

PYTHON & FLASK

CG INTERACTIVE  
Jan 31 - Feb 7, 2017



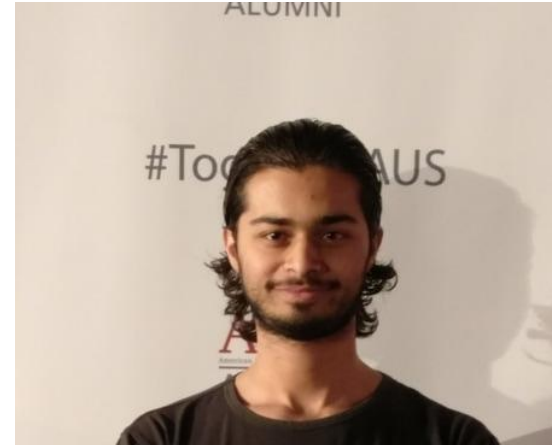
# WHO ARE WE?



*FAYEZ BARAKJI*

CEO

DESIGNER, PROJECT  
MANAGER, & DEVELOPER



*ABDULWAHAB SAHYOUN*

CTO

LEAD PROGRAMMER &  
DEVELOPER



# WHAT WE DO

- MOBILE APPS (JAVA, C#, JS)
- VR APPS (C# UNITY, WEBVR)
- VIDEO GAMES (C# UNITY)
- IT SOLUTIONS



# Our games



# WHAT IS PYTHON?



H@CKER5??





# While loops

```
count = 0
```

```
while (count < 9):
```

```
    print 'The count is:', count
```

```
    count = count + 1
```

```
print "Good bye!"
```

```
# -----
```

```
var = 1
```

```
while var == 1 : # This constructs an infinite loop
```

```
    num = raw_input("Enter a number :")
```

```
    print "You entered: ", num
```

```
print "Good bye!"
```





# While loops

```
count = 0
```

```
while count < 5:
```

```
    print count, " is less than 5"
```

```
    count = count + 1
```

```
else:
```

```
    print count, " is not less than 5"
```

```
# -----
```

```
flag = 1
```

```
while (flag): print 'Given flag is really true!'
```

```
print "Good bye!"
```



# For loops

```
for x in range(0, 3):  
    print "We're on time %d" % (x)  
#-----
```

```
for x in xrange(3):  
    print x  
else:  
    print 'Final x = %d' % (x)  
#-----
```



# For loops (nested)

```
list_of_lists = [ [1, 2, 3], [4, 5, 6], [7, 8, 9]]
```

```
for list in list_of_lists:
```

```
    for x in list:
```

```
        print x
```

```
# -----
```

```
numbers = range(1,6)
```

```
    for count in numbers:
```

```
        print (count)
```



# Appending arrays (lists) vs. extending arrays

```
x = [1, 2, 3]
```

```
x.extend([4, 5])
```

```
print (x)
```

```
gives you: [1, 2, 3, 4, 5]
```

```
x = [1, 2, 3]
```

```
x.append([4, 5])
```

```
print (x)
```

```
gives you: [1, 2, 3, [4, 5]]
```



# Date & Times

```
>>> from datetime import datetime
```

```
>>> now = datetime.now()
```

```
>>> print now
```

```
2012-12-31 15:54:42.915204
```

```
>>> now = datetime.utcnow()
```

```
>>> print now
```

```
2012-12-31 23:55:13.635874
```



# Math - Circle

```
from math import pi
```

```
class Circle:
```

```
    def __init__(self, radius):  
        self.r = radius
```

```
    def area(self):  
        return pi * self.r * 2
```

```
    def circumference(self):  
        return 2 * pi * self.r
```



# Apps & Sites built with Flask

- <https://skylines.aero/flights/pilot/2913>
- <https://raw.githubusercontent.com/Jahaja/psdash/master/docs/screenshots/overview.png>
- <https://github.com/Jahaja/psdash>
- <https://blog.miguelgrinberg.com/post/the-flask-mega-tutorial-part-i-hello-world>
- <https://moinmo.in/>
- <https://github.com/tsah20/bean-counter>
- <http://flask.pocoo.org/community/poweredby/>



# WHERE IS PYTHON USED?

- Google
- Facebook
- Dropbox
- Yahoo
- NASA
- IBM
- Mozilla
- Quora





PYTHON IS SLOW

**Unlike Java and C, Python is  
much slower.**



WHY PYTHON 2.7?

**Python 2.7 is the last iteration of Python 2, Python 3 is the new iteration, but lacks the community support of python 2.7, for now.**



## THINGS YOU SHOULD'VE DONE

- **Installed Pycharm**
- **Made sure it works properly**



# CREATING A VARIABLE

**X = 1000**

**X = banana**

**X = 3.145674245**



# PRINTING

**Print x**

**Print “hi my favorite fruit is %s”  
%0x**

**Print “hi my favorite number is  
%0d” %0x**



# LOOPS

**x=5**

**while x < 10:**

**x=x+1**

**print x**

**Print 'loop is done'**



## LOOPS CONTINUED

**for letter in 'Python':**

**print 'Current Letter :', letter**

**fruits = ['banana', 'apple', 'mango']**

**for fruit in fruits:**

**print 'Current fruit :', fruit**

**print "Good bye!"**



# ARRAYS

**List = [50,25,32,21]**

**Secondlist=['apple','banana', 'cucumber']**

**Thirdlist= ['a','b','c']**

**List[0]= 88**

**Print secondlist[1]**

**Print list[:2]**

**Print list[0:2]**

**Print list[2:]**





IMPORTING

**from ctypes import \***

**From Flask import flask**



# OTHER COOL \*\*\*\*

```
from ctypes import *
```

```
windll.User32.MessageBoxA(0,body,title,4)
```

```
windll.WINMM.mciSendStringW(u"set cdaudio door open", None, 0,  
    None)
```

