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Ex. No.: 01 IMPLEMENT FILE/IMAGE UPLOADING USING PYTHON DJANGO

AIM:

To implement file/image uploading using python django.

PROCEDURE:

- 1. Start the program.
- 2. Import the file "from django import admin, forms, models and urls".
- 3. Import view file "from django import render, requestContext & document".
- 4. C:\Users\OSTLAB\Desktop>django-admin startproject upload

These will create a folder named upload with following

__init__.py, settings.py, urls.py, wsgi.py & manage.py

5. Navigate inside upload folder and run following command

C:\Users\OSTLAB\PycharmProjects\upload>python manage.py startapp myapp

This will create files named __init__.py, admin.py, models.py, tests.py, views.py & migrations Folder

- 6. Move myapp folder inside upload>upload> myapp
- 7. Modify files under upload folder.

8. Go to line in INSTALLED APPS

8.1. under 'django.contrib.staticfiles', add the following lines 'upload.myapp'

9. Go to the line in MIDDLEWARE

9.1 under 'django.contrib.auth.middleware.AuthenticationMiddleware', add the following lines 'django.contrib.auth.middleware.SessionAuthenticationMiddleware',

10. Under TEMPLATES

```
10.1 'DIRS': [os.path.join(BASE_DIR, 'upload', 'myapp', 'templates')
```

```
10.2 'context_processors': [
```

'django.contrib.auth.context_processors.auth',

'django.template.context_processors.debug',

'django.template.context_processors.i18n',

'django.template.context_processors.media',

'django.template.context_processors.static',

'django.template.context_processors.tz',

'django.contrib.messages.context_processors.messages',

10.3 Delete Password Validation

10.4 Under USE_TZ = True add the following

MEDIA_ROOT = os.path.join(BASE_DIR, 'media')

MEDIA_URL = '/media/'

```
11. url.py
       from django.conf.urls import include, url
       from django.conf import settings
       from django.conf.urls.static import static
      from django.views.generic import RedirectView
      from django.contrib import admin
      urlpatterns = [
        url(r'^admin/', include(admin.site.urls)),
        url(r'^myapp/', include('upload.myapp.urls')),
        url(r'\$', RedirectView.as_view(url='/myapp/list/', permanent=True)),
       ] + static(settings.MEDIA_URL, document_root=settings.MEDIA_ROOT)
12. Modify contents of myapp folder files
       12.1 admin.py
       from django.contrib import admin
       from upload.myapp.models import Document
      admin.site.register(Document)
      # Register your models here.
      12.2 models.py
```

