Setting up Application Environment

Create Flash Project

Date	29 OCT 2022
Team ID	PNT2022TMID00768
Project Name	CONTAINMENT ZONE ALEERTING APPLICATION

Step 1:

Install the latest version of Python in your desktop,

Link:

https://www.python.org/

Step 2:

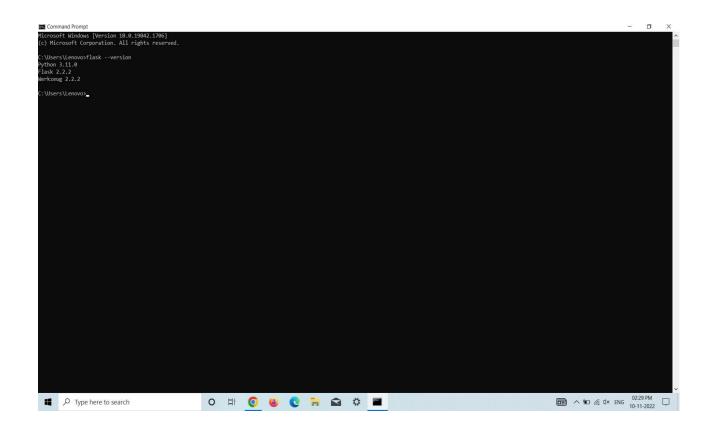
After that, Create new file in your desktop and open command prompt here and type this below command to install the flask. Then the flask will install in few seconds ass shown below:

pip install Flask

Step 3:

Then you can check whether the flask is installed or not in a system, by tying 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 "Hello, World!"
```

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

```
Microsoft Mindows [Version 10.0.22021.074]
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(f) Microsoft Mindows [Version 10.0.22021.074]
(g) Microsoft Mindows [Version 10.0.22021.074]
(h) Application Environment Flask run
(g) Application Environment Flask run
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```

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()->getProje
ctName() . '.fla');
$flashProject->setDestinationDir('./output/flash');
$flashProject->setRequireJQuery(true);
$flashProject->setRequireJQueryUI(true);
$flashProject->setRequireSWFObject(true);
$flashProject->setRequireSWFCAddress(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.