations known as *URLconfs*. A URLconf maps URL patterns to views.

- Let's update the *views.py* file to create the first view. Update the *movies* → *views.py* file with the following content

```
from django.http import HttpResponseRedirect

# Create your views here.
def index(request):
    return HttpResponseRedirect("You're at the movies index.")
```

- Create a URLconf in the *movies* folder, by creating a file named *urls.py* in the *movies* folder

```
(env) ... demoprod (main) $ touch movies/urls.py
```

- Update the content of the *movies* → *urls.py* file with the following content

```
from django.urls import path

from . import views

urlpatterns = [
    path('', views.index, name='index'),
]
```

- Next, update the root URLconf to point to the *movies.urls* module. Update the file *demoprod* → *urls.py*, by adding an import for *django.urls.include* and inserting an *include()* in the *urlpatterns* list. The updated *demoprod* → *urls.py* file should look similar with the following content

```

from django.contrib import admin
from django.urls import path, include

urlpatterns = [
    path('movies/', include('movies.urls')),
    path('admin/', admin.site.urls),
]

```

- Check that the view (i.e. index) you created is working by starting the server (if it's not already started) and by appending, in the browser, to the URL of your application the suffix `/movies`

(env) ... demoproj (main) \$ python manage.py runserver 8080

- **Note:** If you get a *Page not found (404)* error, ensure that the URL does have the suffix `/movies/` i.e. the URL, if you are using Cloud 9 for the development of your application, should look similar with `https://....vfs.cloud9.eu-west-1.amazonaws.com/movies/`

The next topics are similar with the concepts you had already covered in the Tutorial on *Creating a Web Application in Python using Django*, and is based on the official Django Tutorial (<https://docs.djangoproject.com/en/4.2/intro/tutorial02/> and <https://docs.djangoproject.com/en/4.2/intro/tutorial03/>) you covered while completing the aforementioned tutorial.

### 2.1.2 Database

Next, initialize your Django project local database by running the next command at the terminal. Note that when the `migrate` command is run, `migrate` looks at the `INSTALLED_APPS` list from the `settings.py` file and creates any necessary database tables according to the migrations that exist for those applications.

(env) ... demoproj (main) \$ python manage.py migrate

### 2.1.3 Models

- Include the *movies* app in our Django project, namely we have to add a reference to the *movies* configuration class in the INSTALLED\_APPS list of the *settings.py* file. The *movies* configuration class is *MoviesConfig* class. The *MoviesConfig* is located in the *movies* → *apps.py* file, therefore its dotted path is '*movies.apps.MoviesConfig*'. Update the *settings.py* file from the Django project with the dotted path '*movies.apps.MoviesConfig*' by adding it to the INSTALLED\_APPS list. The INSTALLED\_APPS of the *settings.py* should look similar with the following

```
INSTALLED_APPS = [  
    'movies.apps.MoviesConfig',  
    'django.contrib.admin',  
    'django.contrib.auth',  
    'django.contrib.contenttypes',  
    'django.contrib.sessions',  
    'django.contrib.messages',  
    'django.contrib.staticfiles',  
]
```

- Next, let's define a model in the application. This will represent a table in the database. A model is represented in Python by a class which inherits from `django.db.models.Model`. Update the *movies* → *models.py* file to define a *Movie* model with the class members as shown next

```
from django.db import models  
  
# Create your models here.  
  
class Movie(models.Model):  
    # each class variable represents a database i.e. table field in the model  
    title = models.CharField(max_length=200)  
    director = models.CharField(max_length=30)  
    release_date = models.DateTimeField('release date')  
    genre = models.CharField(max_length=200)  
    duration = models.FloatField()
```

Note that all the models for the movies application will be defined as classes in the *same* `models.py` file.

