DJANGO PROEJCT CONFIGURATION

1. Create main project folder
2. Create Django folder, UI folder
3. In Ui folder create asset folder
4. In asset extract bootstrap css , js, images in respective folders
5. Create html in UI eg. Index,cart,login,register,etc
6. Add a photo in image folder in assets
7. Install env – pip install virtualenv
8. Create env in django folder - python -m venv env
9. Activate env – .\env\Scripts\activate
10. pip install django
11. pip install pillow – for image / media storage module
12. Pip freeze – to check all required modules
13. django-admin startproject ecom
14. cd .\ecom\
15. python manage.py startapp ecomapp
16. Register app in settings – INSTALLED\_APPS = [ 'ecomapp' ]
17. Create urls.py in ecomapp - from django.urls import path , from . import views
18. Ecom urls.py - import include , add - path(' ',include('ecomapp.urls')) in url patterns
19. Create templates folder in ecom and register in settings - 'DIRS': [BASE\_DIR/"templates"],
20. Create static folder in ecom and copy css,jss,images from ui >assets folder and then register in settings - import os , STATICFILES\_DIRS = [os.path.join(BASE\_DIR,'static')]
21. Create model in models.py and register in admin.py from django.contrib import admin, from .models import Product, admin.site.register(Product)
22. Create media folder and inside that image folder and urls.py - from django.conf import settings, from django.conf.urls.static import static, if settings.DEBUG: urlpatterns += static(settings.MEDIA\_URL,document\_root=settings.MEDIA\_ROOT) And register in settings - MEDIA\_URL = '/media/' MEDIA\_ROOT = os.path.join(BASE\_DIR,'media')
23. Create superuser - python manage.py migrate and then python manage.py createsuperuser
24. python manage.py makemigrations , python manage.py migrate