-*- coding: utf-8 -*-

from django.db import models

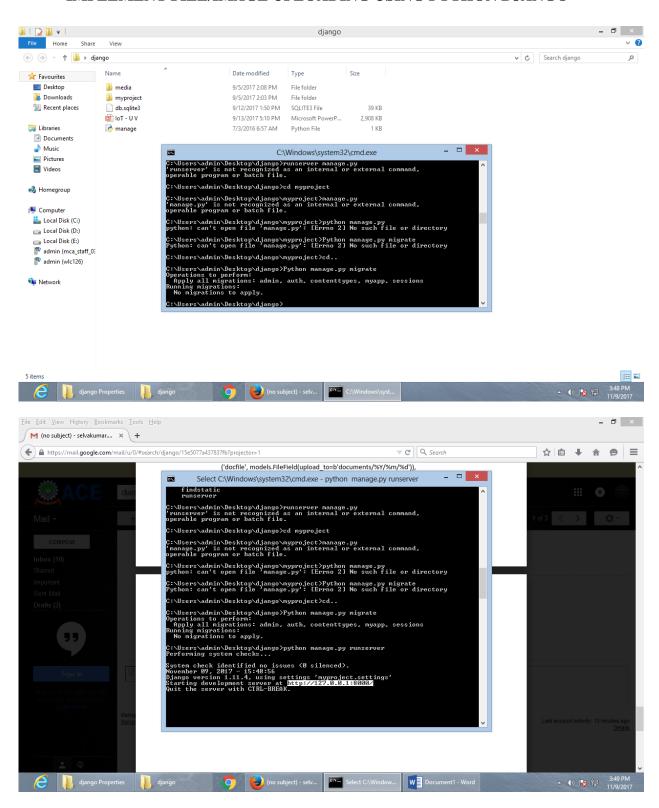
```
class Document(models.Model):
    docfile = models.FileField(upload_to='documents/%Y/%m/%d')
 12.3 create urls.py and paste it
 # -*- coding: utf-8 -*-
 from django.conf.urls import url
 from upload.myapp.views import list
 urlpatterns = [ url(r'^list/$', list, name='list') ]
 12.4 views.py
# -*- coding: utf-8 -*-
from django.shortcuts import render
from django.template import RequestContext
from django.http import HttpResponseRedirect
from django.core.urlresolvers import reverse
from upload.myapp.models import Document
from upload.myapp.forms import DocumentForm
def list(request):
  # Handle file upload
    if request.method == 'POST':
```

```
form = DocumentForm(request.POST, request.FILES)
         if form.is valid():
         newdoc = Document(docfile=request.FILES['docfile'])
         newdoc.save()
      # Redirect to the document list after POST
      return HttpResponseRedirect(reverse('list'))
      else:
      form = DocumentForm() # A empty, unbound form
      # Load documents for the list page
      documents = Document.objects.all()
      # Render list page with the documents and the form
         return render (request, 'list.html', {'documents': documents, 'form': form})
       12.5 create forms.py
      # -*- coding: utf-8 -*-
      from django import forms
      class DocumentForm(forms.Form):
      docfile = forms.FileField(label='Select a file')
13. Create a folder named templates and create a file named list.html
      <!DOCTYPE html> <html> <head> <meta charset="utf-8">
      <title>Minimal Django File Upload Example</title> </head>
```

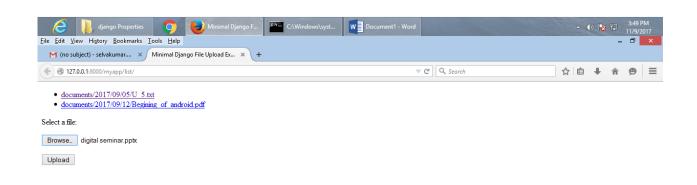
```
<body> <!-- List of uploaded documents --> {% if documents %}
       {% for document in documents %} 
      <a href="{{ document.docfile.url }}">{{ document.docfile.name }}</a>
      {% endfor %}  {% else %}  No documents.
      {% endif %} <!-- Upload form. Note encrype attribute! -->
      <form action="{% url "list" %}" method="post" enctype="multipart/form-data">
      {\% csrf_token \%} {{ form.non_field_errors }}  {
     {form.docfile.label_tag }} {{ form.docfile.help_text }}
     {{ form.docfile.errors }} {{ form.docfile }} 
     <input type="submit" value="Upload"/> </form> </body> </html>
14. Under Migrations folder create a file named 0001_initial.py and paste it
      # -*- coding: utf-8 -*-
      from __future__ import unicode_literals
      from django.db import models, migrations
      class Migration(migrations.Migration):
        dependencies = [ ]
        operations = [migrations.CreateModel(name='Document', fields=[
        ('id', models.AutoField(verbose name='ID', serialize=False, auto created=True,
        primary key=True)), ('docfile', models.FileField (upload to =b'documents
        /\% Y/\% m/\% d')),]
```

- 15. Run Python manage.py migrate
- 16. Run python manage.py runserver
- 17. Open browser and type the url http://127.0.0.1:8000/
- 18. Upload a file and your upload files will be stored in media folder under your project folder.

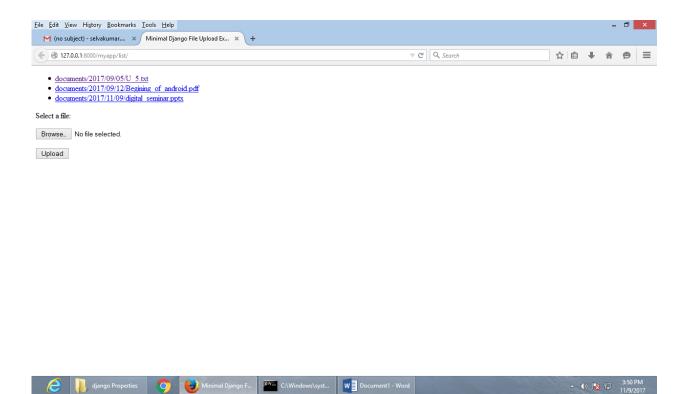
IMPLEMENT FILE/IMAGE UPLOADING USING PYTHON DJANGO











Ex. No.: 02 DESIGN LOGIN PAGE USING PYTHON FLASK WEB APPLICATION

AIM:

To design login page using python flask.