- As we updated the models, we have to run the following command from the terminal so that the changes are stored as a migration.

```
(env) ... demoprod (main) $ python manage.py makemigrations movies
```

- Next, run the *migrate* command to create the model table in the database:

```
(env) ... demoprod (main) $ python manage.py migrate
```

- Next, let's add a method (i.e. `__str__()` method) to the Movie model to provide a representation of a Movie object as this will be used by the Django's automatically-generated admin. Update the Movie model (i.e. the Movie class) from the `movies → models.py` file with the representation you'd like to have for that object. Let's assume that we'd like to have the following implementation for the (i.e. `__str__()` method):

```
def __str__(self):  
    return self.title + " - " + self.director
```

- The updated `models.py` file from the `movies` folder should look similar with the one below

```
from django.db import models  
  
# Create your models here.  
class Movie(models.Model):  
    # each class variable represents a database i.e. table field in the model  
    title = models.CharField(max_length=200)  
    director = models.CharField(max_length=30)  
    release_date = models.DateTimeField('release date')  
    genre = models.CharField(max_length=200)  
    duration = models.FloatField()  
  
    def __str__(self):  
        return self.title + " - " + self.director
```

Note that the migrations enables us to change the models of an application over time, as we develop our project, without having to manually delete the database and/or tables and create new database and/or tables. Each time we want to create or update a particular table for an application we have to perform the following steps

1. Update the models, by updating the *models.py* file of that application.
2. Run from the terminal the following command to create migrations for those updates

```
$ python manage.py makemigrations
```

3. Run from the terminal the following command to apply the updates to the database

```
$ python manage.py migrate
```

#### 2.1.4 Django Admin

One can create an administrator site for their Django project to access the admin console directly from the web application. Recall that the admin site is provided by the *admin* application which is listed as *django.contrib.admin* in the *INSTALLED\_APPS* list of the *settings.py* file of the Django project.

- Initialize your Django application's local database if you haven't already done so

```
(env) ... demoproj (main) $ python manage.py migrate
```

- Create an admin user (i.e. the user who can log in to the admin site) by running the following command. *Note that you'll be prompted to provide the username, email and the password for the admin user.*

```
(env) ... demoproj (main) $ python manage.py createsuperuser
```

- The admin site is accessed by appending, in the browser, to the URL of your application the suffix `/admin/`. Recall that the web server has to be running.

```
(env) ... demoproj (main) $ python manage.py runserver 8080
```

- **Note:** If you get a *Page not found (404)* error, ensure that the URL does have the suffix `/admin/` i.e. the URL, if you are using Cloud 9 for the development of your application, should look similar with `https://....vfs.cloud9.eu-west-1.amazonaws.com/admin/`

- If you'd like to enable one of the applications from your Django project to be updated from the admin site, you have to register the specific models or model of that application with the admin site. In order to do that, you have to update the `admin.py` file from that application's folder. In this example, we will update the `admin.py` file from the `movies` folder to register the `Movie` model with the admin application, such that there is an admin interface for the `Movie` objects. Update the `movies → admin.py` file with the following content

```
from django.contrib import admin

# Register your models here.
from .models import Movie
admin.site.register(Movie)
```

- Refresh the application in the browser, and now you should see that the admin user can also perform CRUD (create, read, update, delete) operations on Movie objects from the admin site. For example, try to create a movie, and then modify its details. **Note** that the form is automatically generated from the `Movie` model (i.e. that you defined earlier in the `movies → models.py` file).

### 2.1.5 Views and templates

In Django, the web page are provided by views. Each view is implemented as a Python function (or method).

It's a good practice to separate the design of a web page from the actual content displayed on that page. To achieve this, we can use the template system available in Django, by creating a template (i.e. a .html page) that is used by a view (i.e. the Python function). A template<sup>3</sup> contains the static parts of the HTML output and the code to insert the dynamic data. By convention, Django will look for a *templates* folder in each of the applications mentioned in the *INSTALLED\_APPS* list of the *settings.py* file.

- In this example we create templates for the movies application, therefore we will create a *templates* folder in the *movies* folder.

```
(env) ... demoprod (main) $ mkdir movies/templates
```

- Using the Django conventions, we have to create another folder within the previously created *templates* folder with the very same name as the name of the application for which we want to create those templates. In our example, we have to create a folder named *movies* as we create templates for the *movies* application

```
(env) ... demoprod (main) $ mkdir movies/templates/movies
```

#### ***index* view and corresponding template used by the view**

- In the *movies* → *templates* → *movies* folder create a template named *index.html* (i.e. this will be the template used by the *index* view defined in the file *views.py* of the *movies* folder).

```
(env) ... demoprod (main) $ touch movies/templates/movies/index.html
```

- Please note that within the Django project we can identify the above template with *movies/index.html*
- Update the *index* view from *movies* → *views.py* file; the updated *index* view will use the *index.html* template we created earlier. The index view will compute the newest 15 movies (if there are any).