- File reading and writing
- Complex mathematics and statistics
- Web pages, servers, and anything in between.
- accessing another computer on the same network
- Completely destroying computers

**THE POSSIBILITIES ARE ENDLESS!**



# FUNCTIONS

```
def cookie():  
    print "I love cookies"  
    return 45
```

```
def printme( str ):  
    for l in str  
        print str  
    return
```



# CLASSES

```
class Fruit(object):
```

```
    """A class that makes various tasty fruits."""
```

```
    def __init__(self, name, color, flavor, poisonous):
```

```
        self.name = name
```

```
        self.color = color
```

```
        self.flavor = flavor
```

```
        self.poisonous = poisonous
```



```
def description(self):  
    print "I'm a %s %s and I taste %s." % (self.color,  
        self.name, self.flavor)  
def is_edible(self):  
    if not self.poisonous:  
        print "Yep! I'm edible."  
    else:  
        print "Don't eat me! I am super poisonous."
```

```
lemon = Fruit("lemon", "yellow", "sour", False)  
lemon.description()  
lemon.is_edible()
```





FLASK



# DOWNLOADING FLASK AND IMPORTING



# SYNTAX

```
from flask import Flask, render_template, request
app = Flask(__name__)
@app.route('/')
def page1():
    return "welcome to the show! "
if __name__ == "__main__":
    app.run(debug=True)
```





# SECOND PAGE

```
@app.route('/page2')  
def page2():  
    return "welcome to page 2! "
```



# ADDING OUTSIDE CODE

**Create static and templates files.**

```
<title>test 1</title>  
  <h1> Fayez Rules</h1>
```



# REROUTING PAGES

```
<button type="button" onclick="window.location='/page2';"  
>page2</button>
```



# SENDING DATA TO OUTSIDE PAGES

```
from flask import Flask, render_template

@app.route("/user/<name>")
def user(name):
    return render_template("profile.html", name=name)
```

```
<h2>Hey there {{ name }}</h2>
```



# GETTING DATA FROM OUTSIDE PAGES

```
<form method="post">  
<input id="username" name="username" type="text"/>  
<input id="email" name="email" type="text"/>  
<input type="submit"/>  
</form>
```

```
@app.route('/gettingdata', methods=['POST'])  
def a():  
    y = request.form['username']  
    print y  
    return 0
```



# Embedding HTML

```
@app.route('/calculator', methods=['GET', 'POST'])
def index():
    if request.method == 'GET':
        # show html form
        return '''
            <form method="post">
                <input type="text" name="expression" />
                <input type="submit" value="Calculate" />
            </form>
        '''
    elif request.method == 'POST':
        # calculate result
        expression = request.form.get('expression')
        result = eval(expression)
        return 'result: %s' % result
```

Courtesy of [Pythonbeginner.org](http://Pythonbeginner.org)



# CSS INTEGRATION

```
<link rel="stylesheet" type="text/css" href="{{  
url_for('static',filename='style.css')}}">
```

```
h1{  
color: deepskyblue;}
```



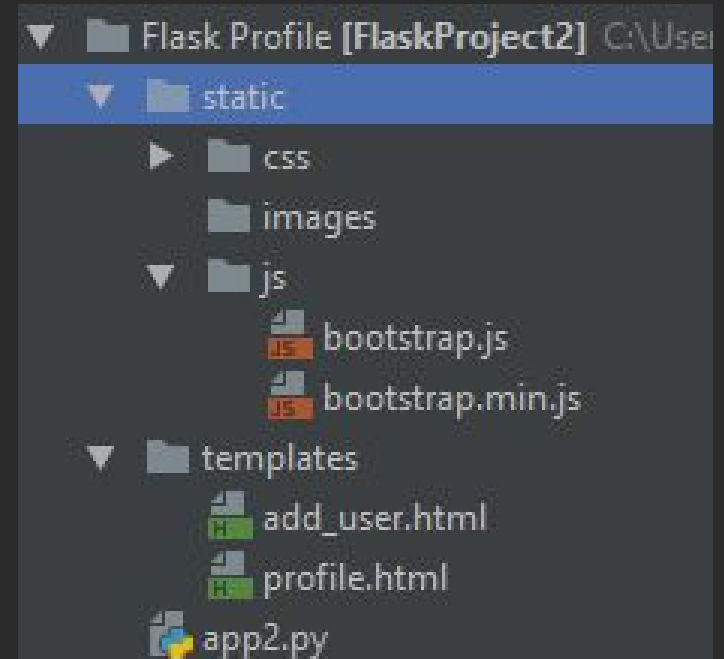
# User profile <https://goo.gl/hJTzBG>

```
from flask import Flask
from flask import request
from flask import render_template
```

```
app = Flask(__name__)
```

```
class User:
```

```
    def __init__(self, email, password):
        self.email = email
        self.password = password
```





# User profile

```
@app.route('/')
def index():
    return render_template('add_user.html')

@app.route('/login_user', methods=['POST']) # login simulation
example only ( does not check DB)
def login_user():
    user = User(request.form[ 'email'],
request.form[ 'password' ])
    print user.email
    print user.password

    return render_template('profile.html', user=user)

if __name__ == "__main__":
    app.run()
```



