 Run the shell and import your models

>>> from dojos\_and\_ninjas\_app.models import Dojo, Ninja

 Query: Create 3 new dojos

>>> test\_dojo = Dojo.objects.create(name="Test Dojo", city="Test",state="TT")

>>> new\_dojo = Dojo.objects.create(name="TESTING", city="TEST",state="NA")

>>> another\_new\_dojo = Dojo.objects.create(name="delete me!", city ="test", state="FL")

 Query: Delete the 3 dojos you just created

>>> c = Dojo.objects.get(id=7)

>>> c.delete()

>>> c = Dojo.objects.get(id=6)

>>> c.delete()

>>> c = Dojo.objects.get(id=5)

>>> c.delete()

 Query: Create 3 more dojos

>>> seattle\_dojo = Dojo.objects.create(name="Seattle Dojo", city="Seattle",state="WA")

>>> san\_jose\_dojo = Dojo.objects.create(name="San Jose Dojo", city="San Jose",state="CA")

>>> chicago\_dojo = Dojo.objects.create(name="Chicago Dojo", city="Chicago",state="IL")

>>> online\_dojo = Dojo.objects.create(name="Online Dojo", city="Anywheresville",state="NA")

 Query: Create 3 ninjas that belong to the first dojo

>>> shawn\_k = Ninja.objects.create(dojo = seattle\_dojo, first\_name="Shawn",last\_name="Kemp")

>>> the\_glove = Ninja.objects.create(dojo = seattle\_dojo, first\_name="Gary",last\_name="Payton")

>>> timmy\_horton = Ninja.objects.create(dojo = seattle\_dojo, first\_name="timmy",last\_name="Horton")

 Query: Create 3 ninjas that belong to the second dojo

>>> michael\_j = Ninja.objects.create(dojo = chicago\_dojo, first\_name="Michael",last\_name="Jordon")

>>> scotty\_p = Ninja.objects.create(dojo = chicago\_dojo, first\_name="Scotty",last\_name="Pippen")

>>> dennis\_r = Ninja.objects.create(dojo = chicago\_dojo, first\_name="Dennis",last\_name="Rodman")

 Query: Create 3 ninjas that belong to the third dojo

>>> homer\_simpson = Ninja.objects.create(dojo = online\_dojo, first\_name="Homer",last\_name="Simpson")

>>> bart\_simpson = Ninja.objects.create(dojo = online\_dojo, first\_name="Bart",last\_name="Simpson")

>>> lisa\_simpson = Ninja.objects.create(dojo = online\_dojo, first\_name="Lisa",last\_name="Simpson")

 Query: Retrieve all the ninjas from the first dojo

>>> Dojo.objects.get(id=1).dojos.all()

 Query: Retrieve all the ninjas from the last dojo

>>> Dojo.objects.last().dojos.all()

 Query: Retrieve the last ninja's dojo

>>> Ninja.objects.last().dojo.name

 Add a new text field called "desc" to your Dojo class

 Create and run the migration files to update the table in your database. If needed, provide a default value of "old dojo"

 Query: Create a new dojo

>>> dojo\_hall = Dojo.objects.create(name="Dojo Hall", city="Online", state="NA", desc="A place to get together and code!")