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<sup>3</sup><https://docs.djangoproject.com/en/4.2/topics/templates/>

```

from django.shortcuts import render

from .models import Movie


def index(request):
    newest_movies = Movie.objects.order_by('-release_date')[:15]
    context = {'newest_movies': newest_movies}
    return render(request, 'movies/index.html', context)

```

- Next, update the *index.html* to display the newest movies, or a corresponding message if there are no movies.

```

<h1>Newest Movies<h1>

{% if newest_movies %}
    <ul>
        {% for movie in newest_movies %}
            <li><a href="/movies/{{ movie.id }}"/>{{ movie.title }}</a></li>
        {% endfor %}
    </ul>
{% else %}
    <p>There are no movies recorded.</p>
{% endif %}

```

Next, let's create a view to display the details of a specific movie.

#### **show view and corresponding template used by the view**

- In the *movies* → *templates* → *movies* folder create a template named *show.html* (i.e. this will be the template used by the *show* view defined in the file *views.py* of the *movies* folder).

```
(env) ... demopropj (main) $ touch movies/templates/movies/show.html
      - Please note that within the Django project we can identify the
        above template with movies/show.html
```

- Add a new view named *show* to the *views.py* file from the *movies* folder by implementing a function named *show*. The *show* view will display the details of a given movie (i.e. identified by its id – the primary key). The *show* view will use the *show.html* template we previously created.

```
def show(request, movie_id):
    try:
        movie = Movie.objects.get(pk=movie_id)
    except Movie.DoesNotExist:
        raise Http404("Movie does not exist")
    return render(request, 'movies/show.html', {'movie': movie})
```

- Note that in the previous code if the requested movie does not exist a `Http404` exception is raised. Therefore, we must import the `django.http.Http404` class, i.e. add the following import statement to the *views.py* file

```
from django.http import Http404
```

- **!Checkpoint!** Your *views.py* file from the *movies* folder should look similar with the next content

```
from django.http import Http404
from django.shortcuts import render

from .models import Movie

def index(request):
    newest_movies = Movie.objects.order_by('-release_date')[:15]
    context = {'newest_movies': newest_movies}
    return render(request, 'movies/index.html', context)

def show(request, movie_id):
    try:
```

```

        movie = Movie.objects.get(pk=movie_id)
    except Movie.DoesNotExist:
        raise Http404("Movie does not exist")
    return render(request, 'movies/show.html', {'movie': movie})

```

- Next, we need to map the *show* view to an URL. Update the content of the *movies* → *urls.py* file by adding the mapping to the *urlpatterns* list via a *path()* call. For example, update the *urls.py* according to the following example

```

from django.urls import path

from . import views

urlpatterns = [
    # /movies/
    path('', views.index, name='index'),
    # /movies/id e.g. /movies/1
    path('<int:movie_id>', views.show, name='show'),
]

```

- ***Naming URLs*** In order to enable Django to distinguish between different URLs that would correspond to views with the very same name, e.g. *show* view, across multiple applications (recall that a Django project can have multiple applications), we should update the *movies* → *urls.py* file to set the application namespace (via *app\_name*). Update the *urls.py* as follows

```

from django.urls import path

from . import views

app_name = 'movies'
urlpatterns = [
    # /movies/
    path('', views.index, name='index'),

```

```

# /movies/id e.g. /movies/1
path('<int:movie_id>', views.show, name='show'),
]

```

- *Avoid using hardcoded URLs!* Update *index.html* template. Now that we mapped an URL to the *show* view by adding the previous *path()* call, we can use the value we provided to the *name* argument, namely '*show*' (i.e. *name='show'*), to eliminate the partially hardcoded URL (i.e. *<a href="/movies/ movie.id />*) from the *index.html* template. We can replace the partially hardcoded URL with the *{% url %}* template tag. Update the *index.html* from *movies* → *templates* → *movies* folder to look similar with the following code

```

<h1>Newest Movies<h1>
{% if newest_movies %}
<ul>
{% for movie in newest_movies %}
    <li><a href="{% url 'movies:show' movie.id %}">{{ movie.title }}</a></li>
{% endfor %}
</ul>
{% else %}
    <p>There are no movies recorded.</p>
{% endif %}

