

Installing Django on PythonAnywhere

 dj4e.com/assn/dj4e_install.md

Before you start this assignment, you should already have signed up for a [PythonAnywhere](#) account and be logged in on your account. You should be able to complete all of the exercises in this course using a free PythonAnywhere account.

You can view a [video walkthrough](#) of this assignment.

Note: If you are submitting these assignments to the auto grader you should complete each assignment and then submit it and get full credit before moving on to the next assignment. Because the assignments build on one another the application that you have build by the last step of the tutorial will no longer pass the earlier autograders.

Setting Up Your Environment

Once you have created your PYAW account, start a `bash` shell and set up a virtual environment with Python 3.x and Django 3.

```
mkvirtualenv django3 --python=/usr/bin/python3.6
pip install django ## this may take a couple of minutes
```

Note if you exit and re-start a new shell on PythonAnywhere - you need the following command to get back into your virtual environment in the new bash shell.

```
workon django3
```

Lets make sure that your django was installed successfully with the following command:

```
python -m django --version
# This should show something like 3.0.2
```

Installing the Sample Code for DJ4E

Lets also get a copy of the sample code for DJ4E checked out so you can look at sample code as the course progresses and install some important additional Django software libraries using `pip`.

```
cd ~
git clone https://github.com/csev/dj4e-samples
cd dj4e-samples
pip install -r requirements.txt
python3 manage.py check
```

This is the normal output of running `check` :

When you want to use social login, please see `dj4e-samples/github_settings-dist.py`
Using `registration/login.html` as the login template
System check identified no issues (0 silenced).

If you see a SyntaxError

If the `check` identifies errors, do not go on to the rest of the assignment once you can run `check` and there are no errors. If you see this error:

```
python manage.py check
File "manage.py", line 17
    ) from exc
      ^
SyntaxError: invalid syntax
```

Do *not* edit your `manage.py` file - the problem is never in that file.

There are several possible reasons for this:

- It can mean that you are not running in the virtual environment (`workon django3`) and mistakenly running Python 2 instead of Python 3. There is *no error* in `manage.py` - it is valid Python 3 syntax that confuses Python 2.
- It can mean that you have edited your `manage.py` file and have introduced a syntax error. Take a look at this [screen shot of a working manage.py](#) and check if there are any differences. While you are there you can change line 1 from 'python' to 'python3' and the syntax error indication will go away. Often the mistakes are on the indentation of lines 16 and 17. Check and match the indentation in the screen shot exactly.

When running 'check' works

Once the `check` works do:

```
python3 manage.py makemigrations
```

This is the normal output of the `makemigrations` :

```
When you want to use social login, please see dj4e-samples/github_settings-dist.py
Using registration/login.html as the login template
No changes detected
```

Then run:

```
python3 manage.py migrate
```

If you are doing this for the first time, it should run some migrations and create a file `db.sqlite3` .

The `dj4e-samples` folder is reference material that you can use through out the course. From time to time we might make changes to this and ask you to do a `git pull` to get the latest version of the code.

Building Your Application

Now that we have your Django set up and you have retrieved the sample code for DJ4E, lets build your first application in the PYAW shell:

```
cd ~
mkdir django_projects
cd django_projects
django-admin startproject mysite
```

You need to edit the file `~/django_projects/mysite/mysite/settings.py` and change the allowed hosts line (around line 28) to be:

```
ALLOWED_HOSTS = [ '*' ]
```

Leave the **DEBUG** value set to *True* - we are not really "in production" and if you set this to *False* you will not see error messages when you make mistakes.

Editing Files on PythonAnywhere

There are three ways to edit files in your PythonAnywhere environment, ranging from the easiest to the coolest. You only have to edit the file one of these ways.

(1) Go to the main PythonAnywhere dashboard, browse files, navigate to the correct folder and edit the file

```
/home/drchuck/django_projects/mysite/mysite/settings.py
```

(2) Or in the command line:

```
cd ~/django_projects/mysite/mysite/
nano settings.py
```

Save the File by pressing 'CTRL-X', 'Y', and Enter

(3) Don't try this most difficult and most cool way to edit files on Linux without a helper if it is your first time with the `vi` text editor.

```
cd ~/django_projects/mysite/mysite/
vi settings.py
```

Once you have opened `vi`, cursor down to the `ALLOWED_HOSTS` line, position your cursor between the braces and press the `i` key to go into 'INSERT' mode, then type your new text and press the `esc` key when you are done. To save the file, you type `:wq` followed by `enter`. If you get lost press `escape` `:q!` `enter` to get out of the file without saving.

If you already know some *other* command line text editor in Linux, you can use it to edit files. In general, you will find that it is often quicker and easier to make small edits to files in the command line rather than a full screen UI. And once you start deploying real applications in production environments like Google, Amazon, Microsoft, etc.. all you will have is command line.

Running Your Application

Now that we have built your first application, we need to tell PythonAnywhere where to look to run your application as a web server so you can test it.

In the PYAW web interface navigate to the **Web** tab to create a new web application. You do not need to upgrade your account - they give you one application like *drchuck.pythonanywhere.com* - use this free application for the course.

When making the new application, do *not* create a "Django application" - instead, select **manual configuration** and Python 3.6. Once the webapp is created, you need to make a few changes to the settings for the web app and your application.

