

DJANGO

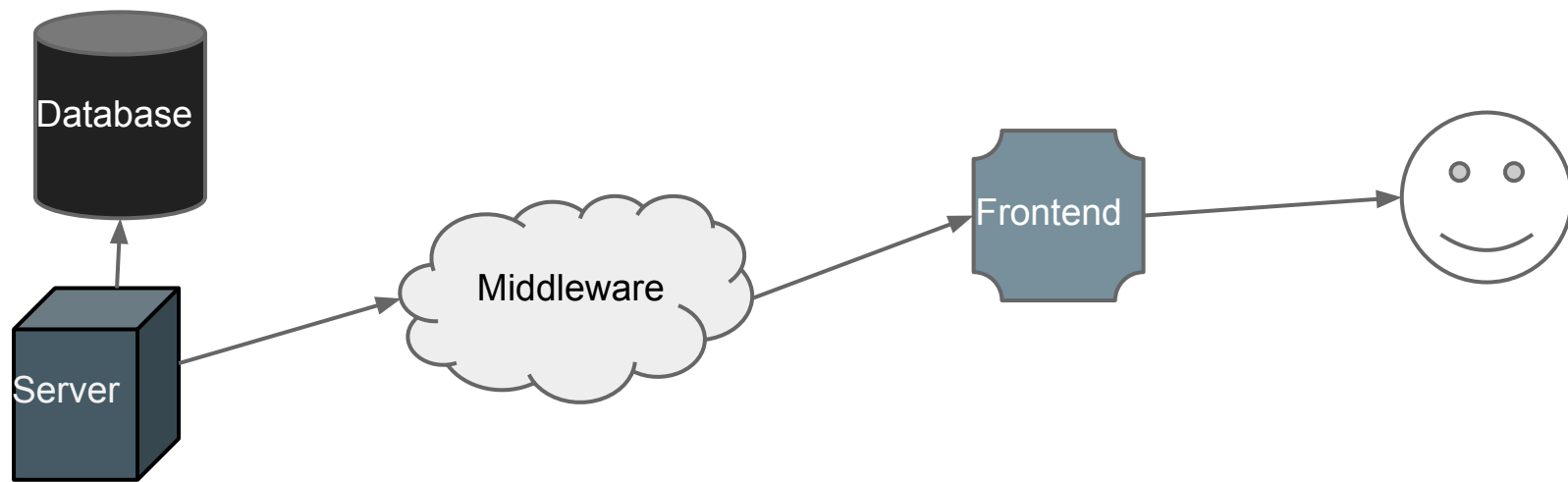
The last piece

TODAY'S AGENDA

- Finish JS assignment
- Do pass of reviews
- Server Lecture
- Everyone get Django

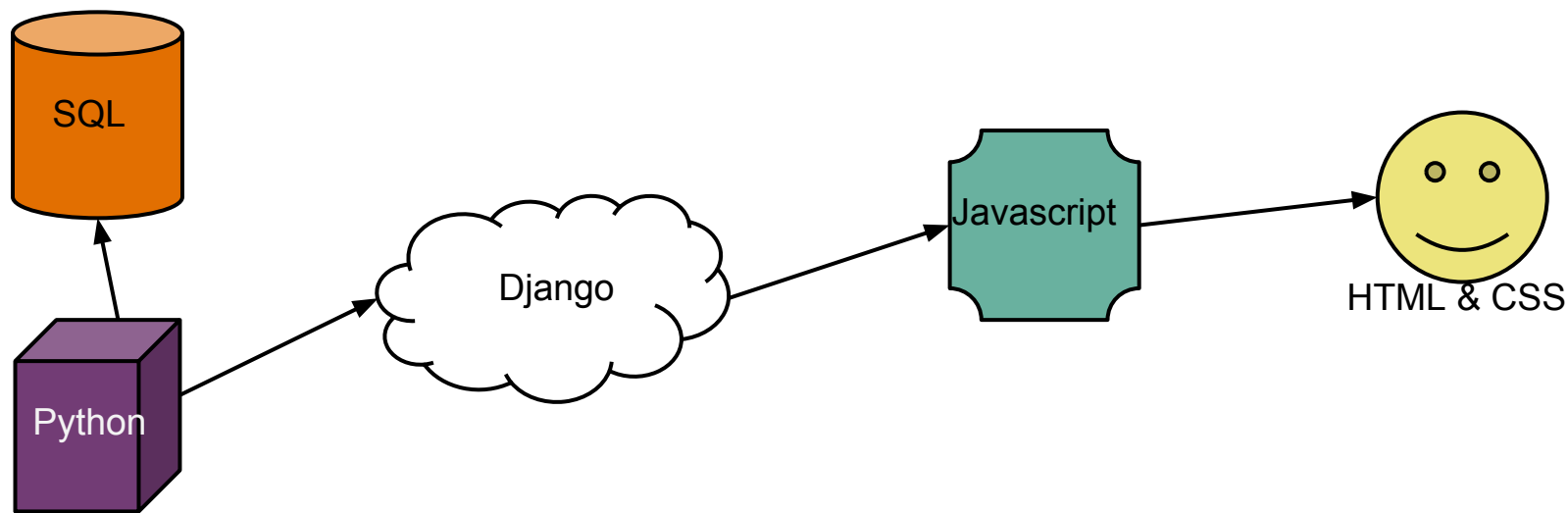
THE STACK

Develop a web application from front to back, with all the sticky bits in the middle as well.