```

- Note that in the *{% url %}* template tag from the *index.html* file, namely in the *{% url 'movies:show' movie.id %}*
  - \* *movies* corresponds to the namespace from the *url.py* file, namely the value we provided to the *app\_name* i.e. *app\_name = 'movies'*
  - \* *show* corresponds to the value we provided to the argument *name* in the *path()* call from the *url.py* file, namely *path('<int:movie\_id>', views.show, name='show')*,

- Next, update the *show.html* to display the details of a given movie.

```
<h2>{{movie.title}} Details</h2>
```

```
<table>
  <thead>
  </thead>
  <tbody>
    <tr>
      <td><b>Director:</b></td>
      <td>{{movie.director}}</td>
    </tr>
    <tr>
      <td><b>Release date:</b></td>
      <td>{{movie.release_date}}</td>
    </tr>
    <tr>
      <td><b>Genre:</b></td>
      <td>{{movie.genre}}</td>
    </tr>
    <tr>
      <td><b>Duration (min):</b></td>
      <td>{{movie.duration}}</td>
    </tr>
  </tbody>
</table>
```

### 3 Validate User Input in your Django project

The validation of user input provided via a form takes place when the data provided via the form is cleaned<sup>4</sup>. This happens when one calls the method *is\_valid()* on a form. Validations can be performed using validators. Please consult the official Django documentation on this topic available at

- Form and field validation <https://docs.djangoproject.com/en/4.2/ref/forms/validation/>
- Validators <https://docs.djangoproject.com/en/4.2/ref/validators/>

Let's start by adding a functionality which enables users to register to our application, and we will validate the data provided.

- Create a users registration application

```
(env) ... demoproj (main) $ python manage.py startapp users
```

The above command will create a folder named *users* within your Django project with the following structure

```
users/
    migrations/
        __init__.py
    __init__.py
    admin.py
    apps.py
    models.py
    tests.py
    views.py
```

- Include the *users* app in our Django project, namely we have to add a reference to the *users* configuration class in the INSTALLED\_APPS list of the *settings.py* file. The *users* configuration class is *UsersConfig* class. The *UsersConfig* class is located in the *users* → *apps.py* file, therefore its dotted path is '*users.apps.UsersConfig*'. Update the *settings.py* file from the Django project with the dotted path '*users.apps.UsersConfig*' by adding it to the INSTALLED\_APPS list. The INSTALLED\_APPS of the *settings.py* should look similar with the following

---

<sup>4</sup><https://docs.djangoproject.com/en/4.2/ref/forms/validation/>

```

INSTALLED_APPS = [
    'movies.apps.MoviesConfig',
    'users.apps.UsersConfig',
    'django.contrib.admin',
    'django.contrib.auth',
    'django.contrib.contenttypes',
    'django.contrib.sessions',
    'django.contrib.messages',
    'django.contrib.staticfiles',
]

```

## Create the applications' Views and Templates

Recall that the views will be implemented as Python code in the file named *views.py* located in your application's folder, in this example, the *views.py* file located in the *users* folder. Each view will use a corresponding template (i.e. a .html page).

- Create the folder that will contain all the templates
  - In this example we create templates for the users application, therefore we have to create a *templates* folder in the *users* folder.
 

```
(env) ... demoprod (main) $ mkdir users/templates
```
  - Using the Django conventions, we have to create another folder within the previously created *templates* folder with the very same name as the name of the application for which we want to create those templates, i.e. *users* in this example
 

```
(env) ... demoprod (main) $ mkdir users/templates/users
```

### *Sign Up* view and corresponding template used by the view

- In the *users* → *templates* → *users* folder create a template named *signup.html* (i.e. this will be the template used by the *sign\_up* view that will implement in the file *views.py* of the *users* folder).

```
(env) ... demoprod (main) $ touch users/templates/users/signup.html
```

- Please note that within the Django project we can identify the above template with *users/signup.html*
- Create a file named *forms.py* in the *users* folder
  - Update the *forms.py* with the following content. Note that the *UserCreationForm*<sup>5</sup>, a model form for creating a new user, has only three fields, namely username, password1 and password2. We will define a new class that inherits from the *UserCreationForm* to enable to provide also the email, first\_name, and last\_name when a user is created.

```
from django import forms
from django.contrib.auth.models import User
from django.contrib.auth.forms import UserCreationForm

class UserSignUpForm(UserCreationForm):
    email = forms.EmailField()
    first_name = forms.CharField()
    last_name = forms.CharField()

    class Meta:
        model = User
        fields = ['username', 'first_name',
                  'last_name', 'email', 'password1', 'password2']
```