# add\_user.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>User Reg</title>
</head>
<body>
  <!-- Bootstrap core CSS -->
  <link href="static/css/bootstrap.min.css" rel="stylesheet">
  <!-- Custom styles for this template -->
  <link href="static/css/signin.css" rel="stylesheet">
  <div class="container">
    <form method="post" action="/login_user" class="form-signin" >
      <h2 class="form-signin-heading">Please Register</h2>
      <label for="email" class="sr-only">Email address</label>
      <input name="email" type="email" id="email" class="form-control" placeholder="Email
address" required autofocus>
      <label for="password" class="sr-only">Password</label>
      <input name="password" type="password" id="password" class="form-control"
placeholder="Password" required>
      <div class="checkbox">
        <label>
          <input type="checkbox" value="remember-me"> Remember me
        </label>
      </div>
      <button class="btn btn-lg btn-primary btn-block" type="submit">Register</button>
    </form>
    <script src="static/js/ie10-viewport-bug-workaround.js"></script>
  </body>
</html>
```

# profile.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>User Profile</title>
</head>
<body>
<table>
  <tr valign="top">
    <td> </td>
    <td><h1>User: {{ user.email }}</h1></td>
  </tr>
</table>
</body>
</html>
```



# Flask Mail

```
from flask_mail import Message
from flask_mail import Mail
from flask import Flask

app = Flask(__name__)

app.config['MAIL_SERVER'] = 'smtp.gmail.com'
app.config['MAIL_PORT'] = 465
app.config['MAIL_USERNAME'] = 'workshopflask@gmail.com'
app.config['MAIL_PASSWORD'] = 'flaskworkshop34'
app.config['MAIL_USE_TLS'] = False
app.config['MAIL_USE_SSL'] = True

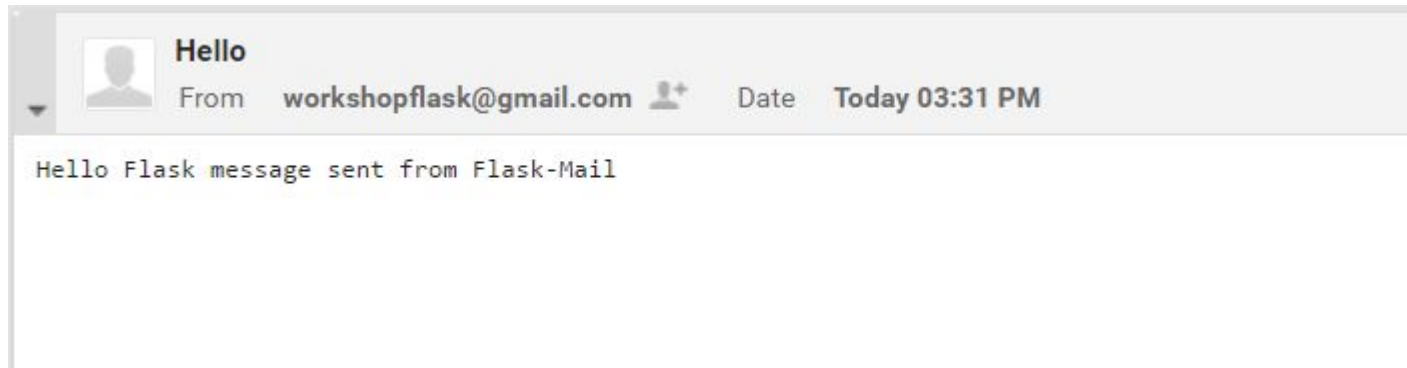
mail = Mail(app)

@app.route("/page8")
def index():
    msg = Message('Hello', sender='workshopflask@gmail.com',
recipients=['abdulwahab@cg-interactive.com'])
    msg.body = "Hello Flask message sent from Flask-Mail"
    mail.send(msg)
    return "Sent"

if __name__ == '__main__':
    app.run(debug=True)
```



# Result



courtesy of tutorialspoint.com





# MAC OSX Fix for psycopg2 (Homebrew)

1. `/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"`

2. `brew install python`



# MAC OSX Fix 2 for psycopg2 (PIP and EASY\_INSTALL)

1. Download: <http://postgresapp.com>
2. `PATH=$PATH:/Applications/Postgres.app/Contents/Versions/9.6/bin`
3. `easy_install psycopg2`



PostgreSQL  
The easiest way

Download



Terminal





# VERSION

PostgreSQL 9.6.1

Windows x86-64

**DOWNLOAD NOW**

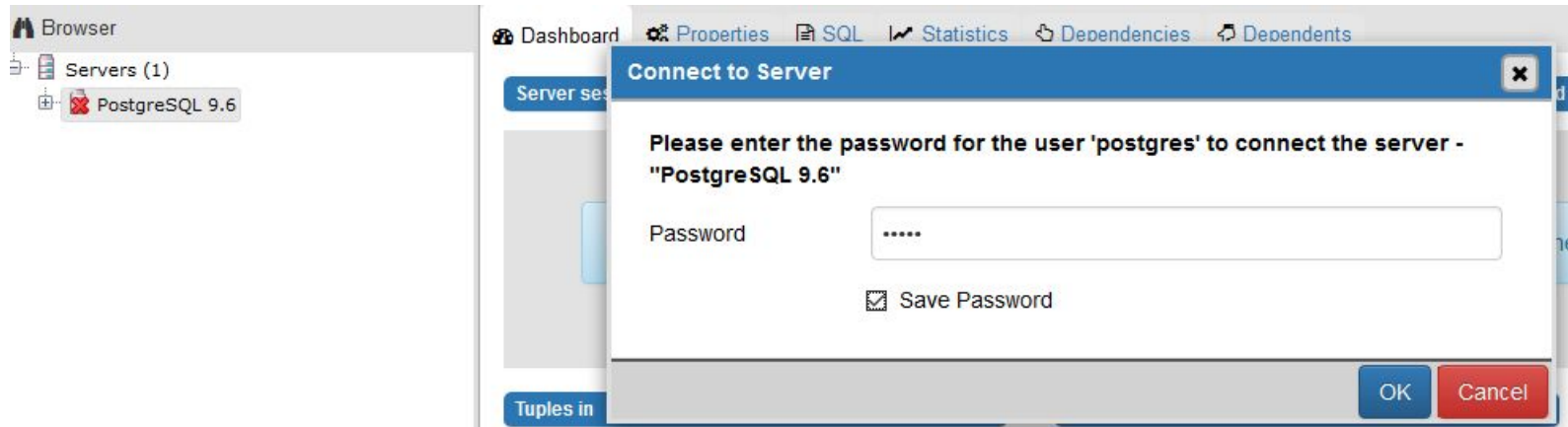
# PORT

Please select the port number the server should listen on.

