

# Python Flask 101 Workshop

Powered by Miguel Grinberg - Flask Workshop -  
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# What's In It For Me (WIIFM)

- You will learn python
- You will learn how to run a Flask application
- You will be able to contribute to our community open source project

Flask is a Python Web Framework

# Why Flask?

- Python is a core technology in the DevOps stack
- Small. Lightweight. Straightforward.

Demo!

# Setup

- Python (3 recommended)
- VirtualEnv
- Git/GitHub
- Workshop Code

# HTTP

- Client Send **Request** to Server
- Server Send **Response** to Client
- GET/POST/...

# Hello, Flask

- A “Hello, World” application v0.1
- Add dynamic behavior v0.2
- Make application accessible to other computers v0.3



# Templates

- Why
  - To separate logic from presentation
- How
  - Create HTML Templates v0.4
  - Create Links between pages v0.5

# Web Forms

- Why
  - To accept input from users
- How
  - Add a form to the application v0.6
  - The Post-Redirect-Get Pattern v0.7
  - Using Flask-WTF and WTForms v0.8

# Game Logic

- Why
  - Separation of concerns (again!)
- How
  - Add a module with the game logic v0.9
  - Implement the end of the game v0.10
  - Validate forms v0.11

# User Sessions

- Why
  - To remember user state securely
- How
  - Store game state in the user session v0.12

# Error Handling

- Why
  - Because users are experts at finding bugs
- How
  - Add error handler to the application **v0.13**