fantastico Documentation

Release 0.0.1-b34

Radu Viorel Cosnita

CONTENTS

I	Introduction				
	1.1 Why another python framework?	1			
	1.2 Fantastico's initial ideas	1			
2 Getting started					
	2.1 Installation manual	3			
3	Fantastico features	5			
	3.1 Routing engine	5			
4	Build status	7			
5	License	9			

CHAPTER

ONE

INTRODUCTION

1.1 Why another python framework?

The main reason for developing a new framework is simple: I want to use it for teaching purposes. I have seen many projects which fail either because of poor coding or because they become legacy very fast. I will not get into details why and what could have been done. It defeats the purpose.

Each piece of code that is being added to fantastico will follow these simple rules:

- 1. The code is written because is needed and there is no clean way to achieve the requirement with existing fantastico features.
- 2. The code is developed using TDD (Test Driven Development).
- 3. The code quality is 9+ (reported by pylint).
- 4. The code coverage is 90%+ (reported by nose coverage).
- 5. The code is fully documented and included into documentation.

1.1.1 What do you want to teach who?

I am a big fan of Agile practices and currently I own a domain called scrum-expert.ro. This is meant to become a collection of hands on resource of how to develop good software with high quality and in a reasonable amount of time. Resources will cover topics like

- 1. Incremental development always ready for rollout.
- 2. TDD (Test Driven Development)
- 3. XP (eXtreme programming)
- 4. Scrum
- 5. Projects setup for Continuous Delivery

and many other topics that are required for delivering high quality software but apparently so many companies are ignoring nowadays.

1.2 Fantastico's initial ideas

- Very fast and pluggable routing engine.
- Easily creation of REST apis.
- Easily publishing of content (dynamic content).

fantastico Documentation, Release 0.0.1-b34

- Easily composition of available content.
- Easily deployment on non expensive infrastructures (AWS, RackSpace).

Once the features above are developed there should be extremely easy to create the following sample applications:

- 1. Blog development
- 2. Web Forms development.
- 3. Personal web sites.

CHAPTER

TWO

GETTING STARTED

2.1 Installation manual

In this section you can find out how to configure fantastico framework for different purposes.

2.1.1 Developing a new fantastico project

Currently fantastico is in early stages so we did not really use it to create new projects. The desired way we want to provide this is presented below:

pip-3.2 install fantastico

#. git checkout gh-pages

Done, now you are ready to follow our tutorials about creating new projects.

2.1.2 Contributing to fantastico framework

Fantastico is an open source MIT licensed project to which any contribution is welcomed. If you like this framework idea and you want to contribute do the following (I assume you are on an ubuntu machine):

```
#. Create a github account.
#. Ask for permissions to contribute to this project (send an email to radu.cosnita@gmail.com) - I w.
#. Create a folder where you want to hold fantastico framework files. (e.g worspace_fantastico)
#. cd ~/workspace_fantastico
#. git clone git@github.com:rcosnita/fantastico
#. sudo apt-get install python3-setuptools
#. sh virtual_env/setup_dev_env.sh
#. cd ~/workspace_fantastico
#. git clone git@github.com:rcosnita/fantastico fantastico-doc
```

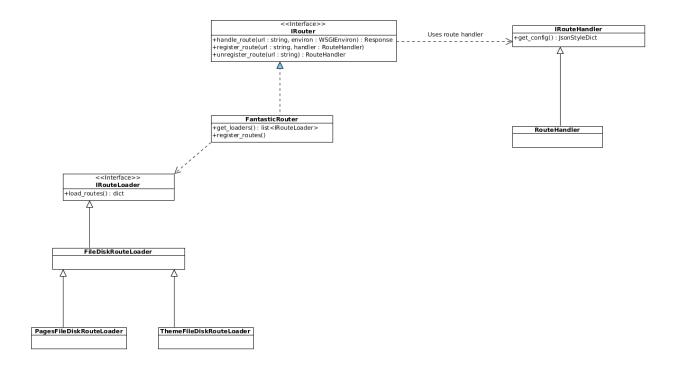
Now you have a fully functional fantastico workspace. I personally use PyDev and spring toolsuite but you are free to use whatever editor you want. The only rule we follow is *always keep the code stable*. To check the stability of your contribution before committing the code follow the steps below:

```
#. cd ~/workspace_fantastico/fantastico
#. sh run_tests.sh (we expect no failure in here)
#. sh run_pylint.sh (we expect 9+ rated code otherwise the build will fail).
#. cd ~/workspace_fantastico/fantastico
#. export BUILD_NUMBER=1
#. ./build_docs.sh (this will autogenerate documentation).
#. Look into ~/workspace_fantastico/fantastico-doc
#. Here you can see the autogenerated documentation (do not commit this as Jenkins will do this for y
#. Be brave and push your newly awesome contribution.
```

THREE

FANTASTICO FEATURES

3.1 Routing engine



CHAPTER FOUR

BUILD STATUS

If you want to see the current build status of the project visit Build status.

CHAPTER

FIVE

LICENSE

Copyright 2013 Cosnita Radu Viorel

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.