

Setting up Application Environment

Create Flash Project

Step 1:

Install the latest version of Python in your desktop,

Link:

<https://www.python.org/>

Step 2:

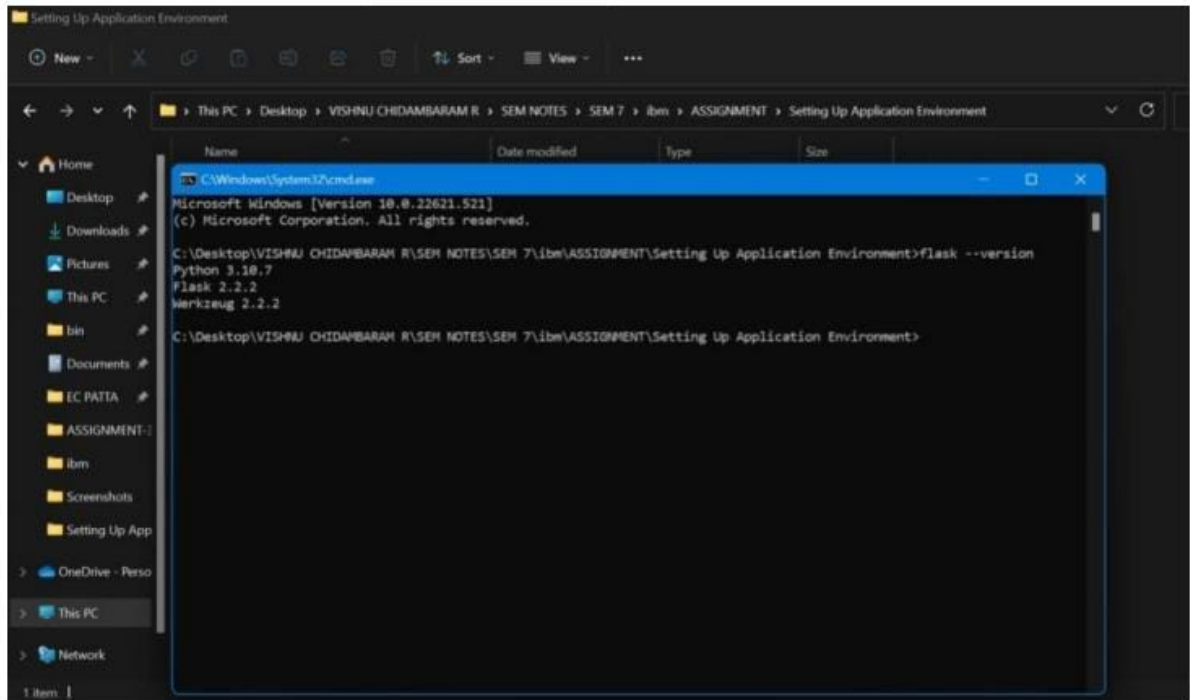
After that, Create new file in your desktop and open command prompt here and type this below command to install the flask. Then the flask will install in few seconds as shown below:

```
pip install Flask
```

Step 3:

Then you can check whether the flask is installed or not in a system, by typing these Command in Command Prompt:

```
Flask --version
```



Step 4:

Open Visual Studio Code and enter the code given below,

```
from flask import Flask
app = Flask( name )
@app.route("/") def hello_world():
return "<p>Hello, World!</p>"
```

Step 5:

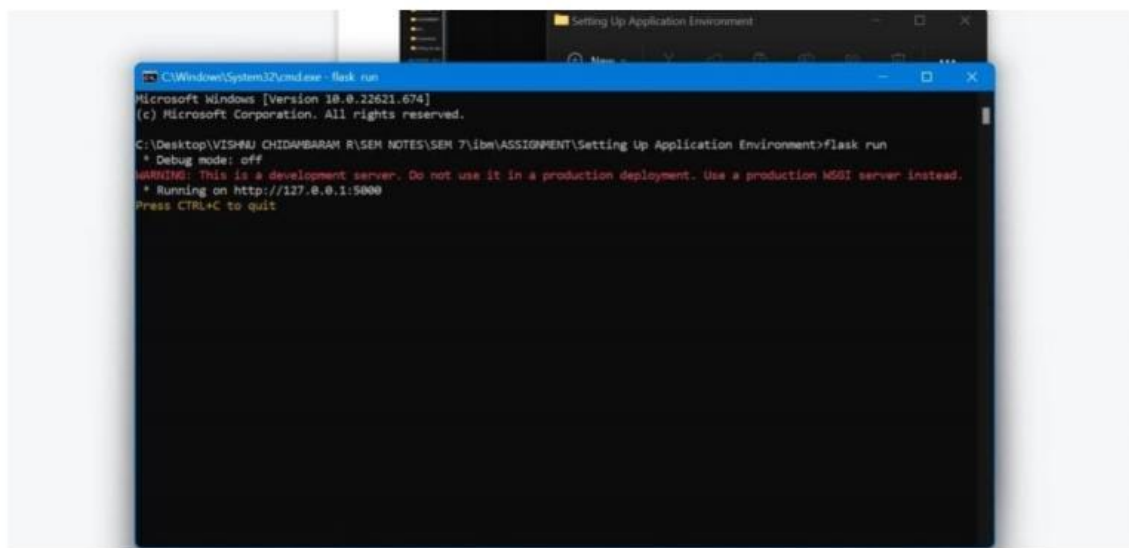
Save the code and give the file name as

App.py.

Step 6:

Go to the file location and open command prompt and type this command in command prompt:

Flask run



```
C:\Windows\System32\cmd.exe - flask run
Microsoft Windows [Version 10.0.22621.674]
(c) Microsoft Corporation. All rights reserved.

C:\Desktop\VISHNU CHIDAMBARAM R\SEN NOTES\SEN 7\lib\ASSIGNMENT\Setting Up Application Environment>flask run
 * Debug mode: off
WARNING: This is a development server. Do not use it in a production deployment. Use a production WSGI server instead.
 * Running on http://127.0.0.1:5000
Press CTRL+C to quit
```

Step 7:

Click the Link (or) Copy the address(<http://127.0.0.1:5000>) and put it, in the browser and click enter.

Then the Result will be same as the below screenshot:



Step 8:

Now, you have successfully completed the process of creating simple flask project.

Source code:

```
$flashProject = new  
FlashProject($this->getProject()->getProjectName());  
  
$flashProject->setDestination($this->getProject()->getProjectName(  
));  
  
$flashProject->setDestinationDir('./output/flash');  
  
$flashProject->setBaseDir($this->getProject()->getBaseDir());  
  
$flashProject->setDestinationFilename($this->getProject()->getProjectName()  
 . '.fla');  
  
$flashProject->setDestinationDir('./output/flash');  
  
$flashProject->setRequireJQuery(true);  
  
$flashProject->setRequireJQueryUI(true);  
  
$flashProject->setRequireSWFObject(true);  
  
$flashProject->setRequireSWFCAAddress(true);
```

METHOD:

Click File > New > Project.

Click the ActionScript 3.0 tab.

Click Flash File (ActionScript 3.0).

Click OK.

Click the Document class field and type Main.

Click OK.