Python Local Server Hosting

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Description

For this class, you will need to access your own data from within your webpage. For security, most browsers do not give web pages access directly to a drive. Luckily, we can simply host a small local server using python to trick our browsers.

This method will be used to grade your projects. If you plan on using a different method - which is not recommended - be sure to double-check that this one works before submitting.

Steps

- 1. Download python, and ensure it is in your path.
 - a. https://www.python.org/downloads/release/python-381/
 - b. 3.8 is the version used during the creation of this guide.
 - c. DigiPen Computer's should have python 3.7 installed. If yours does not, contact IT.
- 2. In a shell, navigate to the directory you wish to host. All subdirectories are also hosted.
- 3. Using this command, python will begin to host. No further action is necessary. Use ctrl+c in the shell to exit the program.
 - a. python -m http.server

```
Windows PowerShell

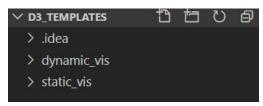
Windows PowerShell
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Try the new cross-platform PowerShell https://aka.ms/pscore6

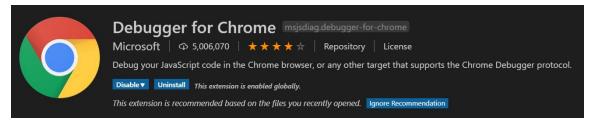
PS C:\Users\casta> cd 'C:\DigiPen\spring20\CS399\d3_templates\'
PS C:\DigiPen\spring20\CS399\d3_templates> python -m http.server
Serving HTTP on :: port 8000 (http://[::]:8000/) ...
```

Debugging Launching in VS Code

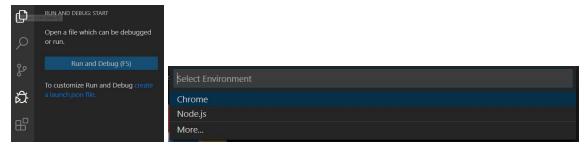
1. Open VS Code and your Project Directory. It is recommended to have all of your projects in the directory that you host. That way you can create one launch configuration per project.



 Make sure you have The Google Chrome browser and the "Debugger for Chrome" VS Code plugin installed. This launches your webpages in Chrome for debugging.



3. Create a new debug launch file for the Chrome environment and edit the launch.json file.



4. Update the port to '8000', complete the path to your project's index.html file, and update the name of the launch configuration. You can create many more launch configurations using this JSON object

format.

5. The launch sequences are now available for debugging. You can debug each project by simply selecting the sequence from the debug menu.