PROCEDURE:

- 1. Start the program
- 2. Define the files "def.index (), def.login ()".
- 3. Request the form to get a "Username & Password".
- 4. Create an "app.run" method to get an HOST and PORT number.
- 5. Design a login form using "Text box and Login button" to get a values.
- 6. Run the file in command prompt to get a Host and Port number.
- 7. Stop the program.

CODING:

app.py

def home():

```
from flask import Flask, render_template, redirect, url_for, request
app = Flask(__name__)
@app.route('/')
```

```
return "Hello, World!"
@app.route('/welcome')
def welcome():
       return render_template("welcome.html")
@app.route('/login', methods=['GET', 'POST'])
def login():
       error = None
       if request.method == 'POST':
       if request.form['username'] != 'admin' or request.form['password'] != 'admin':
              error = 'Invalid credentials. Please Try Again.'
       else:
              return redirect(url_for('home'))
return render_template('login.html', error=error)
if __name__ == '__main__':
       app.run(debug=True)
login.html
<!DOCTYPE html>
<html>
<head>
<title>flask login</title>
```

```
<meta name="viewport" content="width=device-width, initial-scale=1.0">
k href="static/bootstrap.min.css" rel="stylesheet" media="screen">
</head>
<body>
<div class="container">
<h1>Please login</h1>
<br>
<form action="" method="post">
<input type="text" placeholder="username" name="username" value="{{</pre>
request.form.username }}">
<input type="password" placeholder="Password" name="password" value="{{</pre>
request.form.password } }">
<input class="btn btn-default" type="submit" value="Login">
</form>
{% if error %}
<strong>Error:</strong> {{ error }}
{ % endif % }
</div>
</body>
</html>
```

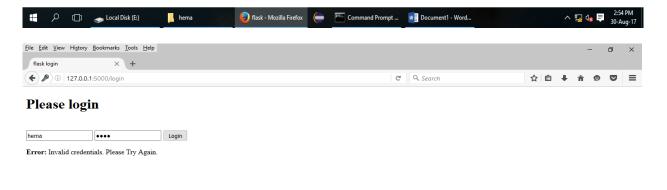
welcome.html

```
<!DOCTYPE html>
<html>
<head>
<title>flask</title>
<meta name="viewport" content="width=device-width, initial-scale=1.0">
k href="static/bootstrap.min.css" rel="stylesheet" media="screen">
</head>
<body>
<div class="container">
<h1>Welcome to Flask</h2>
<br>>
Click<a href="/">here</a>to go home.
</div>
</body>
</html>
```

DESIGN LOGIN PAGE USING PYTHON FLASK WEB APPLICATION



Activate Windows
Go to Settings to activate Windows.



Activate Windows Go to Settings to activate Windows.





Please login



Activate Windows

Go to Settings to activate Windows.



Hello, World!

Activate Windows
Go to Settings to activate Windows.



Ex. No.: 03 CREATE A MDI GUI COMPONENT USING PYTHON PYQT

AIM:

To create a MDI GUI component using python PyQt.

PROCEDURE:

- 1. Start the program
- 2. Import the file "from PyQt4 import QtGui".
- 3. Create an class "MyDialog(QtGui.QDialog)".
- 4. Define the file "def init _(self,parent=none)".
- 5. Design a window using "button box, text browser and addwidget to verticalLayout.
- 6. Create an another class "MyWindow(QtGui.QWidget)"
- 7. Define the "def on pushbutton clicked(self)".
- 8. Call the methods "MyWindow() and show()" to print a values.
- 9. Run and Stop the program.

