

# Python: Day 04

Advanced Programming

# Agenda

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01

# Packaging

How to organize Python files

# Modules and Packages



## Module

Single Python file

```
.  
└─ module.py
```



## Package

Folder with an `__init__.py`

```
.  
└─ package/  
    └─ __init__.py  
    └─ module.py
```

# Basic Import

`./hello.py`

```
1 def say_hello():
2     print("Hello!")
3
4 def say_goodbye():
5     print("Goodbye")
6
7 message = "Hello World"
8 var1 = "Hello"
9 var2 = "Hi"
10
11 print("Module hello")
12
13
```

`./example.py`

```
1 import hello
2
3 hello.say_hello()
4
5
6
7
8
9
10
11
12
13
```

# Basic Import

`./hello.py`

```
1 def say_hello():
2     print("Hello!")
3
4 def say_goodbye():
5     print("Goodbye")
6
7 message = "Hello World"
8 var1 = "Hello"
9 var2 = "Hi"
10
11 if __name__ == '__main__':
12     print("Module hello")
13
```

`./example.py`

```
1 import hello
2
3 hello.say_hello()
4
5
6
7
8
9
10
11
12
13
```

# Specific Import

`./hello.py`

```
1 def say_hello():
2     print("Hello!")
3
4 def say_goodbye():
5     print("Goodbye")
6
7 message = "Hello World"
8 var1 = "Hello"
9 var2 = "Hi"
10
11 if __name__ == '__main__':
12     print("Module hello")
13
```

`./example.py`

```
1 import hello
2
3 from hello import say_goodbye
4
5 hello.say_hello()
6
7 say_goodbye()
8
9
10
11
12
13
```

# Basic Import with Alias

`./hello.py`

```
1 def say_hello():
2     print("Hello!")
3
4 def say_goodbye():
5     print("Goodbye")
6
7 message = "Hello World"
8 var1 = "Hello"
9 var2 = "Hi"
10
11 if __name__ == '__main__':
12     print("Module hello")
13
```

`./example.py`

```
1 import hello
2 import hello as ho
3
4 from hello import say_goodbye
5
6 hello.say_hello()
7
8 say_goodbye()
9
10 ho.say_hello()
11
12
13
```



# Multiple Specific Imports

`./hello.py`

```
1 def say_hello():
2     print("Hello!")
3
4 def say_goodbye():
5     print("Goodbye")
6
7 message = "Hello World"
8 var1 = "Hello"
9 var2 = "Hi"
10
11 if __name__ == '__main__':
12     print("Module hello")
13
```

`./example.py`

```
1 import hello
2 import hello as ho
3
4 from hello import say_goodbye
5 from hello import var1, var2
6
7 hello.say_hello()
8
9 say_goodbye()
10
11 ho.say_hello()
12 print(var1, var2)
13
```

# Basic Nested Import

`./package/module_01.py`

```
1 def say_hello():
2     print("Hello!")
3
4 def say_goodbye():
5     print("Goodbye")
6
7 message = "Hello World"
8 var1 = "Hello"
9 var2 = "Hi"
10
11
12
13
```

`./nested_example.py`

```
1 import package.module_01
2
3 package.module_01.say_hello()
4
5
6
7
8
9
10
11
12
13
```

# Specific Nested Import

`./package/module_01.py`

```
1 def say_hello():
2     print("Hello!")
3
4 def say_goodbye():
5     print("Goodbye")
6
7 message = "Hello World"
8 var1 = "Hello"
9 var2 = "Hi"
10
11
12
13
```

`./nested_example.py`

```
1 import package.module_01
2
3 from package.module_01 import say_goodbye
4
5
6 package.module_01.say_hello()
7 say_goodbye()
8
9
10
11
12
13
```

# Specific Nested Import

`./package/module_01.py`

```
1 def say_hello():
2     print("Hello!")
3
4 def say_goodbye():
5     print("Goodbye")
6
7 message = "Hello World"
8 var1 = "Hello"
9 var2 = "Hi"
10
11
12
13
```

`./nested_example.py`

```
1 import package.module_01
2 import package.module_01 as pm1
3
4 from package.module_01 import say_goodbye
5
6
7 package.module_01.say_hello()
8 say_goodbye()
9 print(pm1.message)
10
11
12
13
```

# Standard Packaging Format 01

```
project_name/  
├── LICENSE  
├── pyproject.toml  
├── README.md  
├── src/  
│   ├── example_package_1/  
│   │   ├── __init__.py  
│   │   └── example.py  
│   └── example_package_2/  
│       ├── __init__.py  
│       └── example.py  
├── tests/  
├── doc/  
└── script/
```

# Standard Packaging Format 02

```
project_name/  
├── LICENSE  
├── pyproject.toml  
├── README.md  
├── src/  
│   ├── example_package_1/  
│   │   ├── __init__.py  
│   │   ├── example.py  
│   │   └── test_example.py  
│   └── example_package_2/  
│       ├── __init__.py  
│       ├── example.py  
│       └── test_example.py  
├── doc/  
└── script/
```

# Quick Exercise: Organize RPG

```
rpg/  
├── character/  
│   ├── character.py  
│   ├── mage.py  
│   ├── knight.py  
│   ├── warrior.py  
│   └── __init__.py  
└── main.py
```

# **Libraries**

Please don't reinvent the wheel



# Try these Libraries!



## Math

Common math constants  
and operations



## Functools

Module for higher-order  
functions



## Collections

Additional data  
structures



## Time

Access to system time,  
delays, and conversions



## Request

Quick setup for a light  
database system



## Itertools

Efficient looping and  
combinatorials

# Time Demo

```
1 import time
2
3 print("Measuring Execution Time:")
4 print("Current Time:", time.ctime())
5 time.sleep(10)
6 print("Current Time:", time.ctime())
7 print()
8
9 print("Measuring Execution Time:")
10 start_time = time.time()
11 for _ in range(1_000_000):
12     x = 10 ** 1000
13 end_time = time.time()
14 print(f"Spent {end_time - start_time:.5f} seconds")
```

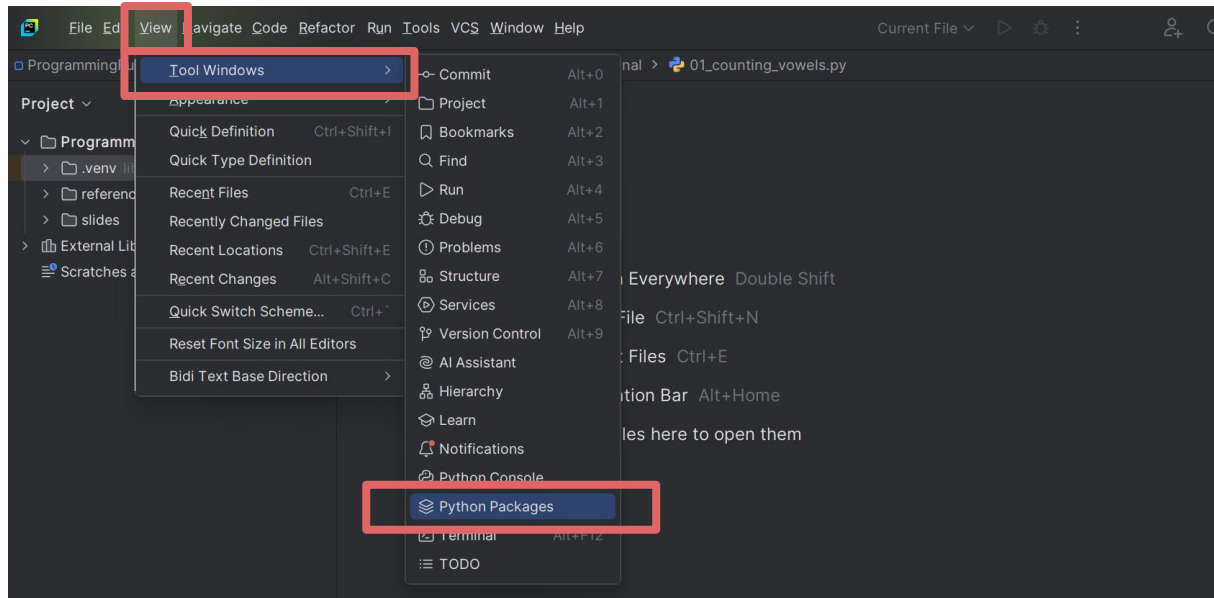
# Functools Demo

```
1 def fib(n):  
2     if n <= 1:  
3         return n  
4     return fib(n-1) + fib(n-2)  
5  
6 print(fib(38))
```

```
1 from functools import cache  
2  
3 @cache  
4 def fib(n):  
5     if n <= 1:  
6         return n  
7     return fib(n-1) + fib(n-2)  
8  
9 print(fib(300))
```