Port



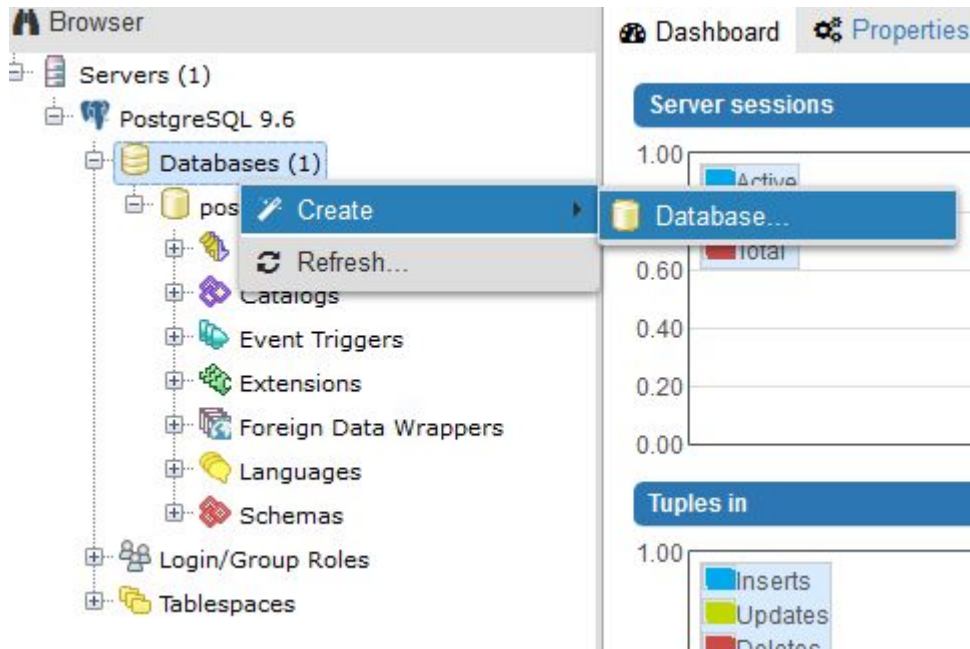
# SETUP



Password you already entered  
during installation



# SETUP (CONT.)

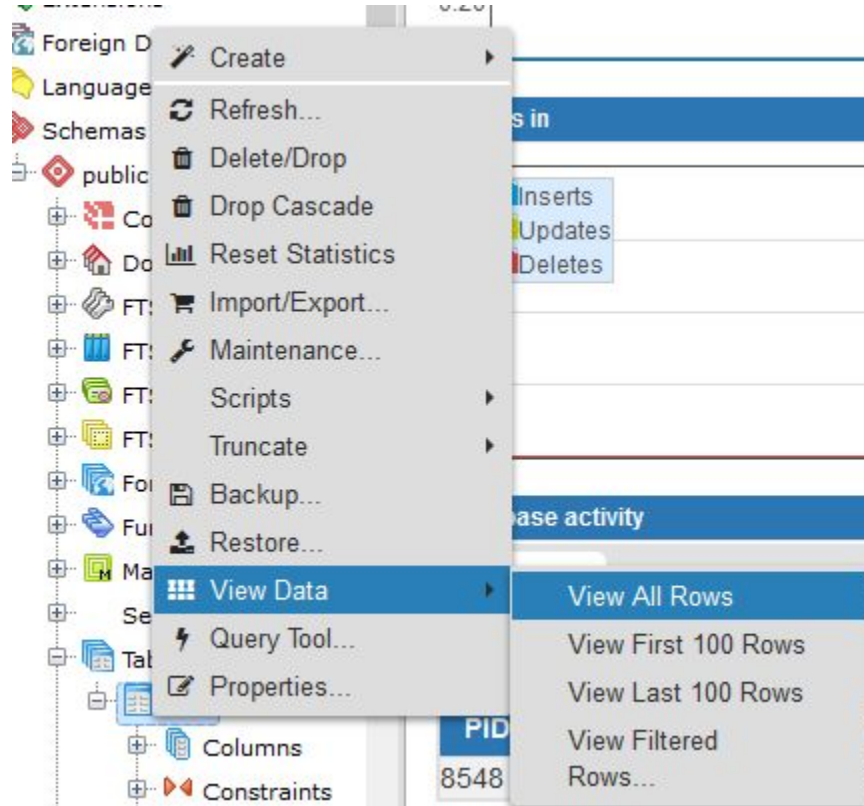
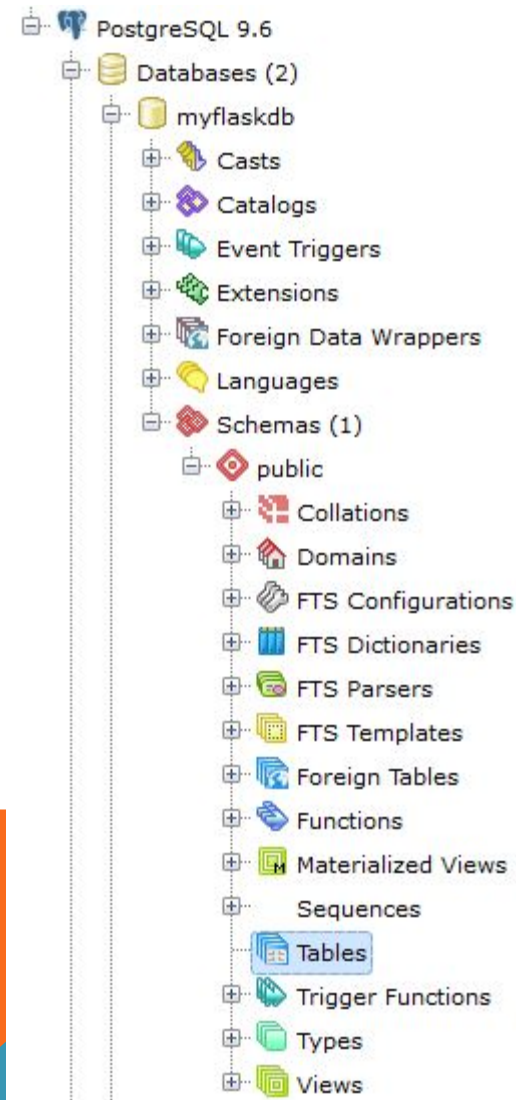


Create a new database and give it a custom name

Use the default user 'postgres' with all privileges



# WHERE TO FIND TABLE DATA ?



# SQLAlchemy



# NEW IMPORTS

```
from flask import redirect, url_for  
from flask_sqlalchemy import SQLAlchemy
```

## INSTALL THESE PACKAGES

- Flask-SQLAlchemy
- Flask-Psycopg2



# SQL ALCHEMY – DB & USER SETUP

```
app = Flask(__name__) # previous code
db = SQLAlchemy(app)
```

```
class User(db.Model): #DB table / User class
    id = db.Column(db.Integer, primary_key = True)
    username = db.Column(db.String(80), unique = True)
    email = db.Column(db.String(120), unique = True)
```

```
def __init__(self, username, email): #sqlalchemy initialization
    method
    self.username = username
    self.email = email
```

```
def __repr__(self):
    return '<User %r>' % self.username
```



# SQL ALCHEMY – SETUP (CONT.)

```
app.config['SQLALCHEMY_DATABASE_URI'] =  
'postgresql+psycopg2://postgres:admin@localhost/myflaskdb'  
# postgresql://user:password@localhost  
app.debug = True  
db.create_all()  
db.session.commit()
```

PSYCOPG2 IS A POSTGRES SQL ADAPTER FOR  
PYTHON





# Adding a User to Database

```
@app.route('/page9')  
def page1():  
    return render_template("add_user.html")
```

```
@app.route('/post_user', methods=['POST'])  
def post_user():  
    user = User(request.form['username'],  
request.form['email'])  
    db.session.add(user)  
    db.session.commit()  
    return redirect(url_for('user', name=user.username))
```



# ADD\_USER.HTML

```
<!DOCTYPE html> <html lang="en">
<head>
<meta charset="UTF-8">
<title>User Reg</title> </head>
<body>
<form method="post" action="/post_user"> <label>Username:</label>
<input id="username" name="username" type="text" />
<label>Email:</label>
<input id="email" name="email" type="text" />

<input type="submit" />
</form>

</body> </html>
```



# PROFILE PAGE (AFTER REG.)

```
@app.route("/user/<name>")
def user(name):
    user = User.query.filter_by(username=name).first()
    return render_template("profile.html", user=user)
```



# FLASK AUTHENTICATION

## Why ?

1. Pre-built routes for registration and login
2. Automatic security built in to your site server
3. Easy to use and setup for starters

## What to do beforehand?

1. Delete existing tables from postgresSQL
2. Remove existing DB models from python app



# FLASK AUTHENTICATION (CONT.)

```
app = Flask(__name__)
app.config['SQLALCHEMY_DATABASE_URI'] =
    'postgresql+psycopg2://postgres:admin@localhost/mydb'
app.config['SECRET_KEY'] = 'super-secret'
app.config['SECURITY_REGISTERABLE'] = True
app.debug = True
db = SQLAlchemy(app)

# Define models
roles_users = db.Table('roles_users',
                        db.Column('user_id', db.Integer(),
                                db.ForeignKey('user.id')),
                        db.Column('role_id', db.Integer(),
                                db.ForeignKey('role.id')))
```



# FLASK AUTHENTICATION (CONT.)

```
class Role(db.Model, RoleMixin):  
    id = db.Column(db.Integer(), primary_key=True)  
    name = db.Column(db.String(80), unique=True)  
    description = db.Column(db.String(255))  
  
class User(db.Model, UserMixin):  
    id = db.Column(db.Integer, primary_key=True)  
    email = db.Column(db.String(255), unique=True)  
    password = db.Column(db.String(255))  
    active = db.Column(db.Boolean())  
    confirmed_at = db.Column(db.DateTime())  
    roles = db.relationship('Role', secondary=roles_users,  
backref=db.backref('users', lazy='dynamic'))
```



# FLASK AUTHENTICATION (CONT.)

```
# Setup Flask-Security
user_datastore = SQLAlchemyUserDatastore(db, User, Role)
security = Security(app, user_datastore)
```

```
# Create a user to test with
```

```
@app.before_first_request
```

Run on first launch

```
def create_user():
```

```
    db.create_all()
```

```
    db.session.commit()
```

```
@app.route('/')
```

```
@login_required
```

```
def home():
```

```
    return "Index"
```


Default route to site  
will now require users  
to register and login



# REQUIRE SIGN IN ON PROFILE PAGE (EMAIL)

```
@app.route('/profile/<email>')  
@login_required  
def profile(email):  
    user = User.query.filter_by(email=email).first()  
    return render_template('profile.html', user=user)
```

Email sign in this time !

A diagram consisting of two black arrows. One arrow originates from the text 'Email sign in this time !' and points to the '<email>' placeholder in the route decorator '@app.route('/profile/<email>')'. The second arrow originates from the same text and points to the 'email' parameter in the function definition 'def profile(email):'.

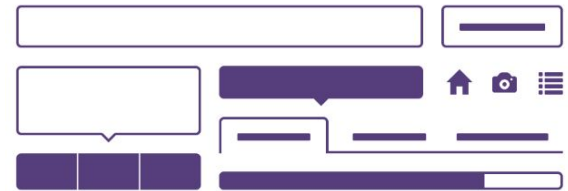




Bootstrap is the most popular HTML, CSS, and JS framework in the world for building responsive, mobile-first projects on the web.



*Sass* {less}

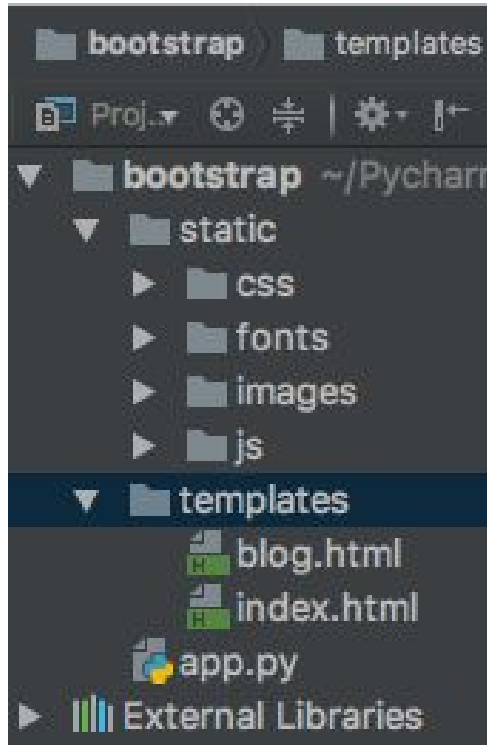


# WHY BOOTSTRAP ??

- **Bootstrap** is responsive, mobile-first, prevailing, and front-end framework, which is developed along with CSS, JavaScript, and HTML
- Huge number of resources accessible for **Bootstrap**
- **VERY EASY TO SETUP**