CODING:

```
from PyQt4 import QtCore, QtGui class MyDialog(QtGui.QDialog):

def __init__(self, parent=None):
```

```
super(MyDialog, self).__init__(parent)
      self.buttonBox = QtGui.QDialogButtonBox(self)
      self.buttonBox.setOrientation(QtCore.Qt.Horizontal)
self.button Box.setStandardButtons (QtGui.QDialogButtonBox.Cancel
QtGui.QDialogButtonBox.Ok)
      self.textBrowser = QtGui.QTextBrowser(self)
      self.textBrowser.append("Name:Harman,,AC15MCA014,,III MCA")`
      self.verticalLayout = QtGui.QVBoxLayout(self)
      self.verticalLayout.addWidget(self.textBrowser)
      self.verticalLayout.addWidget(self.buttonBox)
 class MyWindow(QtGui.QWidget):
   def __init__(self, parent=None):
    super(MyWindow, self).__init__(parent)
   self.pushButtonWindow = QtGui.QPushButton(self)
         self.pushButtonWindow.setText("Get Details!!")
         self.pushButtonWindow.clicked.connect(self.on_pushButton_clicked)
   self.layout = QtGui.QHBoxLayout(self)
   self.layout.addWidget(self.pushButtonWindow)
   self.dialogTextBrowser = MyDialog(self)
   @QtCore.pyqtSlot()
```

```
def on_pushButton_clicked(self):
    self.dialogTextBrowser.exec_()

if __name__ == "__main__":
    import sys

    app = QtGui.QApplication(sys.argv)

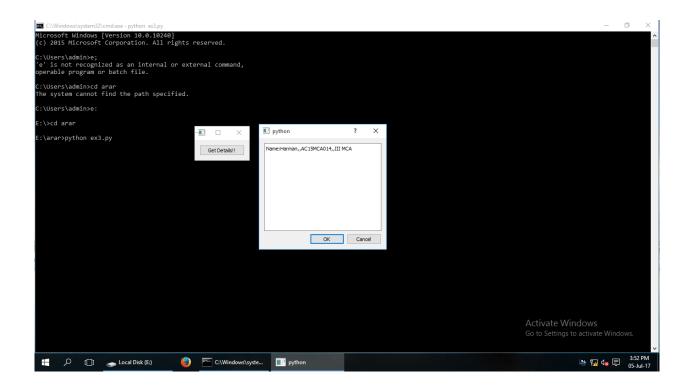
    app.setApplicationName('MyWindow')

    main = MyWindow()

    main.show()

    sys.exit(app.exec_())
```

CREATING A MDI,GUI COMPONENT USING PYTHON PYQT



Ex. No.: 04 CREATE A QMESSAGEBOX USING PYTHON LANGUAGE

AIM:

To create a QMessageBox using python language.

PROCEDURE:

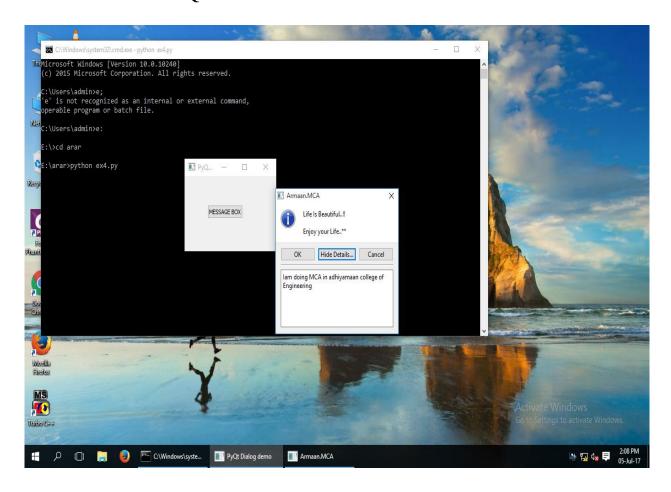
- 1. Start the program.
- 2. Import the file "from PyQt4.QtGui import* and from PyQt4.QtGui import*".
- 3. Define the "def.window()".
- 4. Design a window using "Qwidget, QPushbutton".
- 5. Define the "def.showdialog()".
- 6. Call an QMessageBox() method to print the values.
- 7. Define an "def.msgbtn()" to call the "Window()" method.
- 8. Stop the program.

