

# Django Project

- 1) Create a new project (GameArena).
- 2) Create Virtual Environment in the project terminal (CLI).
  - Python3 -m venv (VE name, e.g. venv)
  - Activate VE:
    - For Windows: source venv/Scripts/activate.
    - For Mac: source venv/bin/activate.
- 3) Install Django in Virtual Environment.
  - Pip install Django.
- 4) Create Django Project.
  - Django-admin startproject (Project name, e.g. 'GameArena')
- 5) Run the server.
  - Cd (Project name that we just created, 'GameArena').
  - Python (manage.py) runserver. //manage.py file: responsible for managing Django files.
- 6) Create App. Folder
  - Python manage.py startapp (App name, e.g. main).
- 7) Make some modifications in Django project (GameArena folder):
  - Setting.py:

```
...
    INSTALLED_APPS = [
        'django.contrib.admin',
        'django.contrib.auth',
        'django.contrib.contenttypes',
        'django.contrib.sessions',
        'django.contrib.messages',
        'django.contrib.staticfiles',
        'main',                <- add your App folder here
    ]
...
```

- Urls.py:

```
from django.contrib import admin
from django.urls import path, include    //import (include) module

urlpatterns = [
    path('admin/', admin.site.urls),
    path("", include('main.urls')),      // make a path for your App folder by
                                         write path(' ', include('App name . urls'))
]
```

8) Create (urls.py) file in the App. Folder we just create (main).

➤ Urls.py (App folder):

```
From . import views
From Django.urls import path

App_name = 'main'

urlpatterns = [
    Path(' ', views.home_page, name="home_page") // *name part is optional
]
```

➤ Views.py (App folder):

```
from django.shortcuts import render
from django.http import HttpRequest, HttpResponse

# Create your views here.

def home_page(request:HttpRequest):
    return render(request, 'main/index.html') //request your template page
```

➤ Create Templates folder in App folder:

