

# AirBnbDatamart

From app concept to open source program

Development Phase

Further training project of



<https://www.iu-akademie.de>

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## Development Phase – Lookover

I started to write code to control the app, so i created the AirBnBDatamart.py file. In this file the app get all the given attributes and handle it.

When i give the attributes

action=UserLogin username=testuser password=password

it start's the function login\_user, given in sqlite.py.

In that function, i start a function for searching in the SQLite database and give back some data, if there are the given user and the given password.

The possible attributes for all actions you'll find in the README.md.

I developed it for Windows and Linux systems.

I used the graphical userinterface of the projects that i wrote before. So i had just to make some replacements.

The hardest problem was to find the problems with the sql querys. Sometimes i had bad fictive generated data and one time it was a failure in a query. But when you read it thousand times you don't see it.. Next day i saw the failure in a database join, i setted the wrong column...



## Files

AirBnBDatamart.py

The main file which take the attributes for running this app, create database if not exists

airbnb.db

The database with some fictive data

files.py

Some functions for do some actions with files

globals.py

Some universal true variables, like what's the path of AirBnBDatamart.py

README.md

The documentation for installing and using this app

requirements

Required classes for installing

settings.json

The bones of the settings for running the app

settingsChanger.py

A function that takes the given attributes to a copy of settings.json. With that handle the whole program.

sqlite.py

Some functions that make it easier to write queries to SQLite

system.py

Some functions that return operating system specific data like the type of operating system

server.py

A webserver, that serve the pages in the templates folder on port 5000



## Folders

### **Documents**

The documents that i've written for the further training

### **static**

Given by simpleHtmlServer standard settings, i had to take the asset files to this folder

### **html\_templates**

The templates that i reload, when the dropdown form input was changed

### **js**

Some javascript for animations and so on

### **css**

The CSS files for the style of the webpage

### **images**

The images from the uploads, stored in the database

### **assets**

Images, gifs, and so on for the webpage

### **templates**

Given by simpleHtmlServer standard settings, i had to take the main HTML files to this folder



## Starting the app by commandline

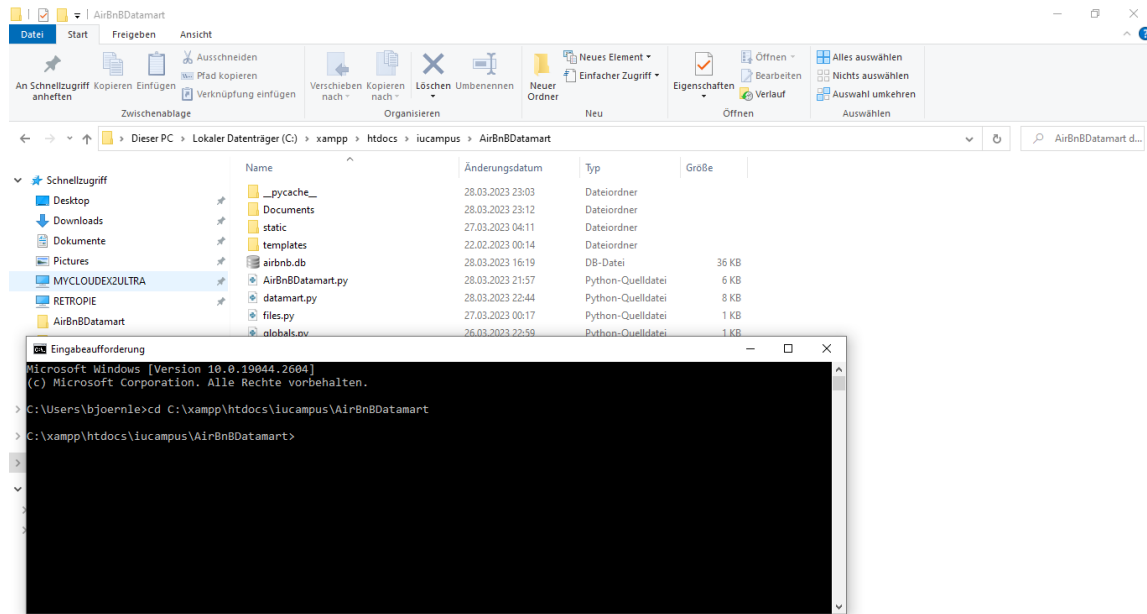
First download the resources from the repository and unzip it to a folder where you want to place it.

Windows:

First steps:

Press the Windows-key and type „cmd“, then the Enter-key.

Change to the folder where you placed the app („cd C:\Python\AirBnBDatamart“, Enter-key).



Linux:

First steps:

(Press „Alt“ + „T“ to open a terminal.)

Change to the folder where you placed the app („/usr/USERNAME/AirBnBDatamart“)

## Use the app

For example to running an local server, type the following, otherwise look to README.md.

```
python AirBnBDatamart.py action=StartServer
```



## Starting the app with webinterface

See the „first steps“ for your operating system, seen at „[Starting app by commandline](#)“

Then type something like..

```
python AirBnBDatamart.py action=StartServer
```

Voila!

Another commandline will be opened, that will serve the app in your local network.

Additionally the standard webbrowser will be opened with the ip where you find the app.

That means, now you're able to use the app without typing so much and with better input control in your whole home-network, if you're connected to your router.

### **Login to the app**

For first tests you could use the credentials

Username: Alexander

Password: password1

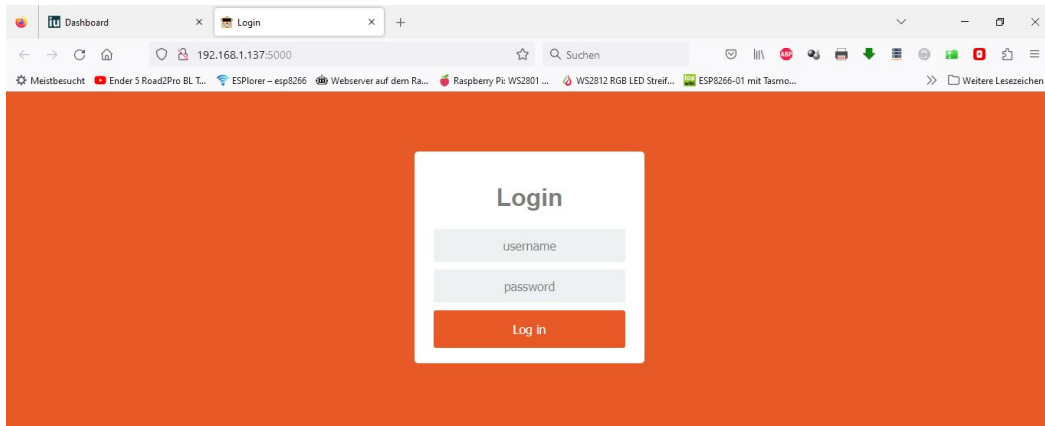
But you're able to add a user by commandline, after that you could login with that profile.

```
python AirBnBDatamart.py action=SignupUser username=USERNAME password=PASSWORD
```

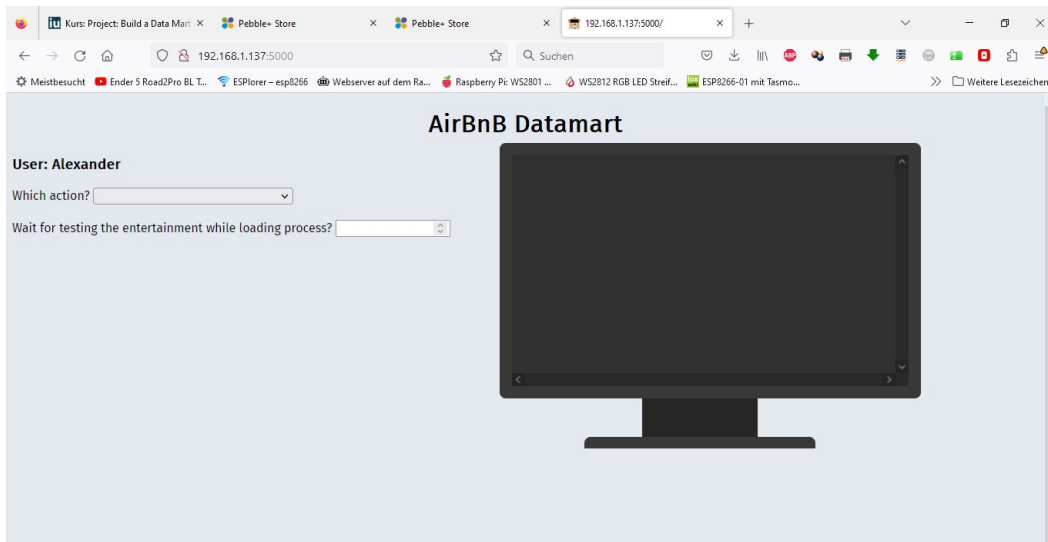


# Web userinterface

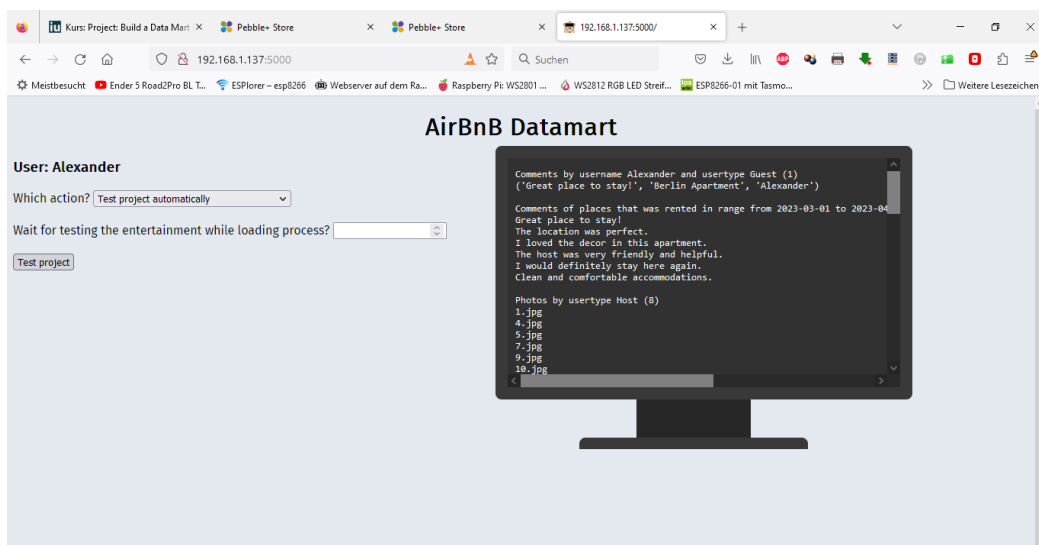
## Login



## Startpage



## Done request





## To-Do's

Take all to universal text translation (a problem that was shown by the unknown char (?) in the monitor. It's the UTF8 char for the hyper 3 instead of the space char.  
(just to replace (for fast troubleshooting), but for universal translating not the end of the line)

Create a class for user roles and authorization for functions.

Complete the userinterface with implementation of that auth class.

Create a better template for using the app. (I created the possibility that the python functions return json instead text, for HTML views)

...

and become version 1.0...

...