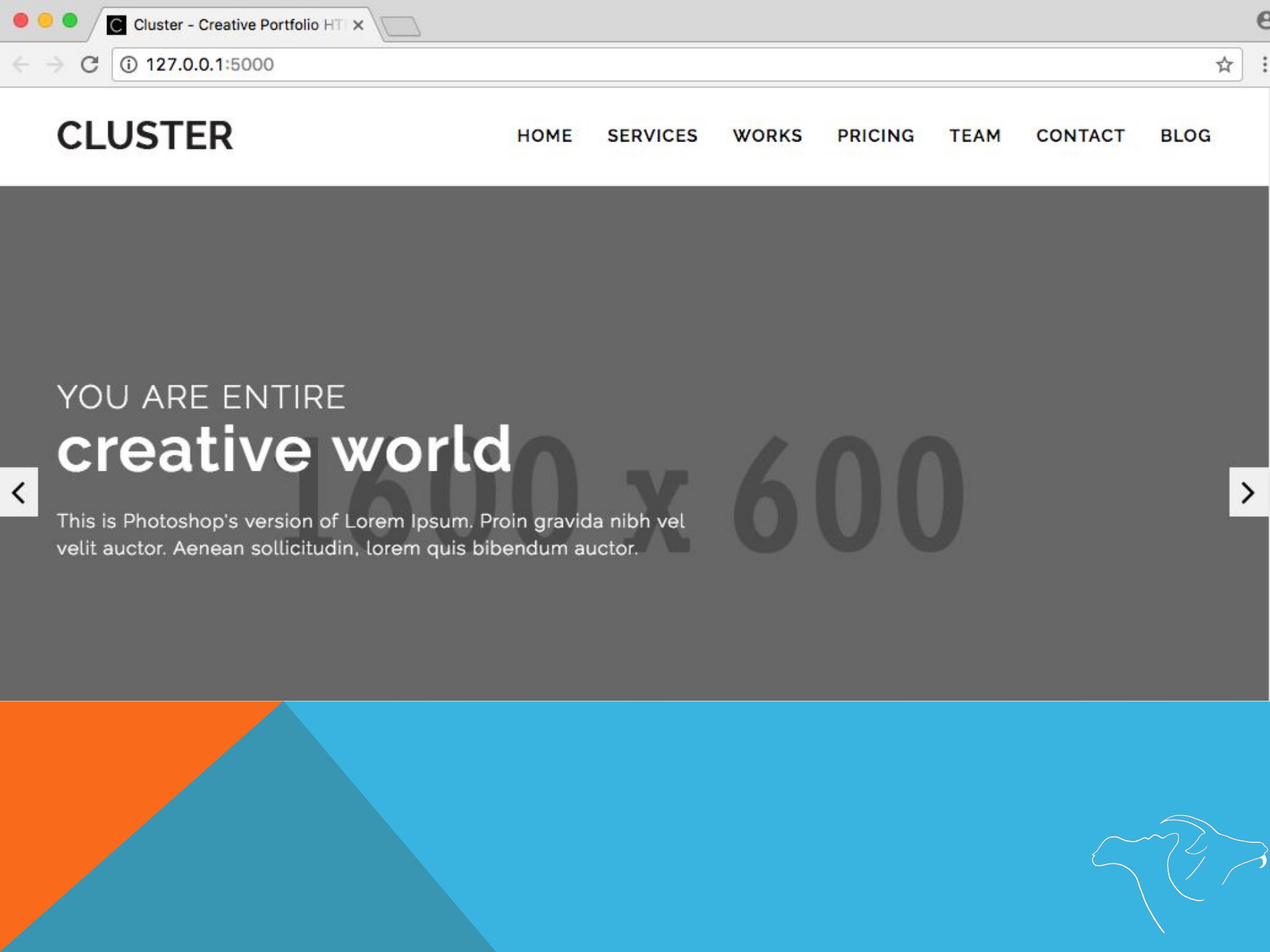


# ADD TEMPLATES AND JS/CSS FILES



<https://goo.gl/eQf9xV>





# CLUSTER

- HOME
- SERVICES
- WORKS
- PRICING
- TEAM
- CONTACT
- BLOG

YOU ARE ENTIRE  
**creative world**

This is Photoshop's version of Lorem Ipsum. Proin gravida nibh vel velit auctor. Aenean sollicitudin, lorem quis bibendum auctor.



# BOOTSTRAP CSS CORE

```
<!-- Bootstrap core CSS -->
<link href="static/css/bootstrap.min.css" rel="stylesheet">

<!-- Custom styles for this template -->
<link href="static/css/signin.css" rel="stylesheet">
</head>
```



# BOOTSTRAP JS CORE

```
<!-- Bootstrap core JavaScript
===== -->
<!-- Placed at the end of the document so the pages load faster -->
<script src="https://code.jquery.com/jquery-3.1.1.slim.min.js"
integrity="sha384-A7FZj7v+d/sdmMqp/nOQwliLvUsJfDHW+k9Omg/a/EheAdgtzNs3hpfag6Ed950n"
crossorigin="anonymous"></script>
<script>window.jQuery || document.write('<script src="../../assets/js/vendor/jquery.min.js"></script>')</script>
<script src="https://cdnjs.cloudflare.com/ajax/libs/tether/1.4.0/js/tether.min.js"
integrity="sha384-DztdAPBWPRXSA/3eYEEUWrWCy7G5KFbe8fFjk5JAIxUYHKkDx6Qin1DkWx51bBrb"
crossorigin="anonymous"></script>
<script src="static/js/bootstrap.min.js"></script>
<!-- Just to make our placeholder images work. Don't actually copy the next line! -->
<script src="static/js/vendor/holder.min.js"></script>
<!-- IE10 viewport hack for Surface/desktop Windows 8 bug -->
<script src="static/js/ie10-viewport-bug-workaround.js"></script>
```



## Please sign in

abdulwahab@cg-interactive.com|

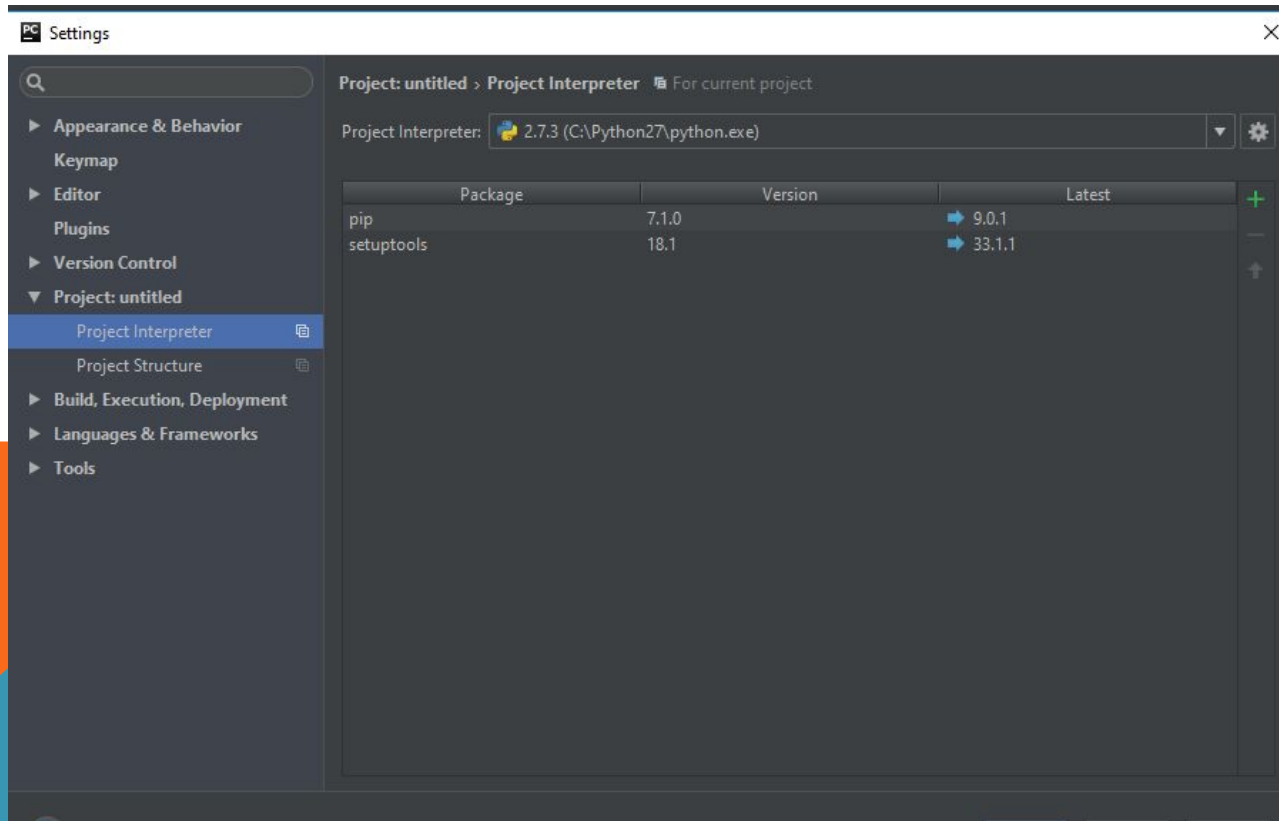
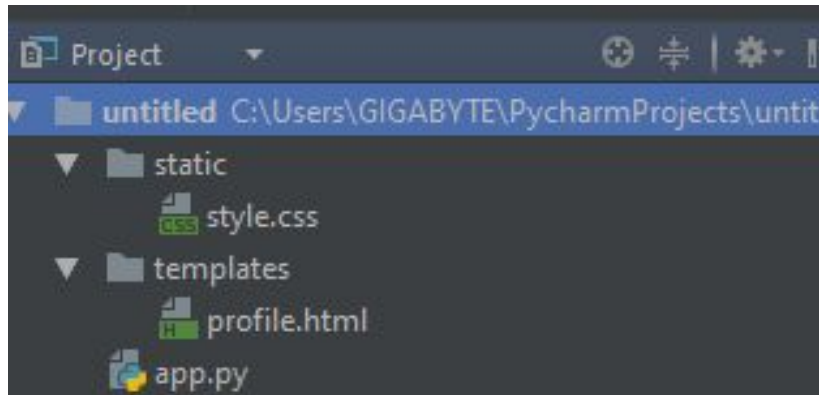
.....