- Add a new view named *sign\_up* to the *views.py* file located in the *users* folder by implementing a function named *sign\_up*. The *sign\_up* view will enable a user to sign up to the application. The *sign\_up* view uses the *signup.html* template we created earlier.

```
from django.shortcuts import render, redirect
from django.contrib import messages
from .forms import UserSignUpForm
```

---

<sup>5</sup><https://docs.djangoproject.com/en/4.2/topics/auth/default/>

```

def sign_up(request):
    if request.method == "POST":
        form = UserSignUpForm(request.POST)
        if form.is_valid():
            form.save()
            un = form.cleaned_data.get('username')
            messages.success(request, 'Account created for {}'.format(un))
            return redirect('/')

    elif request.method == "GET":
        form = UserSignUpForm()

    return render(request, 'users/signup.html', {'form': form})

```

- Update the `users` → `templates` → `users` → `signup.html` file with the following content

```

<form method="POST">
    {% csrf_token %}
    {{ form.as_p }}
    <div>
        <button type="submit">Sign Up</button>
    </div>
    <p></p>
    <div>
        If you have an account <a href="#">Sign In</a>
    </div>
</form>

```

- Create a URLconf in the `users` folder, by creating a file named `urls.py` in the `users` folder

```
(env) ... demoproj (main) $ touch users/urls.py
```

- Update the content of the `users` → `urls.py` file with the following content

```

from django.urls import path

from . import views

app_name = 'users'
urlpatterns = [
    path('', views.sign_up, name='sign_up'),
]

```

- Next, update the root URLconf to point to the *users.urls* module. Update the file *demoproj → urls.py*, by adding an import for *django.urls.include* and inserting an *include()* in the *urlpatterns* list. The updated *demoproj → urls.py* file should look similar with the following content

```

from django.contrib import admin
from django.urls import path, include

urlpatterns = [
    path('signup/', include('users.urls')),
    path('movies/', include('movies.urls')),
    path('admin/', admin.site.urls),
]

```

### *Sign In and Sign Out* functionalities and corresponding templates

- Update the root URLconf to add routes for the sign in and sign out functionality. We will use the class-based views from the Django authentication system i.e *django.contrib.auth*<sup>6</sup>. Next, we will create paths for the sign in and sign out views. Update the file *demoproj → urls.py*, by adding an import for *from django.contrib.auth import views as auth\_views* and inserting the required *path()* calls in the *urlpatterns* list. The updated *demoproj → urls.py* file should look similar with the following content

```

from django.contrib import admin
from django.urls import path, include
from django.contrib.auth import views as auth_views

```

---

<sup>6</sup><https://docs.djangoproject.com/en/4.2/ref/contrib/auth/>

```

urlpatterns = [
    path('signup/', include('users.urls')),
    path('signin/', auth_views.LoginView.as_view(
        template_name='users/signin.html'), name='sign_in'),
    path('signout/', auth_views.LogoutView.as_view(
        template_name='users/signout.html'), name='sign_out'),
    #path('movies/', include('movies.urls')),
    path('', include('movies.urls')),
    path('admin/', admin.site.urls),
]

```

- In the `users` → `templates` → `users` folder create a template named `signin.html` (i.e. this will be the template used by the existing class-based view from `django.contrib.auth` which enable to log in.

```
(env) ... demoproj (main) $ touch users/templates/users/signin.html
```

- Update the `users` → `templates` → `users` → `signin.html` file with the following content

```

<form method="POST">
    {% csrf_token %}
    {{ form.as_p }}
    <div>
        <button type="submit">Sign In</button>
    </div>
    <p></p>
    <div>
        If you don't have an account yet
        <a href="{% url 'users:sign_up' %}">Sign Up</a>
    </div>
</form>

```

- Update the `settings.py` of your Django project by adding the following line to the end of the `settings.py` file, so that when a log in operation is successful a user gets redirected to the `root` route. You can redirect the user to your preferred page.

```
LOGIN_REDIRECT_URL = '/'
```