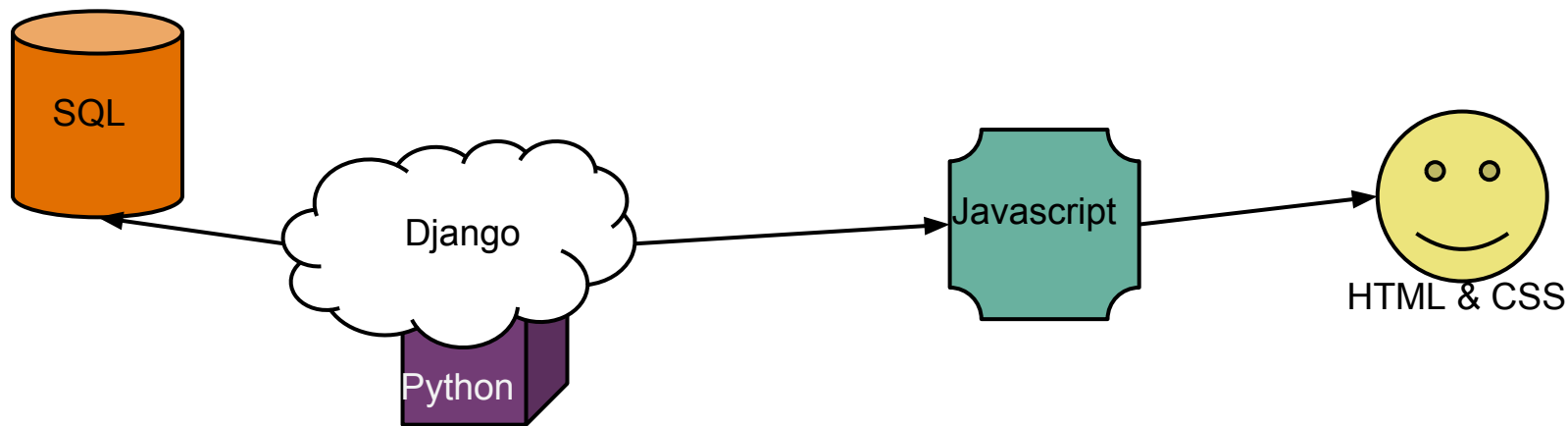
THE STACK WITH LANGUAGES

Each layer is best suited for a different language. This is what we'll be using:



WHAT IS THE CLOUD?

Spoilers: It's just someone else's computer.



WHAT DOES THE SERVER-SIDE AND CLIENT-SIDE MEAN?

The Server:

- Responsible for **serving** up the pages to people who access your url

The Client:

- the part that *requests* pages and data from the **server**
- this is generally the web browser

WHAT DOES THE SERVER-SIDE AND CLIENT-SIDE MEAN?

Server-side:

- code and logic that resides, runs, and is processed by the **server**

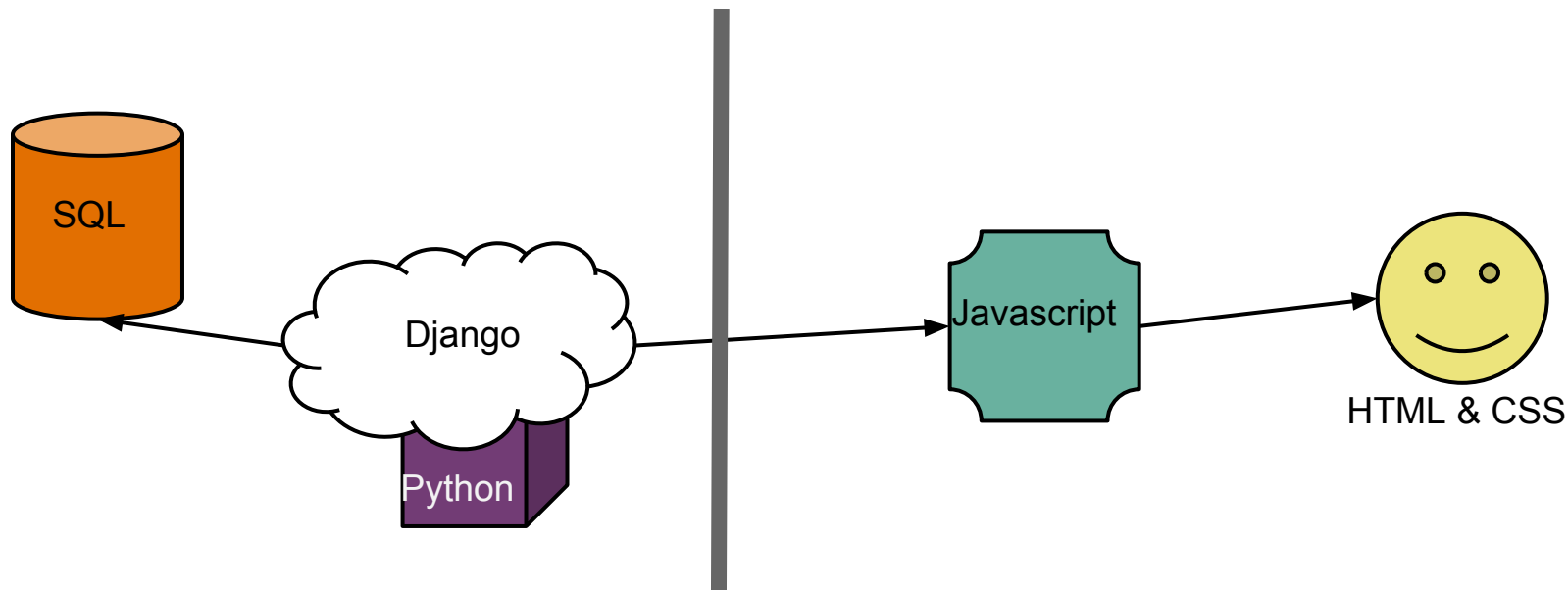
Client-side:

- code and logic that is run and processed by the **client**

SERVER-SIDE

&

CLIENT-SIDE



SERVER-SIDE PROGRAMMING

Uses:

- process user input
- display the correct pages and data
- structure web applications
- interact with permanent storage (the database)

Example Languages:

- PHP, ASP.Net in C#, C++, Java, Node.js, Python, Rails

Our language: Python, through the Django Framework

WHAT ABOUT THE DATABASE?

A Database is where non-static data is stored for the server to access, process, and serve to the client.

Things you store in the database:

- any data you cannot store directly into your code

DATA IN A DATABASE EXAMPLES

- usernames & password
- profile photo information
- forum posts (our spreadsheet is our database)
- emails
- tweets
- board games
- reddit
- songs
- movies
- t-shirt designs
- parking info
- game save files

CLIENT-SIDE

Uses:

- makes the webpage interactive
- responds dynamically to users
- interacts with temporary storage (cookies, localStorage)
- requests information from the server
- provides remote service for client-side apps

Example Languages:

- HTML*, CSS*, Javascript, Ruby, Actionscript, Python

Our language: Javascript, with HTML & CSS

A TYPICAL WEBSITE FLOW

1. The **User** opens his web browser (the **Client**).
2. The **User** browses to <http://google.com>.
3. The **Client** (on the behalf of the **User**), sends a request to <http://google.com> (the **Server**), for their home page.
4. The **Server** then acknowledges the request, and replies the client with some meta-data (called *headers*), followed by the page's source.
5. The **Client** then receives the page's source, and *renders* it into a human viewable website.
6. The **User** types Stack Overflow into the search bar, and presses Enter
7. The **Client** submits that data to the **Server**.
8. The **Server** processes that data, and replies with a page matching the search results.
9. The **Client**, once again, renders that page for the **User** to view.

OUR LANGUAGE STACKS' FLOW

1. User requests <http://corgisRawesome.com>
2. **Client** requests info from <http://corgisRawesome.com>'s **server**
3. **Server** acknowledges the request, returns to the **client** the homepage for corgisRawesome
4. **Client** receives the page's source and renders it to a human-readable format, based on the page's HTML and CSS
5. **Client** runs the Javascript that triggers on the page's load event, and sends a request to the **server**
6. **Server** receives the request, processes it in Python, fetches from the database, and then returns the desired data to the **client**
7. **Client's** Javascript AJAX success call is triggered, and it injects the latest corgi news into the HTML

MVC ON THE WEB

Views: HTML pages with Javascript to handle dynamic interaction

Controllers: Server that serves data and views to the client

Models: structures stored on the database

DJANGO

Django is a web framework, built in Python, that allows you to make a web server application quickly, with little fuss.

Official Website:

<http://djangoproject.com>

DJANGO'S STRUCTURE IS MTV

Django uses a modified MVC framework to serve and process its' pages. It uses urls, templates, views, and models.