CODING:

```
import sys
from PyQt4.QtGui import *
from PyQt4.QtCore import *
def window():
```

```
app = QApplication(sys.argv)
w = QWidget()
                   b = QPushButton(w)
b.setText("MESSAGE BOX")
b.move(50,50)
                   b.clicked.connect(showdialog)
w.setWindowTitle("PyQt Dialog demo")
w.show()
            sys.exit(app.exec_())
def showdialog():
                   msg = QMessageBox()
msg.setIcon(QMessageBox.Information)
msg.setText("Life Is Beautiful..!!")
msg.setInformativeText("Enjoy your Life..**")
msg.setWindowTitle("Armaan.MCA")
msg.setDetailedText("Iam doing MCA in adhiyamaan college of Engineering")
msg.setStandardButtons(QMessageBox.Ok | QMessageBox.Cancel)
msg.buttonClicked.connect(msgbtn)
retval = msg.exec_()
print ("value of pressed message box button:", retval)
def msgbtn(S):
print( "Button pressed is:",i.text())
if __name__ == '__main__':
window()
```

CREATING A QMESSAGE BOX USING PYTHON LANGUAGE



Ex. No.: 05 DRAW AN API FOR GEOMETRIC SHAPES USING WXPYTHON

AIM:

To draw an API for geometric shapes using wxpython.

PROCEDURE:

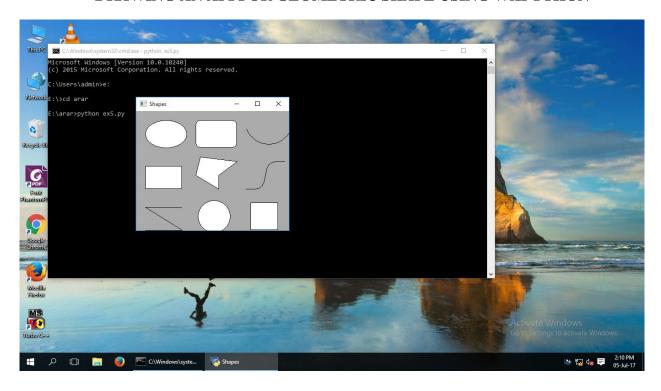
- 1. Start the program
- 2. Import the file "import wx".
- 3. Create an "Class Shapes(wx.Frame)".
- 4. Define the "def init (self,parent,id,title)".
- 5. Design the "wxframe, Bind(wx.EVT_PAINT,self.Onpaint)".
- 6. Define an "def.Onpaint(self,event)".
- 7. Declare an shapes "Ellipse, Rounded Rectangle, Polygon and Lines".
- 8. Call an method "wx.app()" to print an Shapes.
- 9. Stop the program.

CODING:

```
import wx
class Shapes(wx.Frame):
def __init__(self, parent, id, title):
```

```
wx.Frame.__init__(self, parent, id, title, size=(350, 300))
self.Bind(wx.EVT_PAINT, self.OnPaint)
self.Centre()
self.Show(True)
def OnPaint(self, event):
dc = wx.PaintDC(self)
dc.DrawEllipse(20, 20, 90, 60)
dc.DrawRoundedRectangle(130, 20, 90, 60, 10)
dc.DrawArc(240, 40, 340, 40, 290, 20)
dc.DrawPolygon(((130, 140), (180, 170), (180, 140), (220, 110), (140, 100)))
dc.DrawRectangle(20, 120, 80, 50)
dc.DrawSpline(((240, 170), (280, 170), (285, 110), (325, 110)))
dc.DrawLines(((20, 260), (100, 260), (20, 210), (100, 210)))
dc.DrawCircle(170, 230, 35)
dc.DrawRectangle(250, 200, 60, 60)
app = wx.App()
Shapes(None, -1, 'Shapes')
app.MainLoop()
```