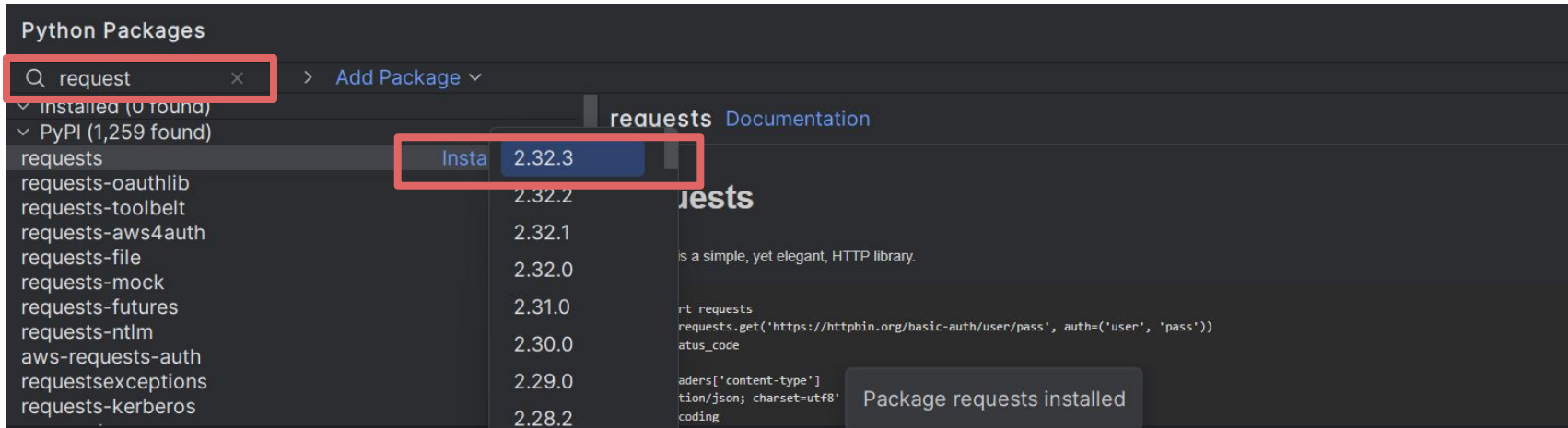
# Prerequisite: Python Packages

In the upper left menu navigation bar select **View > Tool Windows > Python Packages**



# Prerequisite: Download Request Packages

A new menu will open on the lower right. Search for the **request** library. Then select **install**. Make sure to select the latest version available.



# Requests Demo

The requests library allows Python to simplify HTTP requests

```
1 import requests
2
3 # Send a GET request to a free joke API
4 site = "https://official-joke-api.appspot.com/random_joke"
5 response = requests.get(site)
6
7 # Check if the request was successful
8 if response.status_code == 200:
9     joke = response.json()
10    print(joke['setup'])
11    print(joke['punchline'])
12 else:
13    print("Failed. Server said:", response.status_code)
```

**H1**

# **USD Conversion**

Real-time data with Python

# USD Conversion

01\_usd\_conversion.py

```
1 import requests
2
3 response = requests.get("https://open.er-api.com/v6/latest/USD")
4
5 # Get the latest conversion rate from USD to PHP
6 print()
```



02

# Multiple Tasks

A preview of Multiprocessing and Multithreading

# Parallelism versus Concurrency

## Parallel Process

Tasks running simultaneously  
or at the same time



## Concurrent Process

Switching between tasks  
when waiting for results



# Concurrency

Working while waiting for other tasks

# Concurrent Process

## Current Task



T1

# Concurrent Process



**Wait Input**

# Concurrent Process

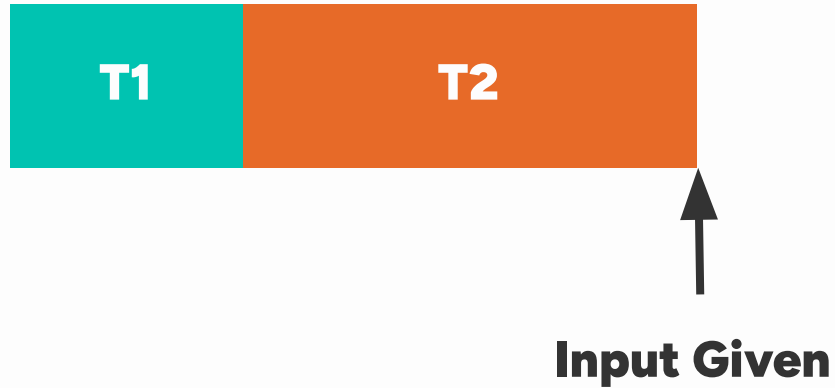
**Do something else  
first**



**Wait Input**



# Concurrent Process



# Concurrent Process

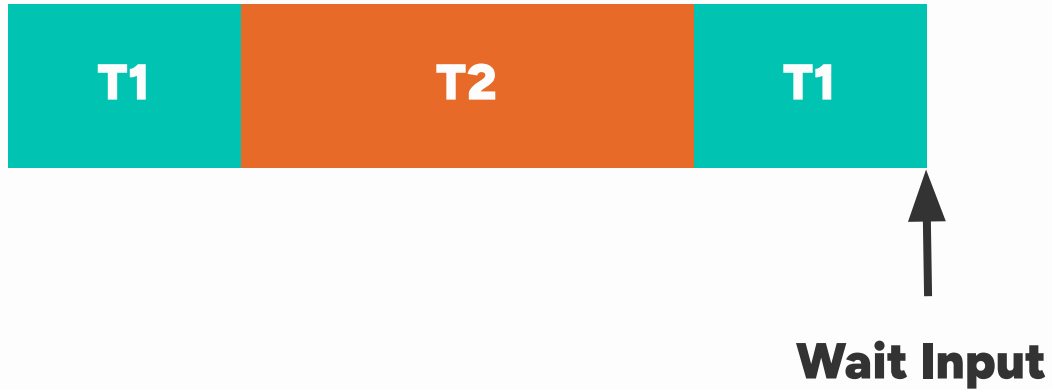
**Continue on Current  
Task**



**Input Given**



# Concurrent Process



# Concurrent Process



**Wait Input**

# Concurrent Process



# Concurrent Process



# Concurrent Process



# Concurrent Process



# Thread Pool Submission

```
1 from concurrent.futures import ThreadPoolExecutor
2 import time
3
4 def process(number):
5     _ = number * 1_000_000 ** 1_000_000
6     print('Finished computation')
7
8 if __name__ == '__main__':
9     start_time = time.time()
10
11     with ThreadPoolExecutor() as executor:
12         x = executor.submit(process, 3)
13         y = executor.submit(input, 'Enter number: ')
14
15     end_time = time.time()
16     print(end_time - start_time)
```

