DRAW! Web application

CS50X final project Author: Hamza Tijani Location: Casablanca, Morocco

Project description

- Web application for drawing on a canvas
- Library implemented as a server database for saving drawings info
- Back-end programmed using the Flask framework
- Front-end with Bootstrap framework
- Database implemented with SQLite and connected to server using SQLalchemy framework
- User login and register feature to keep track of personal drawings
- Application hosted on heroku: https://draw-webapp.herokuapp.com/

Programing languages

Languages

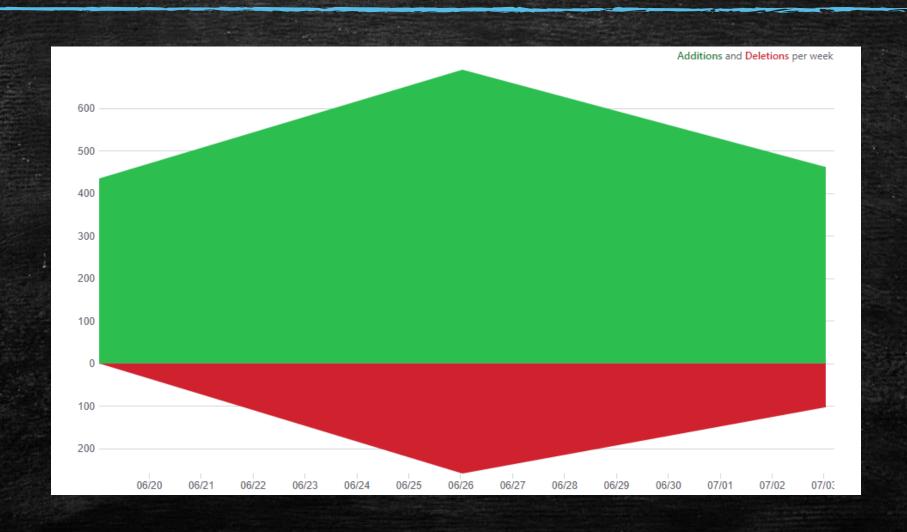
- HTML 51.0%
- Python 33.4%
- JavaScript 14.1%
- CSS 1.4%

Procfile 0.1%

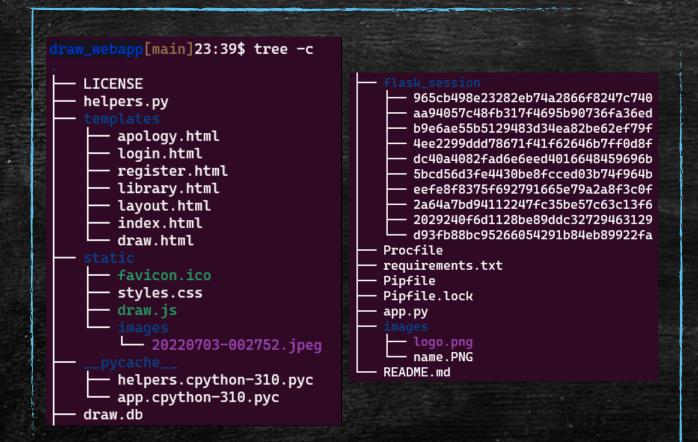
Project challenges

- Making the database functional
 - Solved by consulting thoroughly the online documentation of SQLalchemy: https://docs.sqlalchemy.org/en/14/index.html
- Save the canvas from the client side to the server
 - Solved by converting canvas to blob then posting form data with a XMLHttpRequest
- Migrating from local server to online host with heroku
 - Solved by consulting thoroughly Heroku's online documentation
- Of course in addition to documentation online forums such as "Stack Overflow "were extensively used to solve challenges

Quantity of work



Files structure



Notable files

- app.py
- > draw.db
- html templates
- Draw.js

Demo

Your drawings:

N° Thumbnail Date&Time

18 20220703-002752