- Next, we can update the *sign\_up* view such that when an account has been successfully created, the user is redirected to the *sign\_in* view. Update the function *sign\_up* from *users* → *views.py* file, by replacing the statement *return redirect('/')* with *return redirect('sign\_in')*. The updated *views.py* file should look similar with the following content

```
from django.shortcuts import render, redirect
from django.contrib import messages
from .forms import UserSignUpForm

def sign_up(request):
    if request.method == "POST":
        form = UserSignUpForm(request.POST)
        if form.is_valid():
            form.save()
            un = form.cleaned_data.get('username')
            messages.success(request,
                'Account has been successfully created for {}'.format(un))
            return redirect('sign_in')

    elif request.method == "GET":
        form = UserSignUpForm()

    return render(request, 'users/signup.html', {'form': form})
```

- Next, we can update the update *signup.html* template, located in the *users* → *templates* → *users* folder, by replacing the next code (recall that at the time of that template creation, the *sign\_in* was not yet available.

If you have an account <a href="#">Sign In</a>

with the following code

If you have an account <a href="{% url 'sign\_in' %}">Sign In</a>

- In the `users` → `templates` → `users` folder create a template named `signin.html` (i.e. this will be the template used by the existing class-based view from `django.contrib.auth` which enable to log in.

```
(env) ... demoprodj (main) $ touch users/templates/users/signin.html
```

- Update the `users` → `templates` → `users` → `signin.html` file with the following content

```
<form method="POST">
    {% csrf_token %}
    {{ form.as_p }}
    <div>
        <button type="submit">Sign In</button>
    </div>
    <p></p>
    <div>
        If you don't have an account yet
        <a href="{% url 'users:sign_up' %}">Sign Up</a>
    </div>
</form>
```

- In the `users` → `templates` → `users` folder create a template named `signout.html` (i.e. this will be the template used by the existing class-based view from `django.contrib.auth` which enable to log out.

```
(env) ... demoprodj (main) $ touch users/templates/users/signout.html
```

- Update the `users` → `templates` → `users` → `signout.html` file with the following content

```
<div>You have been signed out.<div>
<div><a href="{% url 'sign_in' %}">Sign In</a></div>
```

- Typically, we would like the functionalities to be available on all the pages via a menu. A good approach is to define a `base` template<sup>7</sup>. All

---

<sup>7</sup><https://docs.djangoproject.com/en/4.2/ref/templates/language/>

the other templates can then inherit this base template. For example, create a `base_generic.html` template in the `movies → templates → movies` folder.

```
(env) ... demoprop (main) $ touch movies/templates/movies/base_generic.html
```

- Update the content of the `base_generic.html` file as follows

```
{% load static %}  
<!DOCTYPE html>  
<html>  
<head>  
</head>  
<body>  
    <header>  
        <div class="topnav">  
            <a class="active" href="/">Home</a> |  
            {% if user.is_authenticated %}  
                <div> You are signed in as {{user.username}}...  
                <a href="{% url 'sign_out' %}">Sign out</a>  
            {% else %}  
                <a href="{% url 'sign_in' %}">Sign in</a> |  
                <a href="{% url 'users:sign_up' %}">Sign up</a>  
            {% endif %}  
        </div>  
    </header>  
  
    <main>  
        {% block content %}{% endblock %}  
    </main>  
  
    </body>  
</html>
```

- Next, modify all the other templates to extend from the `base_generic.html` template, and enclose the current content of a particular template within the `{% block content %} {% endblock %}` tags.

- \* For a given template (i.e. a .html file) perform the following updates

```
{% extends "movies/base_generic.html" %}

{% block content %}
the content of your current template would go here
{% endblock content %}
```

- \* For example, the updated *signin.html* template would look similar with the following content

```
{% extends "movies/base_generic.html" %}

{% block content %}
<form method="POST">
    {% csrf_token %}
    {{ form.as_p }}
    <div>
        <button type="submit">Sign In</button>
    </div>
    <p></p>
    <div>
        If you don't have an account yet
        <a href="{% url 'users:sign_up' %}">Sign Up</a>
    </div>
</form>

{% endblock content %}
```