# Thread Pool Mapping

```
1 from concurrent.futures import ThreadPoolExecutor
2 import requests
3 import time
4
5 def fetch_url(url):
6     return requests.get(url).status_code
7
8 inputs = ['https://httpbin.org/delay/5', 'https://httpbin.org/delay/7']
9
10 if __name__ == '__main__':
11     start_time = time.time()
12
13     with ThreadPoolExecutor() as executor:
14         outputs = executor.map(fetch_url, inputs)
15
16     end_time = time.time()
17     print(end_time - start_time)
```



**H2**

# **Website Check**

Check multiple websites if they are working

# Website Check - Main Function

```
1 from concurrent.futures import ThreadPoolExecutor
2 import requests
3 import time
4
5 def check_website(url):
6     try:
7         response = requests.get(url)
8         if response.status_code == 200:
9             print(f"{url} is up!")
10        else:
11            print(f"{url} status {response.status_code}")
12    except:
13        print(f"{url} failed to reach.")
```

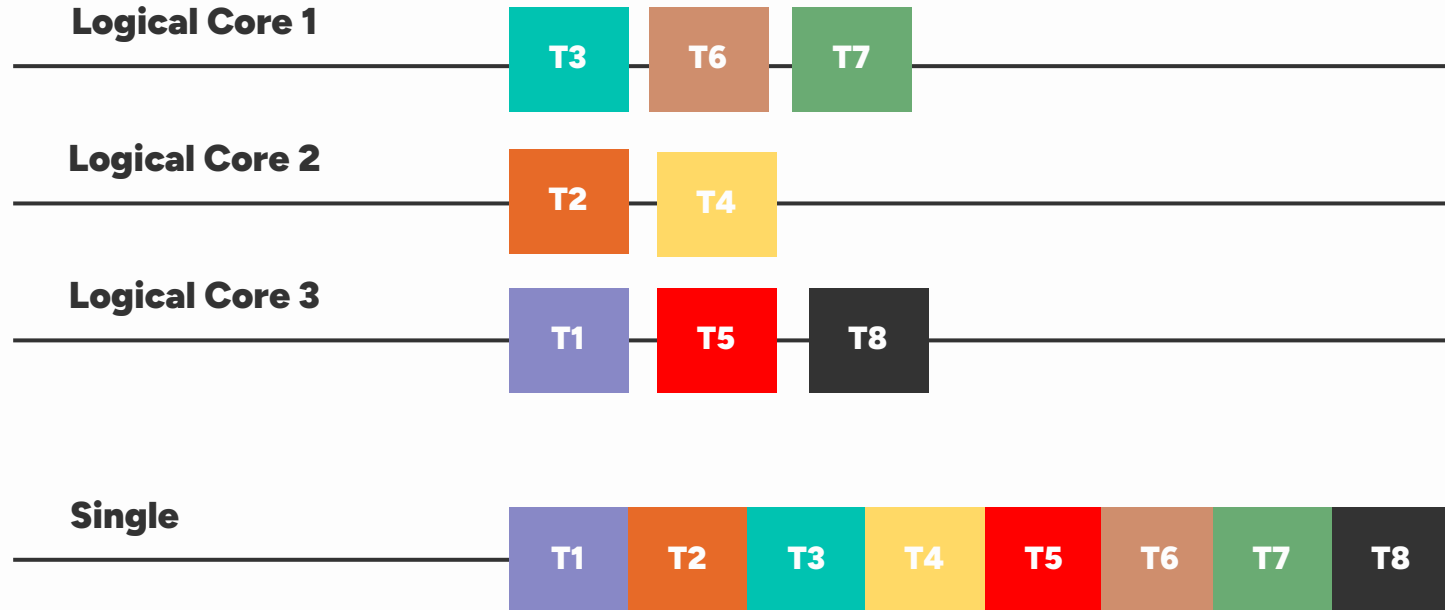
# Website Check - Get Text Data

```
15 base_url = "https://raw.githubusercontent.com/"
16 file_name = "bensooter/URLchecker/master/top-1000-websites.txt"
17 response = requests.get(base_url + file_name)
18
19 websites = response.text.splitlines()
20 websites = [site.strip() for site in websites if site.strip()]
21
22 if __name__ == '__main__':
23     start_time = time.time()
24
25     for website in websites:
26         check_website(website)
27
28     end_time = time.time()
29     print(end_time - start_time)
```

# Multiprocessing

Actually doing multiple tasks at once

# Parallelism using Multiprocessing



# Sequential Task

```
1 import time
2
3 def process(number):
4     return number * 1_000_000 ** 1_000_000
5
6 if __name__=="__main__":
7     start_time = time.time()
8
9     inputs = [1, 2, 3]
10    outputs = [process(number) for number in inputs]
11
12    end_time = time.time()
13    print(end_time - start_time)
```

# Multi-Process Task

```
1 from multiprocessing import Pool
2 import time
3
4 def process(number):
5     return number * 1_000_000 ** 1_000_000
6
7 if __name__=="__main__":
8     start_time = time.time()
9
10    inputs = [1, 2, 3]
11    with Pool() as pool:
12        outputs = pool.map(process, inputs)
13
14    end_time = time.time()
15    print(end_time - start_time)
```

**H3**

# Fibonacci Task

Fancy counting done fast



# Sequential Fibonacci Calculation

```
1 from multiprocessing import Pool
2 import time
3
4 def fib(n):
5     if n <= 1:
6         return n
7     return fib(n - 1) + fib(n - 2)
8
9 if __name__=="__main__":
10     start_time = time.time()
11
12     inputs = [35, 36, 37, 38]
13     outputs = [fib(number) for number in inputs]
14
15     end_time = time.time()
16     print(end_time - start_time)
```

03

# Best Practices

Recommended way to write Python code

# Example Code No. 1

```
1 def function(s):  
2     ws = s.split()  
3  
4     vc = 0  
5     vs = "aeiou"  
6  
7     for w in ws:  
8         if any(v in w for v in vs):  
9             vc += 1  
10  
11     return vc
```

## Example Code No. 1 (Refactor)

```
1 def count_words_with_vowel(text):  
2     words = text.split()  
3  
4     words_with_vowels_count = 0  
5     vowels= "aeiou"  
6  
7     for word in words:  
8         if any(vowel in word for vowel in vowels):  
9             words_with_vowels_count += 1  
10  
11     return words_with_vowels_count
```

## Example Code No. 2

```
1 def function(ix):  
2     ic = {}  
3  
4     for i in ix:  
5  
6         if i in ic:  
7             ic[i] += 1  
8         else:  
9             ic[i] = 1  
10  
11     return ic
```

## Example Code 2 (Refactor)

```
1 def count_per_item(items):  
2     item_count = {}  
3  
4     for item in items:  
5  
6         if item in item_count:  
7             item_count[item] += 1  
8         else:  
9             item_count[item] = 1  
10  
11     return item_count
```