☐ Remember me

Sign in

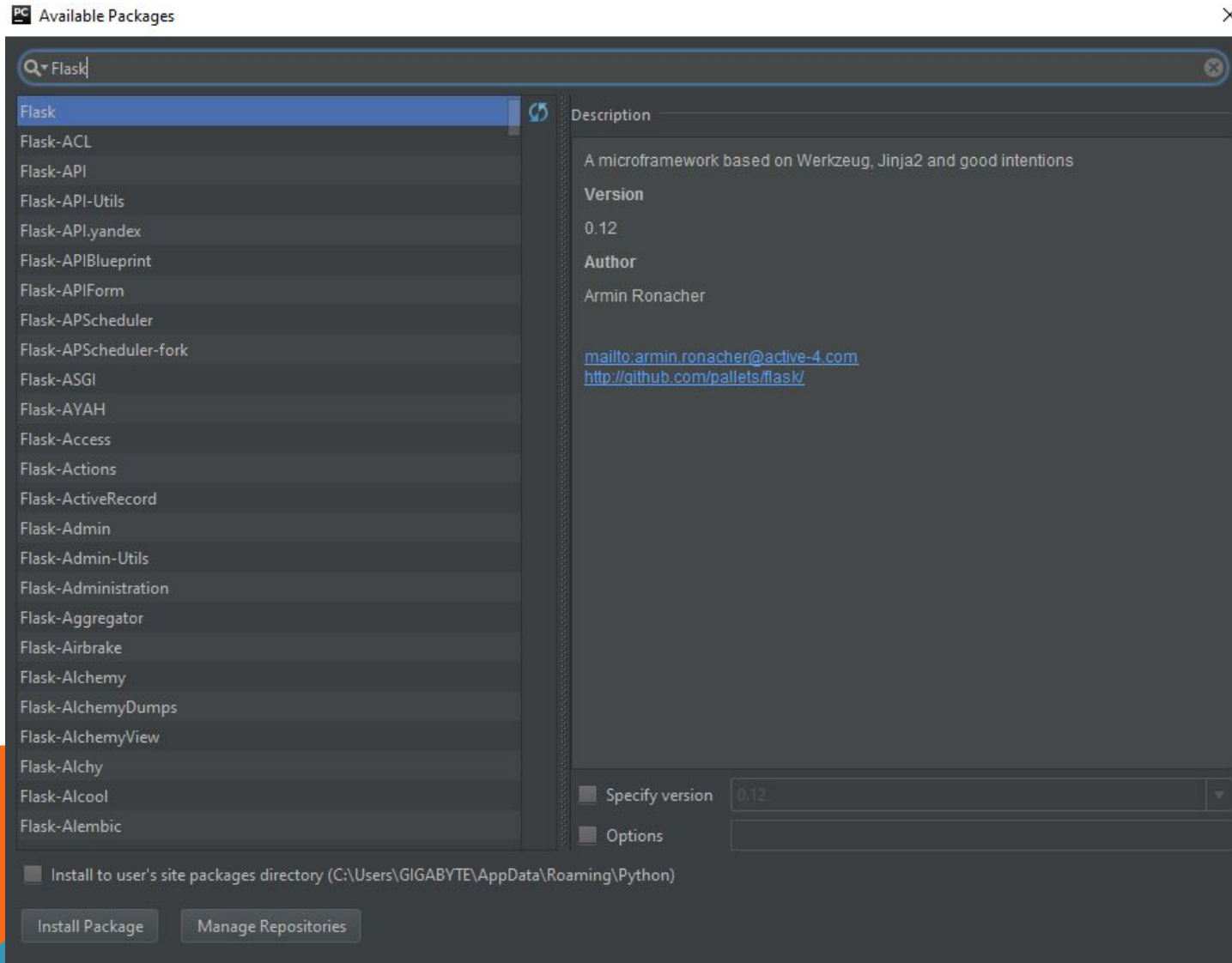


# EXTRA SLIDES – PROJECT STRUCTURE





# EXTRA SLIDES – ADDING PACKAGES



# EXTRA SLIDES – ADDING IMAGES AND VIDEO

```

```

```
<div class="embed-responsive embed-responsive-16by9">
```

```
<iframe class="embed-responsive-item"
```

```
src="https://www.youtube.com/embed/3ok2ITj4Ui4?autoplay=1"></iframe>
```