DRAWING AN API FOR GEOMETRIC SHAPE USING WXPYTHON



Ex. No.: 06 PERFORMING BASIC CLOUD STORAGE OPERATIONS USING PYTHON

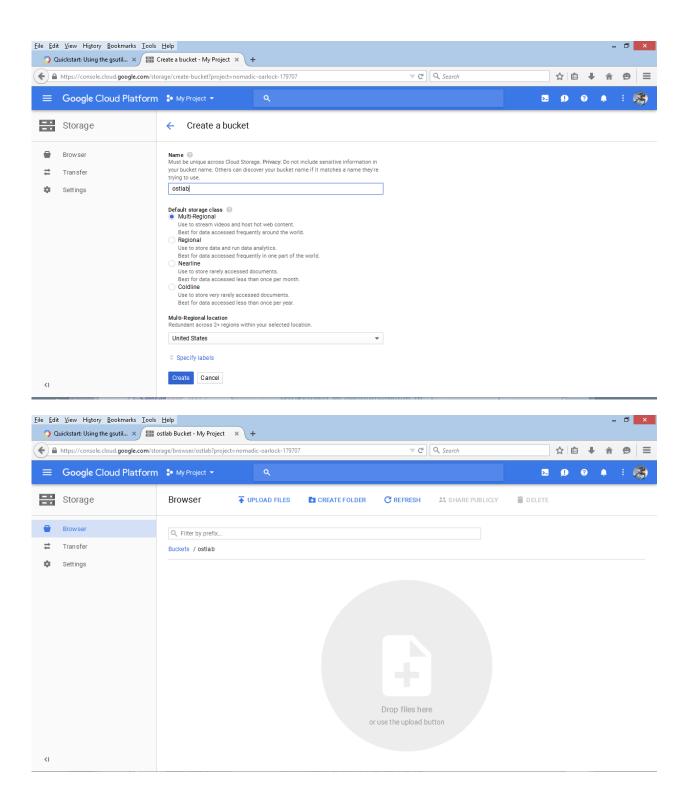
AIM:

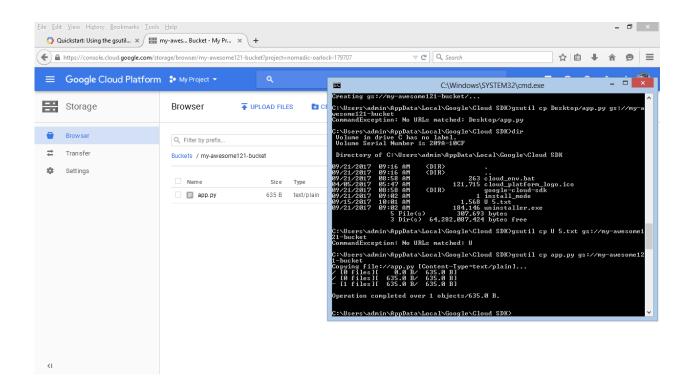
To perform a basic cloud storage operation using python gsutil.

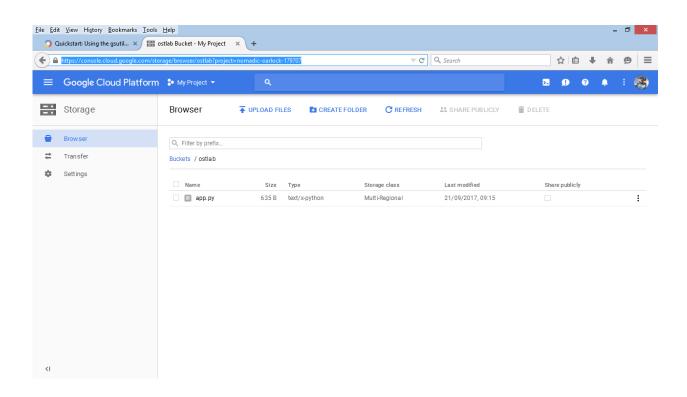
PROCEDURE:

- 1. Start the program.
- 2. Create an account in Google cloud for cloud Storage.
- 3. Create a Bucket with necessary fields.
- 4. Bucket has been created and browse the file to be uploaded bucket of cloud storage.
- 5. Get a Cloud SDK by running the program on command prompt.
- 6. Stop the program.

PERFORMING BASIC CLOUD STORAGE OPERATION USING PYTHON GSUTIL







Ex. No.: 07 EXPLORE THE BASIC PLOT INTERFACE USING MATPLOTLIB

AIM:

To perform a basic plot interface using matplotlib.