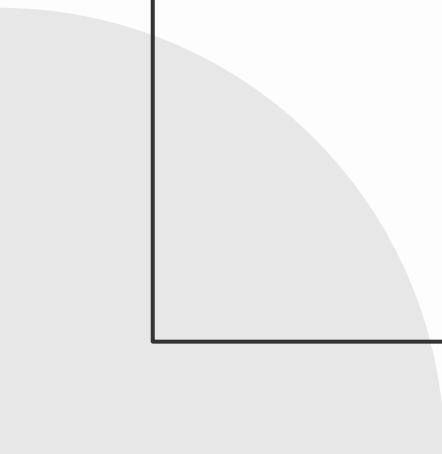
## Example Code No. 3

```
1 class P:
2     def __init__(x,n): x.nm=n
3     def g(x): return"hi "+x.nm
4 class G:
5     def __init__(s,p): s.p=p
6     def sG(s): print(s.p.g())
```

## Example Code No. 3 (Refactor)

```
1 class Person:
2     """This class represents a person with a name"""
3     def __init__(self, name):
4         self.name = name
5
6     def greet(self):
7         return "Hi " + self.name
8
9 class ConsoleGreeter:
10     """This wrapper class can print greetings in a terminal"""
11     def __init__(self, person):
12         self.person = person
13
14     def show_greeting(self):
15         print(self.person.greet())
```



A large, light gray circle is partially visible in the bottom-left corner of the slide, extending from the edge into the frame.

“Code is read much more often  
than it is written.”

— **Guido van Rossum**



**import this**

**If the  
implementation is  
hard to explain , it's a  
bad idea**

# Programming Principles



## Don't Repeat Yourself

Code duplication is a sign to use variables, functions, classes, and loops



## Keep it Simple, Silly

Always aim for the simplest approach to the code



## Loose Coupling

Minimize dependency of functions and classes with each other



## You aren't gonna need it

Don't fall into the trap of over engineering for simple features and processes

# Python Enhancement Proposal (PEP) 8



## Consistency

Makes it easier to read  
code quickly out of  
experience



## Maintenance

PEP 8 is built for the  
purpose of making code  
easier to debug



## Community

PEP 8 reflects the format  
and conventions that  
communities use

# PEP 8 Quick Notes



## Use 4 Spaces

Don't use tabs and especially don't mix spaces and tab



## Limit to 79 Chars

Limit lines (72 characters for comments) to make code more readable or digestible



## Start Private

If you're not sure, start private as it's harder to go from public to private



## Naming Convention

Use snake\_case for variables, functions, and files. Use PascalCase for classes.

# PEP 8 Long Statements

For long operations, place the operator at the front

```
income = (gross_wages
          + taxable_interest
          + (dividends - qualified_dividends)
          - ira_deduction
          - student_loan_interest)
```

```
income = (gross_wages +
          taxable_interest +
          (dividends - qualified_dividends) -
          ira_deduction -
          student_loan_interest)
```

# PEP 8 Extra Whitespaces

Avoid extra spaces as it is unnecessary

```
spam(ham[1], {eggs: 2})
```

```
spam( ham[ 1 ], { eggs: 2 } )
```

```
dct['key'] = lst[index]
```

```
dct ['key'] = lst [index]
```

```
x          = 1  
y          = 2  
long_variable = 3
```



# PEP 8 Implicit Boolean Checks

If your variable is a Boolean, don't use an equality check (remember, it auto-uses `bool()`)

```
if greeting == True:
```

```
if greeting is True:
```

```
if greeting:
```

# Documentation



## Provide Some Context

Note all of the prerequisites or key insights needed to understand a process. **Mainly, explain why you are doing it**



## Enhance Readability

If a process is really hard to understand, explain it in alternative ways of phrasing



## Summarize Immediately

One line can summarize paragraphs or entire documents depending on the use case

# Hallmarks of a Good Comment



## **Specific**

No alternative meaning



## **Updated**

Outdated code is a  
severe liability



## **Not Redundant**

Remember, DRY



## **Simple**

A new developer should  
understand it



## **Context**

Provide references and  
acknowledgement

# Specific Comment

```
# Process data  
process(data)
```

```
# Filter out inactive users before processing  
process(active_users_only(data))
```

# Updated Comment

```
# Multiply score by 2  
score = score + 10
```

```
# Add 10 to the score as a bonus  
score = score + 10
```

# Non-redundant Comment

```
# This is a for loop  
for i in range(10):  
    print(i)
```

```
# Check if stack is compromised  
for i in range(10):  
    print(i)
```

```
# Get user name  
name = user.get_name()  
# Get user age  
age = user.get_age()  
# Get user email  
email = user.get_email()
```

```
# Extract basic user details  
name = user.get_name()  
age = user.get_age()  
email = user.get_email()
```

# Simple Comment

```
# Initialize a numeric accumulator  
# that begins with the additive identity element  
count = 0
```

```
# Positive counter  
count = 0
```

# Comment with Context

```
# 86400 is the number of seconds in a day  
expiration_time = 86400
```

```
# Set expiration to 1 day (86400 seconds)  
# Based on OAuth2 token policy:  
# See https://oauth.net/2/access-tokens/  
expiration_time = 86400
```



# Function Docstrings

```
def calculate_circle_area(radius):  
    """  
    Return the area of a circle with the given radius.  
  
    Args:  
        radius (float): Circle's radius. Must be non-negative.  
  
    Returns:  
        float: Area of the circle.  
  
    Raises:  
        ValueError: If radius is negative.  
    """  
    if radius < 0:  
        raise ValueError("Radius cannot be negative")  
    return math.pi * radius ** 2
```

# Function Docstrings

```
def greet():  
    """Print a simple greeting message."""  
    print("Hello, welcome!")
```

```
help(calculate_circle_area)
```

# Class Docstring

```
class VideoPlayer:  
    """  
    Provides convenient functions  
    for playing and processing video files  
    """  
    def __init__(self, video):  
        """  
        Provides functions for playing and processing video files  
  
        Args:  
            video (str): Filename of video  
        """  
        self.video = video
```

# Module and `__init__` Docstring

```
"""Module for processing common media files"""

class VideoPlayer:
    """
    Provides convenient functions
    for playing and processing video files
    """
    def __init__(self, video):
        """
        Provides functions for playing and processing video files

        Args:
            video (str): Filename of video
        """
        self.video = video
```

# Type Hinting

Saving yourself future debugging headaches

# Type Hinting (Input)

```
def add(number1: int, number2: int):  
    """Returns the mathematical summation of the two numbers.  
  
    Args:  
        number1 (int): First addend in summation  
        number2 (int): Second addend in summation  
  
    Returns:  
        int: Addition of the two numbers  
    """  
    return number1 + number2
```

# Type Hinting (Output)

```
def add(number1: int, number2: int) -> int:  
    """Returns the mathematical summation of the two numbers.
```

Args:

```
    number1 (int): First addend in summation  
    number2 (int): Second addend in summation
```

Returns:

```
    int: Addition of the two numbers  
    """
```

```
    return number1 + number2
```

# Type Hinting (Unions)

```
def add(number1: int|float, number2: int|float) -> int|float:  
    """Returns the mathematical summation of the two numbers.
```

Args:

number1 (int|float): First addend in summation

number2 (int|float): Second addend in summation

Returns:

int|float: Addition of the two numbers

"""

```
    return number1 + number2
```



# Variable Type Hinting

```
counter: int = 1
```

```
numbers: list[int] = [1, 2, 3]
```

```
months: dict[str, int] = {"Jan": 1, "Feb": 2, "Mar": 3}
```

```
tasks: dict[str, list[int]] = {"dev": [1, 2, 3], "test": [4]}
```

```
point: tuple[int, int] = (0, 1)
```

```
points: list[tuple[int, int]] = [(9, 1), (2, 3), (5, 2)]
```

# Type Hinting Examples

```
total_tasks: int = 81
```

```
points: list[int] = [1, 2, 3]
```

```
priority: tuple[str, str, str] = ("low", "medium", "urgent")
```

```
employees: dict[int, str] = dict()
```

```
employees.update({9823: "Jay", 1821: "Caroline"})
```

```
downtime_logs: list[ dict[str, str] ] = [  
    {"Engineering": "Lunch", "Finance": "Team Building"},  
    {"Security": "Maintenance"},  
    {"Hiring": "Tax Filing", "Engineering": "System Update"},  
]
```

# Complex Type Hinting

```
UserData = dict[str, str|int|float]

users: list[UserData] = [
    {"name": "Alice", "email": "alice@example.com"},
    {"name": "Bob", "email": "bob@example.com"},
]
```

# Typing Module

The typing module has additional typing and syntax for convenience

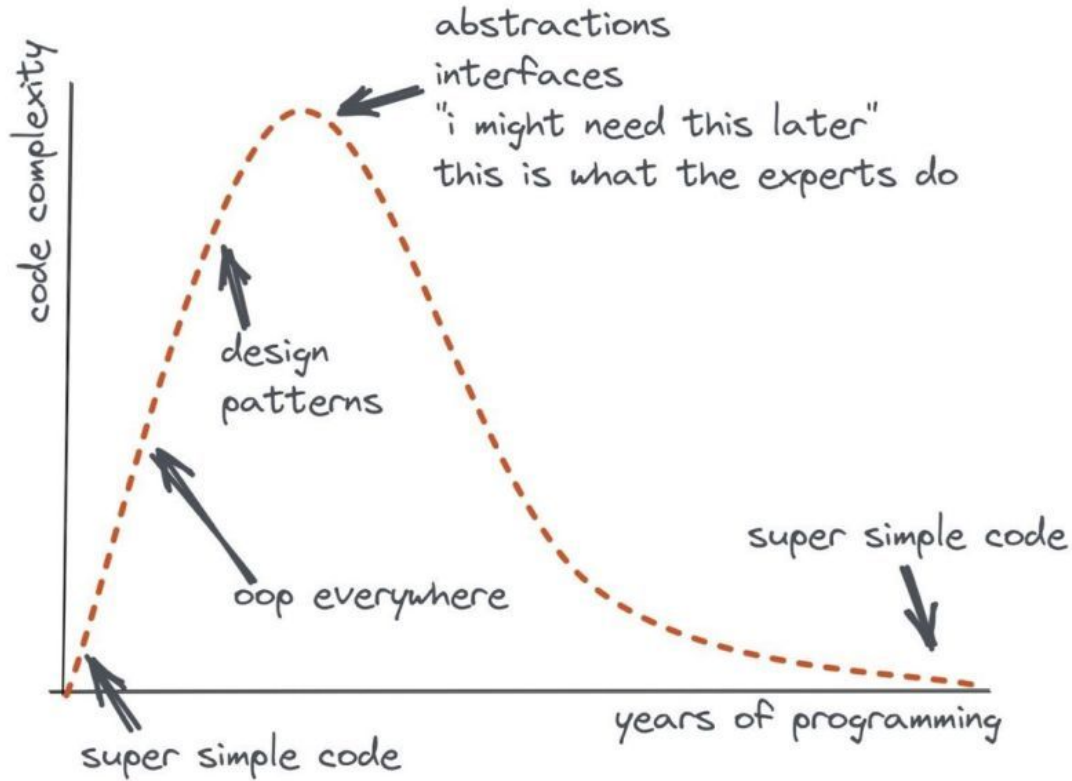
```
from typing import Literal, Iterable

priority = Literal["low", "medium", "urgent"]
priorities: list[priority] = ["medium", "urgent", "urgent", "low"]

def urgent_points(items: Iterable) -> int:
    urgent_point: int = 10
    return sum(urgent_point for item in items if item == "urgent")
```

# Class Typing: Pen and Paper

```
1 class Paper:
2     def __init__(self):
3         self.content = ""
4 class Pen:
5     def __init__(self, ink_level: int):
6         self.ink_level = ink_level
7
8     def write(self, paper: Paper, text: str):
9         if self.ink_level > 0:
10             paper.content += text
11
12 pen = Pen(100)
13 paper_piece = Paper()
14 pen.write(paper_piece, "Example")
15 print(paper_piece.content)
```



