Car-Zone project (Udemy)

1. Create a project folder
2. Go inside the project and open gitbase here
3. Then create virtual environment

**Virtual Environment**

* Why we need Virtual Environment
  + Run command – pip freeze
  + It will give you a lot of function/packages which is already install in global scop of our computer. But don’t want all only we want required. That’s why we use virtual environment.
* Check virtual env version
* Virtualenv --version

**Create a virtual environment**

There are 2 ways of creating :

1. Virtualenv env
2. Python -m venv env

**Activate the virtual environment**

Source env/Scripts/activate

Deactivate

Now run pip freeze

**Now install Django**

Pip install Django

**Create the project and app**

**Here you have to dot ate the end**

Django-admin startproject projectName . (last (.) is most important)

Django-admin startapp appName

**Run the server**

Python manage.py runserver

If not run than use cd and project directory than run server.

Open the project in any editor

Create a urls.py file inside the app.

**Urls.py (app file)**

from django.urls import path

from . import views

urlpatterns = [

path('',views.home, name='home'),

]

Here I import views

Make path for home page in urls.py (project file)

Import include

from django.contrib import admin

from django.urls import path,include

urlpatterns = [

path('admin/', admin.site.urls),

path('',include('pages.urls')),

]

**Create the view**

**Views.py (app)**

def home(request):

return render(request,'pages/home.html')

**Create a template folder same as project level folder than create pages folder inside the template than create home.html file**

**Template – pages – home.html**

Create the Home.html and write h1 and anything which will print on the browser.

Here Git and Git command

Static files and Base templates and navigation.

Copy the index.html from carHouse directory and paste in your home.html and load the static files (css/js).

<link rel="stylesheet" type="text/css"

href="{% static 'css/bootstrap.min.css'  %}">

load the static {% load static %}

* create the static folder in the inner project (carzone)
* and paste the all the 4 folders from the carHouse inside the static.

After that register the static files inside the settings.py file.

Settings.py

Import os

STATIC\_ROOT = os.path.join(BASE\_DIR,'static')

STATICFILES\_DIRS = [

    os.path.join(BASE\_DIR,'mycars/static'),

]

Now go to the git base and run the collectstatic command

Python manage.py collectstatic

**Collect static command collect all the css/js and images and it will also collect the admin files and it will create the new static folder (project level directory)**

After this you have to do static images.

In the banner start section of your home.html. Do the same for all 3 images.

{% static 'img/car-1.jpg' %}

For the logo if not showing than go to the static folder which is created by Django

Go to

Js/apps.js

And search logo.png. make them static like this

static/img/logos/black-logo.png'

if not working than do same in your static folder.

And if not working than press the cntl+f5(remove the cache)

Now create the base template

Pages level par hi

Template create the base.html

Template

Pages

Home.html

Base.html

**Cut the css and js link from the home.html and paste in the base .html and**

**Also use the block content**.

Here css

{% block content %}

{% endblock %}

Here js.

Inside the block content we basically use the other html files.

**For example**

If I want to use this base file in the home .html than I have to extend the base.html and also use the block content and endblock

{% extends 'base.html'%}

{% block content %}

{% load static %}

*Here all the home.html tags*

{% endblock %}

After that we should break hoem.html in different files like -> footer, navbar in separate html files.

Create a include folder inside the templates and create all 2 files

Templates

Include

Topbar.html

Navbar.html

Footer.html

**Now include all 3 files in the base.html**

{% include 'includes/topbar.html' %}

{% include 'includes/navbar.html' %}

{% block content %}

{% endblock %}

{% include 'includes/footer.html' %}

**We use footer at the end bcz footer will come after all the content**

**Dynamic navigation links**

**Create the 3 files**

About.html

Services.html

Contact.html

**All 3 files content are copy from the carhouse. Here you have to take care of static images**.

**Create the links for 3 files in urls.py (pages)**

from django.urls import path

from . import views

urlpatterns = [

    path('',views.home, name='home'),

    path('about',views.about, name="about"),

    path('services',views.services, name="services"),

    path('contact',views.contact, name="contact"),

]

**Create the views for about, services and contact.**

from django.shortcuts import render

# Create your views here.

def home(request):

    return render(request,'pages/home.html')

def about(request):

    return render(request,'pages/about.html')

def services(request):

    return render(request,'pages/services.html')

def contact(request):

    return render(request,'pages/contact.html')

**All the 3 file use the**

{% extends 'base.html' %}

{% block content %}

**Now enable the links.**

**Go to the navbar.html**

**And use -> href=” {% url ‘about’ %} ”**

<a class="nav-link" href="{% url 'about' %}">About</a>

**For all 3.**