PROCEDURE:

- 1. Start the program.
- 2. Import the file "import pandas as pd".
- 3. Plot the figure using figuresize(7,5), dpi = 70 & subplot(1,1,1).
- 4. Define the C,S as np.cos(x), np.sin(x).
- 5. Plot the cosine and sin with color, width and line style.
- 6. Plot the xlim & ylim with necessary values.
- 7. Create an Xtricks and ytricks (np ,linespace(4.2.0) and endpoint= true.
- 8. Call the method "plt.show()".
- 9. Stop the program.

CODING:

```
import numpy as np
import matplotlib.pyplot as plt
plt.figure(figsize=(8, 6), dpi=100)
```

```
plt.subplot(1, 1, 1)

X = np.linspace(-np.pi, np.pi, 256, endpoint=True)

C, S = np.cos(X), np.sin(X)

plt.plot(X, C, color="red", linewidth=5.0, linestyle="-")

plt.plot(X, S, color="gray", linewidth=5.0, linestyle="-")

plt.xlim(-4.0, 4.0)

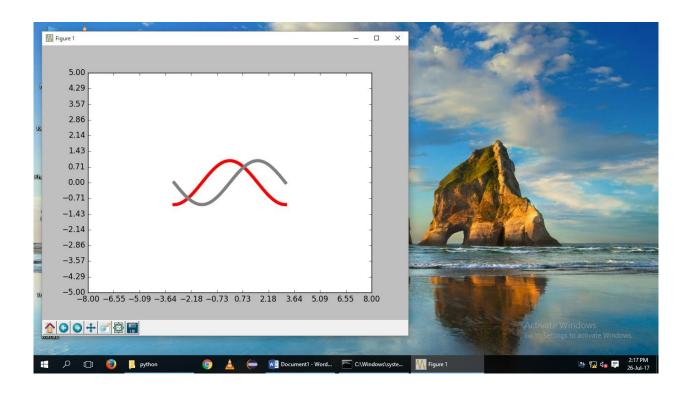
plt.xticks(np.linspace(-8, 8, 12, endpoint=True))

plt.ylim(-1.0, 1.0)

plt.yticks(np.linspace(-5, 5, 15, endpoint=True))

plt.show()
```

EXPLORE THE BASIC PLOT INTERFACE USING MATPLOTLIB



Ex. No.: 08 PERFORMING DATA ANALYSIS USING PANDAS

AIM:

To perform data analysis using pandas.

PROCEDURE:

- 1. Start the program.
- 2. Import the file "import pandas as pd".
- 3. Define "ipl_data(values to be printed)".
- 4. Create an Dataframe(ipl_data).
- 5. Print the full dataframe values.
- 6. Use group, groupby statements to print particular values.
- 7. Stop the program.

CODING:

'Rank': [1, 2, 2, 3, 3, 4, 1, 1, 2, 4, 1, 2],

```
'Year': [2014,2015,2014,2015,2014,2015,2016,2017,2016,2014,2015,2017],
     'Points':[876,789,863,673,741,812,756,788,694,701,804,690]}
df = pd.DataFrame(ipl_data)
                                   print df
ipl_data = {'Team': ['Riders', 'Riders', 'Devils', 'Devils', 'Kings',
     'kings', 'Kings', 'Riders', 'Royals', 'Royals', 'Riders'],
     'Rank': [1, 2, 2, 3, 3,4,1,1,2,4,1,2],
     'Year': [2014,2015,2014,2015,2014,2015,2016,2017,2016,2014,2015,2017],
     'Points':[876,789,863,673,741,812,756,788,694,701,804,690]}
df = pd.DataFrame(ipl_data)
                                   grouped = df.groupby('Year')
for name, group in grouped:
                              print name
                                             print group
ipl_data = {'Team': ['Riders', 'Riders', 'Devils', 'Devils', 'Kings',
     'kings', 'Kings', 'Riders', 'Royals', 'Royals', 'Riders'],
     'Rank': [1, 2, 2, 3, 3,4,1,1,2,4,1,2],
     'Year': [2014,2015,2014,2015,2014,2015,2016,2017,2016,2014,2015,2017],
     'Points':[876,789,863,673,741,812,756,788,694,701,804,690]}
df = pd.DataFrame(ipl_data)
grouped = df.groupby('Year')
print grouped.get_group(2014)
```

PERFORMING DATA ANALYSIS USING PANDAS