### 3.1 Customizing validations

- *Example 1* For example, update the *forms.py* to validate the input according to your objectives. In the example below, it is shown how to use a built-in validator<sup>8</sup> to validate an email. Update the *forms.py* with the following code:

```
from django import forms
from django.contrib.auth.models import User
from django.contrib.auth.forms import UserCreationForm
from django.core import validators

class UserSignUpForm(UserCreationForm):
    email = forms.EmailField(validators=[validators.validate_email])
    first_name = forms.CharField()
    last_name = forms.CharField()

    class Meta:
        model = User
        fields = ['username', 'first_name',
                  'last_name', 'email', 'password1', 'password2']
```

- To see the effect of the input validation, in this example, try to sign up users and provide both invalid and valid data. What do you observe?
- *Example 2* Update the *forms.py* to validate the input according to your objectives. In the next example, it is shown how to use different built-in validators to validate an email address, and the minimum and maximum required length for both the first name and the last name (please note that the validators used to validate the first name also have customized messages when the input provided is not valid). Update the *forms.py* with the following code:

---

<sup>8</sup><https://docs.djangoproject.com/en/4.2/ref/validators/#built-inValidators>

```

from django import forms
from django.contrib.auth.models import User
from django.contrib.auth.forms import UserCreationForm
from django.core import validators

class UserSignUpForm(UserCreationForm):
    email = forms.EmailField(validators=[validators.validate_email])

    min_length = 2
    max_length = 30
    message_lt_min = f"Should have at least {min_length} characters."
    message_ht_max = f"Should have at most{max_length} characters."

    first_name = forms.CharField(validators=[
        validators.MinLengthValidator(min_length, message_lt_min),
        validators.MaxLengthValidator(max_length, message_ht_max)
    ])

    last_name = forms.CharField(validators=[
        validators.MinLengthValidator(min_length),
        validators.MaxLengthValidator(max_length)
    ])

    class Meta:
        model = User
        fields = ['username', 'first_name',
                  'last_name', 'email', 'password1', 'password2']

```

- *Example 3* In the next example, it is shown how to use different built-in validators to validate *a)* an email address, *b)* the minimum and maximum required length for both the first name and the last name (please note that the validators used to validate the first name also have customized messages when the input provided is not valid), and *c)* a validator (i.e. RegexValidator) that matches the names against a regular expression to ensure that, in this examples, the first name and

last name contains only letters. Update the *forms.py* with the following code:

```
from django import forms
from django.contrib.auth.models import User
from django.contrib.auth.forms import UserCreationForm
from django.core import validators

class UserSignUpForm(UserCreationForm):
    email = forms.EmailField(validators=[validators.validate_email])

    min_length = 2
    max_length = 30
    message_lt_min = f"Should have at least {min_length} characters."
    message_ht_max = f"Should have at most{max_length} characters."
    name_regex='^A[a-zA-Z]+Z'
    name_message='The name accepts only letters!'

    first_name = forms.CharField(validators=[
        validators.MinLengthValidator(min_length, message_lt_min),
        validators.MaxLengthValidator(max_length, message_ht_max),
        validators.RegexValidator(name_regex, name_message)
    ])

    last_name = forms.CharField(validators=[
        validators.MinLengthValidator(min_length),
        validators.MaxLengthValidator(max_length),
        validators.RegexValidator(name_regex, name_message)
    ])

    class Meta:
        model = User
        fields = ['username', 'first_name',
                  'last_name', 'email', 'password1', 'password2']
```

## Appendix: Verifying pip version & Installing pip

To verify that *pip*<sup>9</sup> is installed for the version of Python you are using, check both the version of Python you are using and the version of pip by running the next two commands at the terminal:

```
$ python --version  
$ python -m pip --version
```

To install *pip* run the following commands at the terminal:

- Retrieve the install script

```
$ curl -O https://bootstrap.pypa.io/get-pip.py
```

- Install pip for the version of Python you are using

```
$ sudo python get-pip.py
```

- Verify pip is installed for the version of Python you are using

```
$ python -m pip --version
```

- Next, you can delete the installation script *get-pip.py*

```
$ rm get-pip.py
```

---

<sup>9</sup><https://pip.pypa.io/en/stable/>

## Appendix: Python – Working with virtual environments

Virtual environments allow us to manage separate package installations for different projects. For more information please consult <https://packaging.python.org/guides/installing-using-pip-and-virtual-environments/>

