Task 3 Demonstration

Step 1: Modify the Model

Let’s say you want to add a new field called ‘game\_name’ to store the name of the game for which the score was recorded. You’d modify your ‘Score’ model in ‘models.py’ as follows:

|  |
| --- |
| from django.db import models  # Create your models here.  class Score(models.Model):      user\_id = models.IntegerField()      score = models.IntegerField()      game\_name = models.CharField(max\_length=200, null=True)  # new line |

Here, ‘max\_length=200’ specifies the maximum length of the game name, and ‘null=True’ allows for this field to be empty.

Step 2: Creating the Migration

Once you’ve modified your model, you can create a migration file with the following command:

|  |
| --- |
| python manage.py makemigrations |

This will create a new migration file in your ‘app/migrations’ directory that describes the changes you made to your model.

Step 3: Applying the Migration

After the migration file is created, you can apply the migration using the following command:

|  |
| --- |
| python manage.py migrate |

This will update your database schema to include the new ‘game\_name’ column.

Step 4: Updating the API Endpoint

Next, you will need to update your API endpoint to handle this new filed. For example, in ‘views.py’:

|  |
| --- |
| from django.shortcuts import render  from django.http import JsonResponse  from .models import Score  # Create your views here.  def get\_score(request):      input\_value = int(request.GET.get('input', 0))      user\_id = int(request.GET.get('user\_id', 0))      game\_name = request.GET.get('game\_name', None) # new line      result = input\_value + 1      # Save the score to the database      score = Score(user\_id=user\_id, score=result, game\_name=game\_name) # new line      score.save()      return JsonResponse({'result': result}) |

Step 5: Updating the Admin Interface

Finally, to be able to manage this new field through the Django admin interface, you might need to update your ‘admin.py’ as follows:

|  |
| --- |
| from django.contrib import admin  from .models import Score  # Register your models here.  class ScoreAdmin(admin.ModelAdmin):      list\_display = ('user\_id', 'game\_name', 'score')  admin.site.register(Score, ScoreAdmin) |