1. I’ve already installed Django, so I’m going to skip those details and get into setting up a project and apps!
2. When you SSH into our server, you’ll want to activate the virtual environment (source activate team9).
3. From there, cd into djangoApp. This is the folder that will hold our project
4. So, we’ll use the Django-admin tool to start our project. Remember, each project is the overall website, each app is the functionality of the website.
5. Run “django-admin startproject *INSERTNAMEHERE*”. Choose a good name for our project pals.
6. A screenshot of a social media post

   Description automatically generated
7. ^ that’s a better explanation than I could do.
8. We want to tell Django that our server is allowed to host the website we’re creating. So we need to go into *INSERTNAMEHERE/settings.py.* Here you will see an area called “Allowed hosts”. This needs to be updated with our server IP. So in that settings section, add ‘137.43.49.53’ between the []. Make sure to have single quotes around the IP!!
9. Now, from the outer INSERTNAMEHERE directory (the one with manage.py), run “python manage.py runserver 0.0.0.0:8000”. I’ve allowed port 8000 to be accessed by HTTP requests, so that’s our test port. 0.0.0.0 simply means to run it on the server’s IP.
10. You should be able to go to http:// 137.43.49.53:8000 and see a welcome page!
11. If this doesn’t return an error, hit Ctrl-C and leave it be for now.
12. Now, on to the apps!
13. We want to make a ‘map’ or ‘home’ app. I’m gonna assume you’ll call it ‘map’.
14. So now, run “python manage.py startapp map”. This will create a new directory.
15. You’ll now have a ‘map’ directory that looks like this: A screenshot of a cell phone

    Description automatically generated
16. First, lets create a “urls.py”. This will tell Django what to do with requests to the index page of our new app. Set it up to look like this:
17. from django.urls import path
18. from . import views
19. urlpatterns = [
20. path('', views.index, name='index'),
21. ]
22. Next we will go back to the “*INSERTNAMEHERE”* directory (the project directory), and edit the “urls.py” file there. Make sure it looks like this:
23. from django.contrib import admin
24. from django.urls import include, path
25. urlpatterns = [
26. path(‘map/', include(‘map.urls')),
27. path('admin/', admin.site.urls),
28. ]
29. This is letting Django figure out routing of the app.
30. We want to do some more stuff in the “map” directory now. Lets make a directory called “templates” in the new map directory. In the templates directory, create another directory called “map”. In that directory, create an HTML file called “index.html”. This is the HTML file we’ll use for the map app. Maybe just to test it, add a random line like <h1>hello</h1>
31. We want to update our views.py in the “map” directory to allow the app to know we have a template ready to go! Change it to this:
32. from django.http import HttpResponse
33. from django.template import loader
34. def index(request):
35. return HttpResponse(template.render({}, request))
36. We’ve basically told it that whenever someone makes a request to the index part of the map app, to render the template we specify.
37. There’s one more setting now! Go back to the “settings.py” file in the main project directory, and look for the setting that says “TEMPLATES”. In the options that says “DIR:[]”, change it to “DIR:[‘map/templates’]”. This lets Django know where templates for this app are.
38. Navigate back to the main project directory (should have manage.py). Run the server again (python manage.py runserver 0.0.0.0:8000).
39. If this has all worked, going to <http://137.43.49.53:8000/map/> should lead you to the template you made!

If you need help, refer to: <https://docs.djangoproject.com/en/2.2/intro/tutorial01/>. I would recommend reading it for help and info anyway!