Django - an introduction

An introduction to Django

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First off

- User group
- Is there room? Should we just go to GeekUp instead?
- Focus, speakers?
- Where should we meet?
- What do we need? Mailing lists, etc

About me

- Done lots of Plone stuff
- Now do rails and Plone stuff for Blue Fountain
- Confession: I'm a Python bigot

Django

- A web framework in the manner of the familar Ruby on Rails model
- Provides model, view, controller* around an object to relational mapper
- In other words
 - Stuff lives in a relational database
 - Simple views, models to pull it in and out
 - No need to write SQL
 - There aren't controllers in the usual sense see 1 and 2

Why Django?

- Python
- Documented
- Lots of friendly users
- Fast development and running
- "We originally grew our own framework, but have adopted Django because it's

documented pretty well, and the automated admin makes certain kinds of projects economic for the first time - essentially creating a custom data model for a client and letting them administer the data. We are using it successfully on half a dozen major commercial projects. There are still a few idiosyncracies but by and large it does what it says on the tin..."

• Andy Robinson, Reportlab creator and Python guru

Installing

- OS: any that run Python (Windows, OS X, Linux)
- Database
 - Postgres
 - MySQL
 - SqlLite
- Web server
 - mod_python with Apache
 - standalone
 - FastCGI with Apache or lighttpd
 - o many more

A first application

- Create a model
 - In a model you explicitly state what fields and where
 - Example:

```
o class Blog(models.Model):
    title = models.CharField(blank=False, maxlength=200)
    url = models.CharField(blank=False, maxlength=200)
```

• Next run syncdb and it will automatically create the tables for you

Code Layout

- For an site there are multiple applications
- Allows easy reuse, all the models and views for one section are in one folder
- Configuration is through a sites settings.py file

```
o INSTALLED_APPS = (
    'django.contrib.admin',
    [snip]...
'blogs', )
```

Creating HTML

- All very exciting, but need to interact with it
- Django provides an out of the box admin interface, add in:

```
class Admin:
    pass
def __str__(self):
    return self.title
```

- This provides you a nice way to show the blog in the admin and enables the admin
- Now go to: /admin...

Ooh

- The admin interface is not designed
 - o to be the end user interface
 - o it's an internal or administrator interface
 - many people spend time subverting the admin interface for their needs
 - I can see many usecases where the admin interface is enough
- Pulling together other models is easy using relationships

Posts

• Adding in posts for the blog

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Templating

- So if you want an external interface you write a view
- A view handles a request, talks to the models and renders a template back out

- I hate the Django HTML templating language
- It looks like this:

```
    <h1>{{ section.title }}</h1>
    {% for story in story_list %}
    <h2>
        <a href="{{ story.get_absolute_url }}">
            {{ story.headline }}
        </a>
    </h2>
```

A better templating language

- TAL is far better for a gazillion reasons
- Fortunately the templating is easy to change (see $\underline{1}$)
- With TAL this becomes:

```
    <h1 tal:content="section/title">Title</h1>
    <tal:block repeat="story story_list">
    <h2>
         <a href="url"
                tal:attributes="url story/get_absolute_url"
                tal:content="story/headline">Story</a>
    </h2>
```

Views

• Grab the request and render the template eg:

URLs

- How does a request become a view?
- A url's module grabs the incoming URL and figures out the appropriate view
- For example:

- Eek regex, but let's you be really flexible
- So there we have it:
 - request > url > view > model > template

More bits and peices

- Django has many peices you need
 - Authentication
 - Users and Groups
 - Permissions and security
 - Test framework
 - Internationalisation
 - Mutliple sites
 - Easy packaging and re-use
 - File system (blob) support
- What's missing (say compared to Rails)
 - Fixtures (coming in 1.0)

Why I prefer to Rails

- Ruby is magic
 - Rails is more magic
 - Ruby on Rails is magic squared
 - I'm a muggle. I hate magic.
- Django has no magic
 - Admin interface stops me doing tedious rubbish. Scaffold is useless
 - Re-use is there and it's easier to manage
 - Python is better
 - Code seperation is clearer

Comparisons by others

Rails performed much better than Symfony. And Django performed much better than Rails.

http://wiki.rubyonrails.com/rails/pages/Framework+Performance

While choosing between these two frameworks may be difficult, the good news is that either framework is a good choice a team wishing to develop a web application.

http://docs.google.com/View?docid=dcn8282p_1hg4sr9

Django has won over the nearest competitors with the approximate triple superiority

http://www.alrond.com/en/2007/jan/25/performance-test-of-6-leading-frameworks/

http://wiseheartdesign.com/2006/12/6/rails-needs-something-better-than-engines/

http://www.jacobian.org/writing/2005/dec/05/ripoff/

So, why am I back to Rails for my next project? 3 letters: FUN. I find Ruby and Rails to be pleasant to use.

http://blog.carlmercier.com/2007/01/30/why-i-moved-from-ruby-on-rails-to-pythondjango-and-back/

Questions

- Presentation will go on my blog: http://www.agmweb.ca/blog/andy
- Providing Django or TAL doesn't blow up in the meantime
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