Source code: /home/drchuck/django_projects/mysite
Working directory: /home/drchuck/django_projects/mysite

Virtualenv: /home/drchuck/.virtualenvs/django3

Replace **drchuck** with your account on PythonAnywhere.

Note that once you have your Virtualenv set up you have a very convenient link titled "Start a console in this virtualenv" - this is a great way to open up consoles so you never have to type "workon django3" and it makes sure your virtual environment is properly set up and configured. [Sample image](#)

Then edit the *WSGI Configuration File* and put the following code into it. **Make sure to delete the existing content** of the *WSGI Configuration File* file and completely replace it with the text below. This is slightly different from the sample in the PythonAnywhere tutorial.

```
import os
import sys

path = os.path.expanduser('~/.django_projects/mysite')
if path not in sys.path:
    sys.path.insert(0, path)
os.environ['DJANGO_SETTINGS_MODULE'] = 'mysite.settings'
from django.core.wsgi import get_wsgi_application
from django.contrib.staticfiles.handlers import StaticFilesHandler
application = StaticFilesHandler(get_wsgi_application())
```

Once the above configuration is complete, go back to the top of the PYAW Web tab, **Reload** your web application, wait a few seconds and check that it is up and running:

```
http://(your-account).pythonanywhere.com/
```

Here is a [Sample](#) of what the resulting page should look like.

Just as a note, you *never* run the **runserver** command on PythonAnywhere.

```
python3 manage.py runserver
```

This functionality is replaced by the "reload" button on your Web tab. So if you are reading any Django instructions that say to do a **runserver**, instead do a **check** and then reload the application in the PythonAnywhere web UI.

Adding Your Polls Application

At this point, you can add the polls application from the first Django tutorial. We are jumping into the middle of this tutorial because the first part of the tutorial is installing and configuring Django in general.

The first step is to make the **polls** application:

```
cd ~/django_projects/mysite
python3 manage.py startapp polls
```

Continue to follow the steps outlined in [Django tutorial](#). until you reach the part where the tutorial tells you to run this command:

```
python3 manage.py runserver      # <-- Never run this on pythonanywhere
```

Do **not** run the **runserver** command on PythonAnywhere. Instead run the following command:

```
python3 manage.py check
```

The **check** does a check for syntax and logic errors in your Django application. It is easier to fix errors in the command line.

And when there are no errors, you are done with the Django Tutorial, come back to these instructions - and navigate to the **Web** tab in Python anywhere and **Reload** your application and then test your application by navigating to:

```
(your-account).pythonanywhere.com/polls
```

You should see a line that looks like:

```
Hello, world. You're at the polls index.
```

Going forward, every time we make changes to our application, we should run

```
python3 manage.py check
```

in the shell, and when that shows no errors, navigate to the **Web** , press **Reload** , and then go to your web site to test your changes. This pattern of change, reload, and test will become second nature after a while.

Possible Errors

If your application passed a **check** but fails to load or reload, you might get an error message that looks like [this](#).

If you get an error, you will need to look through the error logs under the **Web** tab on PythonAnywhere:

Log files:

The first place to look if something goes wrong.

Access log: drchuck.pythonanywhere.com.access.log

Error log: drchuck.pythonanywhere.com.error.log

Server log: drchuck.pythonanywhere.com.server.log

Log files are periodically rotated. You can find old logs here: [/var/log](#)

First check the **error** log and then check the **server** log. Make sure to scroll through the logs to the end to find the most recent error.

More on Your manage.py File

You may get lots of errors when you run **manage.py** - the errors are never in the file itself and you will never need to edit **manage.py** to fix a problem with your program.

Sometimes if you run

```
python manage.py ....
```

Sometimes it even says there is a syntax error in **manage.py** like this:

```
$ python manage.py check
File "manage.py", line 16
    ) from exc
    ^
SyntaxError: invalid syntax
```

This is because you are running python 2.x and not python 3.x. The file is not valid syntax for python2. If you are running python2, it probably means you are not in the correct virtual environment. If you check the python version:

```
$ python --version
Python 2.7.12
```

And it is 2.x, you have bigger problems that need to be fixed first.

If you open `manage.py` in the file editor, it will show a syntax error on line 16 - this is because it is looking at the file as Python 2 (sound familiar).

If this bothers you, you can change the first line of the file (change nothing else) to be:

```
#!/usr/bin/env python3
```

This is called the "Hashbang" and is a specially formatted comment that indicates what kind of code the file contains.

And if you are reading this after you made a mistake and edited your `manage.py` - here is a fresh copy of the file you can use:

Fresh copy of `manage.py`.

Starting Over Fresh

If you have followed instructions and it just does not work and you want to start over at the beginning of this assignment, here are the steps to clear things out:

- Remove all of your running consoles under the www.pythonanywhere.com Consoles tab
- Open a new **bash** console from the Consoles tab. Do not run the **workon** command and run the following commands:

```
cd ~
rm -rf .virtualenvs/django3
rm -rf dj4e-samples
rm -rf django_projects
```

- Then go to the Web tab on www.pythonanywhere.com and Reload your application. It may give you errors - this is OK. We just want to make sure that no processes are left hanging on to old files.

Then close your console, and delete it under the Consoles tab and go up to the very beginning of this handout and start over.

We did not remove any of the configuration changes under the Web tab - so as you re-create all the files, parts of the Web tab may just start working when you Reload your application.