1. Create a virtual environment: to create a virtual environment, navigate (by using the command `cd`) to your project's directory and run the command `venv` at the terminal. The following command will create the virtual environment named `env`.

```
$ python3 -m venv env
```

OR (depending on the way you installed Python)

```
$ python -m venv env
```

2. Activate a virtual environment: before we can start installing or using packages in the virtual environment we have to activate the virtual environment we created, by running the following command at the terminal

```
$ source env/bin/activate
```

Note that once the virtual environment is activated the terminal's prompt is prefixed by the name of your virtual environment (i.e. `(env)` in this example).

3. Deactivate the virtual environment: when you want to exit the virtual environment (for example when you finish a working session, or would like to work on another project) run the following command at the terminal

```
$ deactivate
```

4. Each time you want to enter again the virtual environment for your project follow step 2. Note that typically we run only once `item 1` per project, and as many times needed `item 2` and `item 3`.

## Freezing dependencies

We can export a list off all installed packages and their versions by running the command *pip freeze* at the terminal

```
$ pip freeze >requirements.txt
```

Note that if we run only *pip freeze* the output is displayed at the terminal

```
$ pip freeze
```

## Appendix: Django – preview your application in Cloud9

To be able to preview your application in Cloud9 perform the following tasks

1. Run the server for your Django project by specifying also the port

```
$ python manage.py runserver 8080
```

Use two terminals!!! i.e. in one terminal leave the server running, and in another terminal run the commands required to further develop your project.

2. Once the server has started, Cloud9 will display a window with the preview link to your application. Click on that link; a new tab should automatically open, and you may see the *Invalid HTTP\_HOST header* error documented below. Next, follow the guidelines provided at [item 3](#) to fix that error.
3. **error:** *Invalid HTTP\_HOST header: '....vfs.cloud9.eu-west-1.amazonaws.com'.*  
*You may need to add '....vfs.cloud9.eu-west-1.amazonaws.com' to ALLOWED\_HOSTS.*

- Modify the *settings.py* file of the project to update the *ALLOWED\_HOSTS* to allow

### EITHER

- (a) the recommendation provided in the error message (i.e. '....vfs.cloud9.eu-west-1.amazonaws.com')

```
# used for development environment  
# NOTE you must use the Cloud 9 URL of your application!!!  
ALLOWED_HOSTS = ['....vfs.cloud9.eu-west-1.amazonaws.com']  
  
#ALLOWED_HOSTS = [] #revert to this version for the production
```

### OR

- (b) everything i.e. '\*'

```
ALLOWED_HOSTS = ['*'] # used for development environment  
#ALLOWED_HOSTS = [] #revert to this version for the production  
!!! Ensure that you undo the changes you made above at item 3  
for the production i.e. deployed version of the application!!!
```

# Resources

- Django <https://docs.djangoproject.com>
- Django Official Tutorial <https://docs.djangoproject.com/en/4.2/intro/>
- Django Official Tutorial <https://docs.djangoproject.com/en/4.2/intro/>
  - Writing your first Django app, part 1 <https://docs.djangoproject.com/en/4.2/intro/tutorial01/>
  - Writing your first Django app, part 2 <https://docs.djangoproject.com/en/4.2/intro/tutorial02/>
  - Writing your first Django app, part 3 <https://docs.djangoproject.com/en/4.2/intro/tutorial03/>
  - Writing your first Django app, part 4 <https://docs.djangoproject.com/en/4.2/intro/tutorial04/>
  - Writing your first Django app, part 5 <https://docs.djangoproject.com/en/4.2/intro/tutorial05/>
- Writing views <https://docs.djangoproject.com/en/4.2/topics/http/views/>
- Templates <https://docs.djangoproject.com/en/4.2/topics/templates/>
- Form and field validation <https://docs.djangoproject.com/en/4.2/ref/forms/validation/>
- Validators <https://docs.djangoproject.com/en/4.2/ref/validators/>
- Regular Expression HOWTO <https://docs.python.org/3/howto/regex.html>
- re — Regular expression operations <https://docs.python.org/3/library/re.html>
- pythex – test your regular expression <https://pythex.org/>
- WTForms <https://wtforms.readthedocs.io/en/3.0.x/>