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Part 2: Interacting with a Database

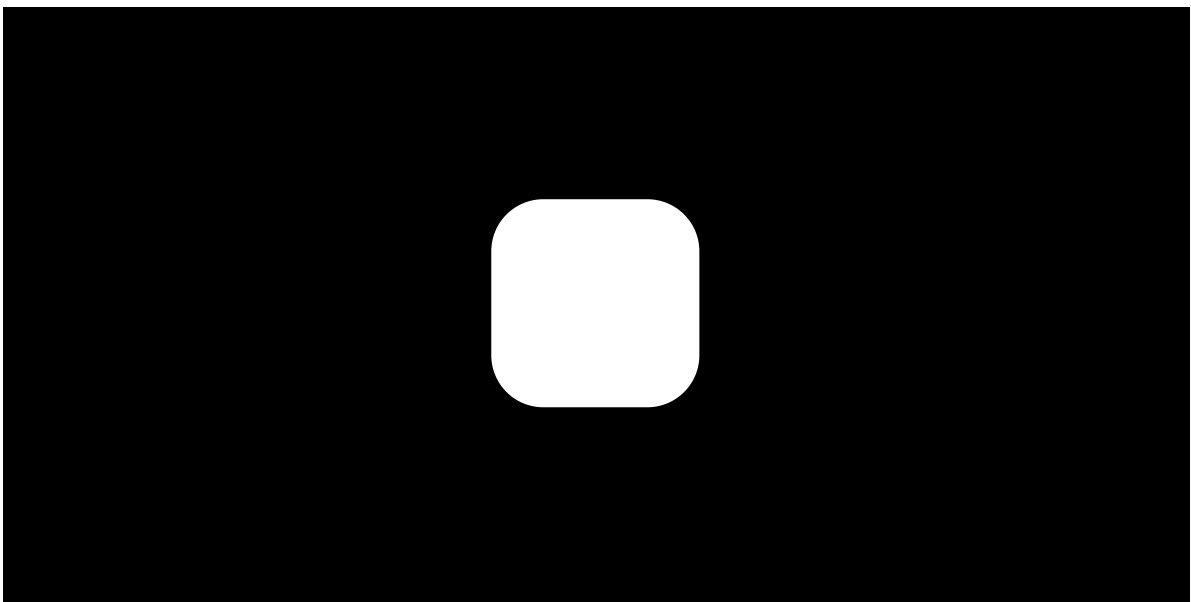
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Part 2: Interacting with a Database

Be sure you consult the activity directory in lesson 3 in your course repository prior to viewing the videos, as we will be using the py files it contains.

Key fragments are included here too, below the video.

Setting Up PeeWee



[Start of transcript. Skip to the end.](#)

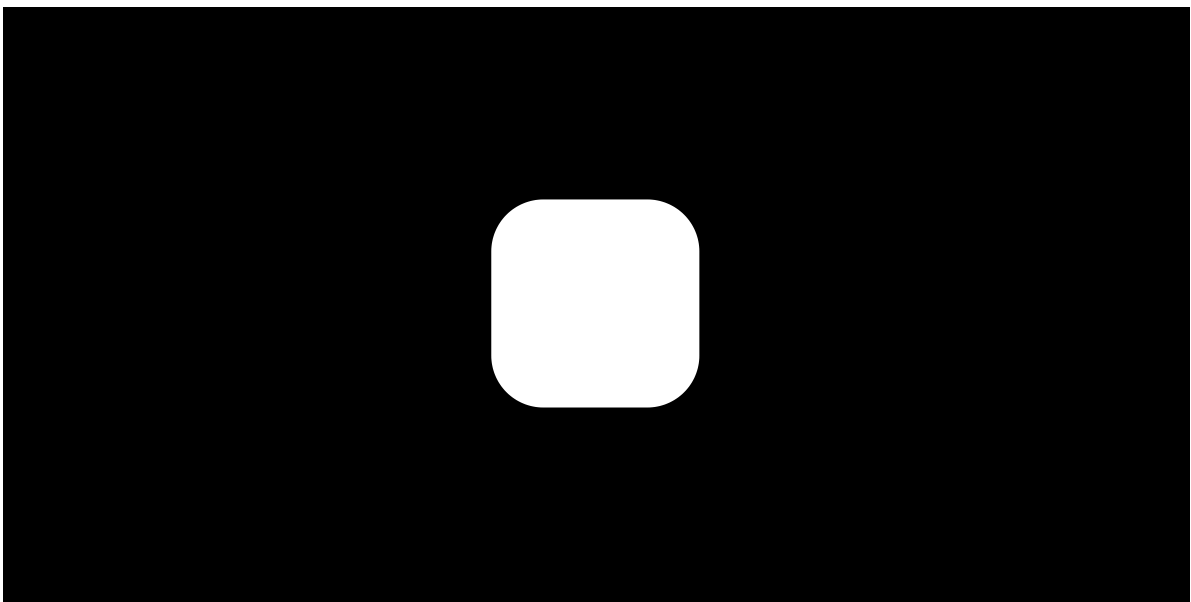
[MUSIC PLAYING]

In this video, we're going to look at how we make some of the PeeWee magic work.

Now, we've already looked at the model. And we've seen the model uses something called base model.

In other words, each class in the model inherits from base model.

Model



[Start of transcript. Skip to the end.](#)

[MUSIC PLAYING]

Let's now look at some Python code that helps us to talk to a relational database.

And again, we're going to be using a module called Peewee that we've imported and downloaded from the internet to do this.

I'm going to start by explaining the model to you

Here is the model code:

```
class Person(BaseModel):
    """
    This class defines Person, which maintains details of someone
```

```
person_name = CharField(primary_key = True, max_length = 30)
lives_in_town = CharField(max_length = 40)
nickname = CharField(max_length = 20, null = True)
```