## Discussion On Tech Debt

# H4

# Code Review



Let's see how you have been coding

# Testing

Security for your colleagues and future self



# Common Types of Testing



## Unit

Testing individual parts or functions in isolation



## Integration

Testing if different components work together correctly

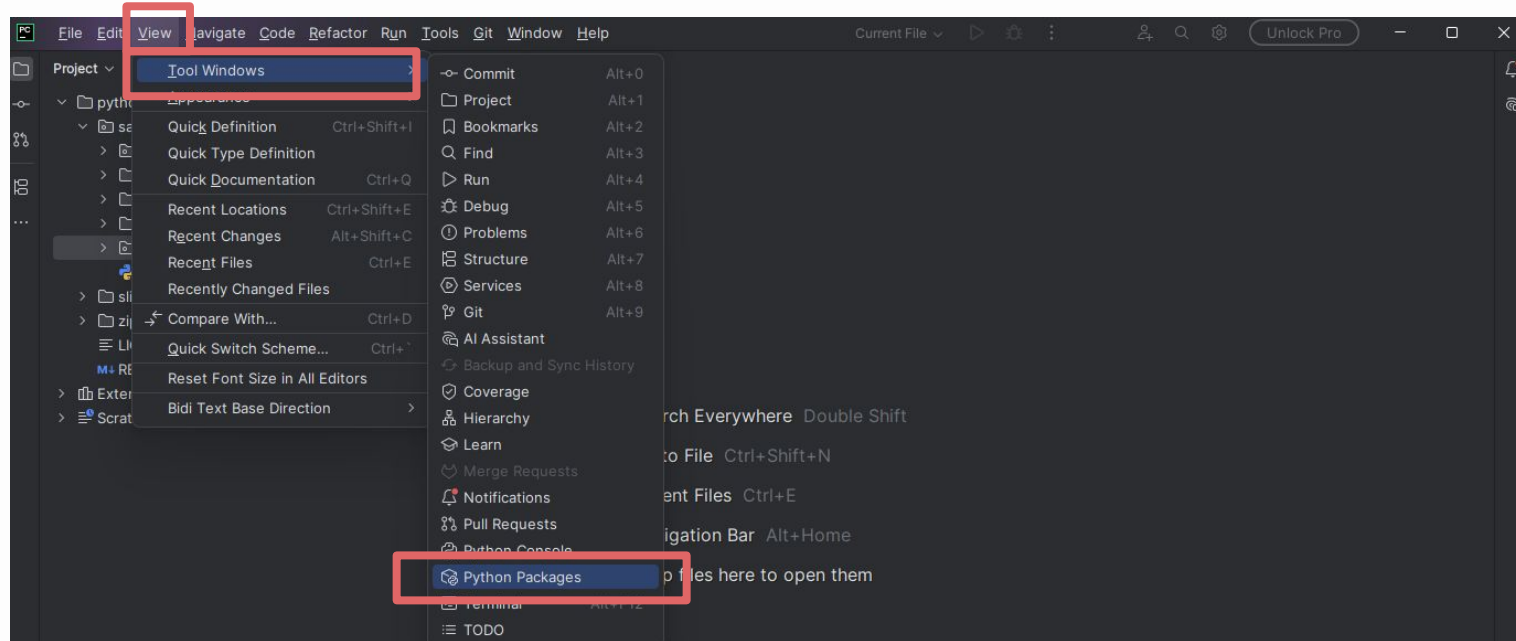


## Regression

Testing if changes in the code doesn't accidentally break anything

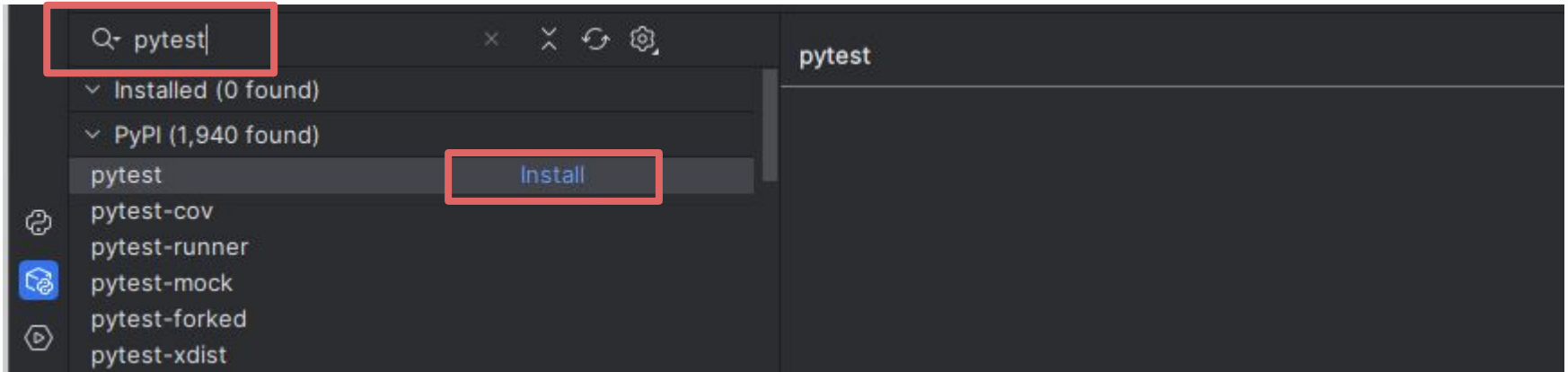
# Prerequisite: Python Packages

In the upper left menu navigation bar select **View > Tool Windows > Python Packages**



# Prerequisite: Download Pytest Packages

A new menu will open on the lower right. Search for the **pytest** library. Then select **install**. Make sure to select the latest version available.



# Unit Test

Testing individual components or functions in isolation from other parts

```
1 def square(x):  
2     return x * x  
3  
4 def test_square():  
5     assert square(2) == 4  
6     assert square(-3) == 9  
7     assert square(0) == 0  
8     print("All unit tests passed!")  
9  
10 test_square()
```

# Integration Test

Testing if different components work as intended when combined together

```
1 def add(a, b):  
2     return a + b  
3  
4 def square(x):  
5     return x * x  
6  
7 def multiply(a, b):  
8     return a * b  
9
```

# Integration Test

Testing if different components work as intended when combined together

```
10 def calculate_expression(x, y):  
11     return add(square(x), multiply(y, 2))  
12  
13 def test_calculate_expression():  
14     assert calculate_expression(2, 3) == 10  
15     assert calculate_expression(0, 5) == 10  
16  
17     print("All integration tests passed!")  
18  
19 test_calculate_expression()
```

# Regression Test

Check if changes in the code have not affected existing functionality

```
10 def calculate_expression(x, y, z=0):
11     return add(square(x), multiply(y, 2)) - z
12
13 def test_calculate_expression():
14     assert calculate_expression(2, 3) == 10
15     assert calculate_expression(0, 5) == 10
16     assert calculate_expression(2, 3, 2) == 10
17     print("All integration tests passed!")
18
19 test_calculate_expression()
```

# Pytest Classes

Tests can be grouped into classes for further organization

```
1 class TestClass:
2     def test_one(self):
3         word = "this"
4         assert "h" in word
5
6     def test_two(self):
7         word = "hello"
8         assert not hasattr(word, "check")
```



**H5**

# Test-Driven

A surprising amount of time is invested here

# Reverse String

## Student A

Write tests for a function `reverse_string(s)` that returns the reversed version of a string.

Consider special cases such as the following:

- Normal string (e.g. "hello" → "olleh")
- Empty string
- One-character string
- Palindrome string

## Student B

Implement the function `reverse_string(s)` so it passes all the tests.

# Grocery List

## Student A

Write tests for a class `GroceryList` that should:

- Add tasks with `add_task(task: str)`
- Save tasks to a file with `save(filepath: str)`

Test if:

- The file is created
- It contains all added tasks

## Student B

Implement the class `GroceryList` so it passes all the tests.

# Extract Date

## Student A

Write tests for a function `extract_date(date_str)` that:

- Parses valid YYYY-MM-DD strings and returns a tuple containing the year, month, and date (in that order)
- Returns None for invalid dates or formats (e.g. "2025-13-99" or "hello")

## Student B

Implement the function `extract_date(date_str)` so it passes all the tests.

04

# Web Dev

Providing online access to your business logic

# Web Frameworks



## Flask

- Minimalist and lightweight
- Freedom to choose tools for each part
- **Small and Fast Web Applications**

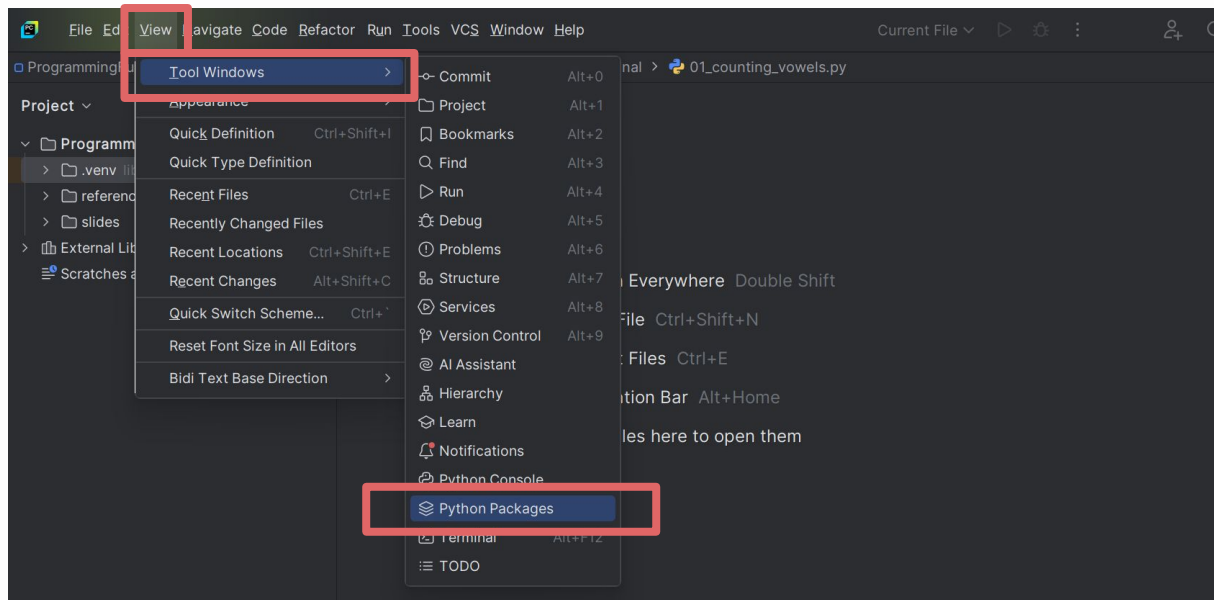


## Django

- Multiple out-of-the-box features
  - Object Relational Mapping
  - Fully functional Admin Panel
  - Security Measures and Authentication
- **Medium to Large Web applications**

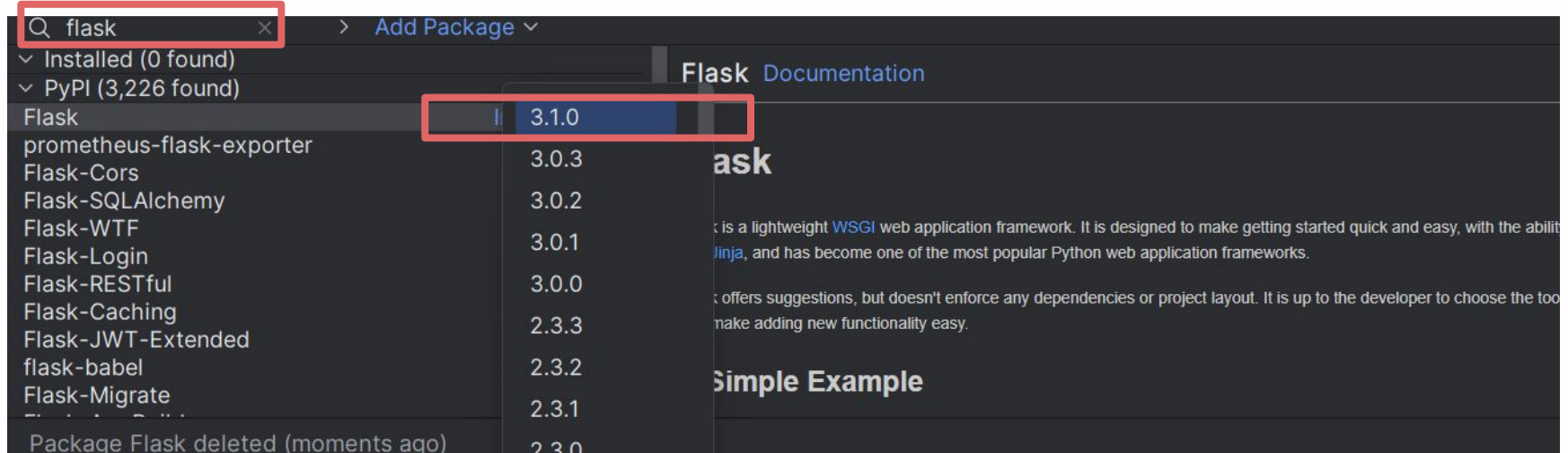
# Prerequisite: Python Packages

In the upper left menu navigation bar select **View > Tool Windows > Python Packages**



# Prerequisite: Download Flask Package

A new menu will open on the lower right. Search for the **flask** library. Then select **install**. Make sure to select the latest version available.





# Minimum Setup

```
1 from flask import Flask
2
3 app = Flask(__name__)
4 app.run()
```

# Routing

Setting up the subpages of the site

# Index Route

```
1 from flask import Flask
2
3 app = Flask(__name__)
4
5 @app.route("/")
6 def index():
7     return "Index Page"
8
9 app.run()
10
11
12
13
14
15
```

# Additional Route

```
1 from flask import Flask
2
3 app = Flask(__name__)
4
5 @app.route("/")
6 def index():
7     return "Index Page"
8
9 @app.route("/profile/")
10 def profile():
11     return "Profile Page"
12
13 app.run()
14
15
```

# Route Aliasing

```
1 from flask import Flask
2
3 app = Flask(__name__)
4
5 @app.route("/")
6 def index():
7     return "Index Page"
8
9 @app.route("/profile/")
10 @app.route("/profiles/")
11 def profile():
12     return "Profile Page"
13
14 app.run()
15
```

# Dynamic Route

```
1 from flask import Flask
2
3 app = Flask(__name__)
4
5 @app.route("/")
6 def index():
7     return "Index Page"
8
9 @app.route("/profile/")
10 @app.route("/profiles/")
11 def profile():
12     return "Profile Page"
13
14 @app.route("/profile/<username>")
15 def profile_dynamic(username):
16     return f"Profile {username}"
17
18 app.run()
```

# Dynamic Route

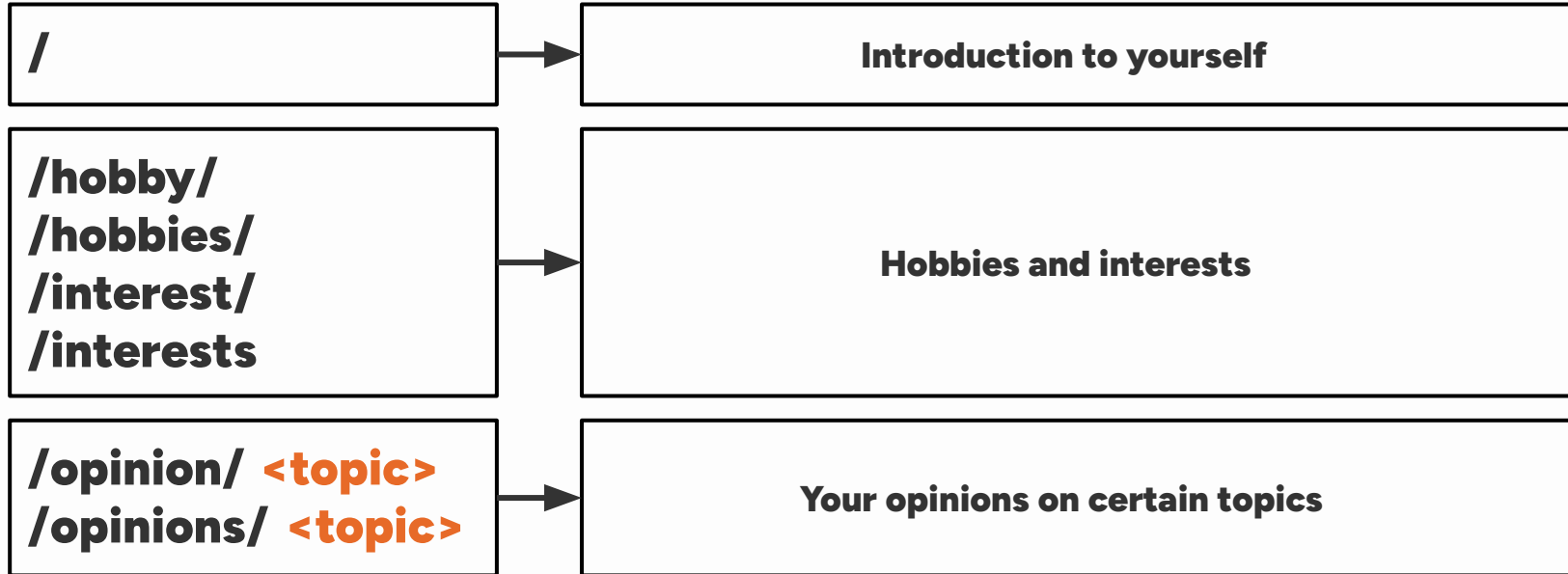
```
1 from flask import Flask
2
3 app = Flask(__name__)
4
5 @app.route("/")
6 def index():
7     return "Index Page"
8
9 @app.route("/profile/")
10 @app.route("/profiles/")
11 def profile():
12     return "Profile Page"
13
14 @app.route("/profile/<username>")
15 @app.route("/profiles/<username>")
16 def profile_dynamic(username):
17     return f"Profile {username}"
18
19 app.run()
```

# Full Dynamic Route

```
1 from flask import Flask
2
3 app = Flask(__name__)
4
5 @app.route("/")
6 def index():
7     return "Index Page"
8
9 @app.route("/profile/")
10 @app.route("/profiles/")
11 @app.route("/profile/<username>")
12 @app.route("/profiles/<username>")
13 def profile_dynamic(username=None):
14     if username:
15         return f"Profile {username}"
16     else:
17         return "Profile Page"
18
19 app.run()
```



# Quick Exercise: Personal Page



# Challenge: Random Jokes

**/joke/  
/jokes/**



**Random Joke from**  
**[https://official-joke-api.appspot.com/random\\_joke](https://official-joke-api.appspot.com/random_joke)**

**/joke/<topic>  
/jokes/<topic>**



**Random Joke Base**  
**<https://official-joke-api.appspot.com/jokes/>**  
**General: [general/random](#)**  
**Programming: [programming/random](#)**  
**Knock-Knock: [knock-knock/random](#)**

# HTML

A crash course on organizing text in web pages

# HTML: Hypertext Markup Language

HTML is used to structure and organize content on web pages. It relies on tags, which define elements like headings, paragraphs, and links, to create a webpage's layout and content.

**<tag >Text </tag >**

**<tag >**

# Headers

Heading tags (<h1> to <h6>) define the importance and hierarchy of text, with <h1> being the highest and <h6> the lowest.

<h1> Header </h1>

<h2> Header </h2>

<h3> Header </h3>

<h4> Header </h4>

<h5> Header </h5>

<h6> Header </h6>

# Headers

Heading tags (<h1> to <h6>) define the importance and hierarchy of text, with <h1> being the highest and <h6> the lowest.

<h1> **Header** </h1>

<h2> **Header** </h2>

<h3> **Header** </h3>

<h4> **Header** </h4>

<h5> **Header** </h5>

<h6> **Header** </h6>

# Paragraphs

The <p> tag is used to define paragraphs, separating blocks of text for better readability.

**<h1>Header </h1>**

**<p>The p tag is used to define paragraphs </p>**

# Paragraphs

The `<p>` tag is used to define paragraphs, separating blocks of text for better readability.

`<h1>` **Header** `</h1>`

`<p>` **The p tag is used to define paragraphs** `</p>`



# Anchor

The <a> tag is used to create hyperlinks that redirect the user to a different URL.

```
<a href="https://www.example.com">Example </a>
```

# Anchor

The **<a>** tag is used to create hyperlinks that redirect the user to a different URL.

**<a href="https://www.example.com"> Example </a>**

***https://www.example.com***

# Unordered List

The `<ul>` tag with `<li>` tags enumerate items in bullet point style

```
1 <ul>
2   <li>First Item</li>
3   <li>Second Item</li>
4   <li>Third Item</li>
5 </ul>
```

- First Item
- Second Item
- Third Item

# Ordered List

The `<ol>` tag with `<li>` tags enumerate items by number

```
1 <ol>
2   <li>First Item</li>
3   <li>Second Item</li>
4   <li>Third Item</li>
5 </ol>
```

1. First Item
2. Second Item
3. Third Item

# Nested List

Subitems require an additional tag

```
1 <ul>
2   <li>First Item</li>
3   <ul>
4     <li>Sub Item</li>
5   </ul>
6   <li>Second Item</li>
7   <li>Third Item</li>
8 </ul>
```

- First Item
  - Sub Item
- Second Item
- Third Item

# Div

The `<div>` tag is commonly used to group related parts together

```
1 <div>
2   <h1>Welcome to Flask</h1>
3   <p>This is a simple example of HTML in Flask</p>
4   <a href="https://flask.palletsprojects.com/">Guide</a>
5 </div>
6 <div>
7   <ol>
8     <li>Learn Flask</li>
9     <li>Build a project</li>
10  </ol>
11 </div>
```

# Quick Exercise: Coffee Lover

## Coffee Lover's Guide

Welcome to your simple guide to enjoying coffee like a true enthusiast.

### Top Coffee Drinks

- Espresso
- Cappuccino
- Latte
- Americano

### Steps to Brew the Perfect Cup

1. Choose quality beans
2. Grind just before brewing
3. Use clean, filtered water
4. Brew at the right temperature
5. Enjoy immediately

### More Coffee Resources

[Coffee on Wikipedia](#)

# Templates

Adding placeholders and logic to HTML



# Project Structure

```
flask_app/  
├── static/  
│   ├── base.css  
│   └── base.js  
├── templates/  
│   ├── base.html  
│   ├── dashboard.html  
│   ├── menu.html  
│   ├── order_summary.html  
│   └── orders.html  
└── main.py
```

# Static Template

./templates/dashboard.html

```
1 <h1>Welcome, Admin</h1>
2 <p>Use the links below to manage the platform:</p>
3 <ul>
4   <li><a href="/orders/metro">View Metro Orders</a></li>
5   <li><a href="/menu">View Menu</a></li>
6   <li><a href="/order_summary">Sample Order Summary</a></li>
7 </ul>
```

# Render Template

```
1 from flask import Flask, render_template
2
3 app = Flask(__name__)
4
5 @app.route('/')
6 def index():
7     return render_template('dashboard.html')
8
9 @app.route("/orders/<area>")
10 def orders(area):
11     return render_template("orders.html", area=area)
12
13 app.run()
```

# Variable + Conditional

./templates/orders.html

```
1 <h1>Orders for: {{ area }}</h1>
2
3 {% if area == "metro" %}
4     <p>These are high-priority city orders.</p>
5 {% elif area == "rural" %}
6     <p>Allow extra time for rural delivery.</p>
7 {% else %}
8     <p>Unknown delivery zone.</p>
9 {% endif %}
```

# Render Template with Conditionals

```
1 from flask import Flask, render_template
2
3 app = Flask(__name__)
4
5 @app.route('/')
6 def index():
7     return render_template('dashboard.html')
8
9 @app.route("/orders/<area>")
10 def orders(area):
11     return render_template("orders.html", area=area)
12
13 app.run()
```

# Loops

./templates/menu.html

```
1 <h1>Current Menu</h1>
2 <ul>
3     {% for item in items %}
4         <li>{{ item }}</li>
5     {% end for %}
6 </ul>
```

# Render Template with Lists

```
1 from flask import Flask, render_template
2
3 app = Flask(__name__)
4
5 @app.route('/')
6 def index():
7     return render_template('dashboard.html')
8
9 @app.route("/orders/<area>")
10 def orders(area):
11     return render_template("orders.html", area=area)
12
13 @app.route("/menu")
14 def menu():
15     items = ["Adobo", "Tapsilog", "Spaghetti", "Burger", "Chicken"]
16     return render_template("menu.html", items=items)
17
18 app.run()
```

# Dictionary

./templates/order\_summary.html

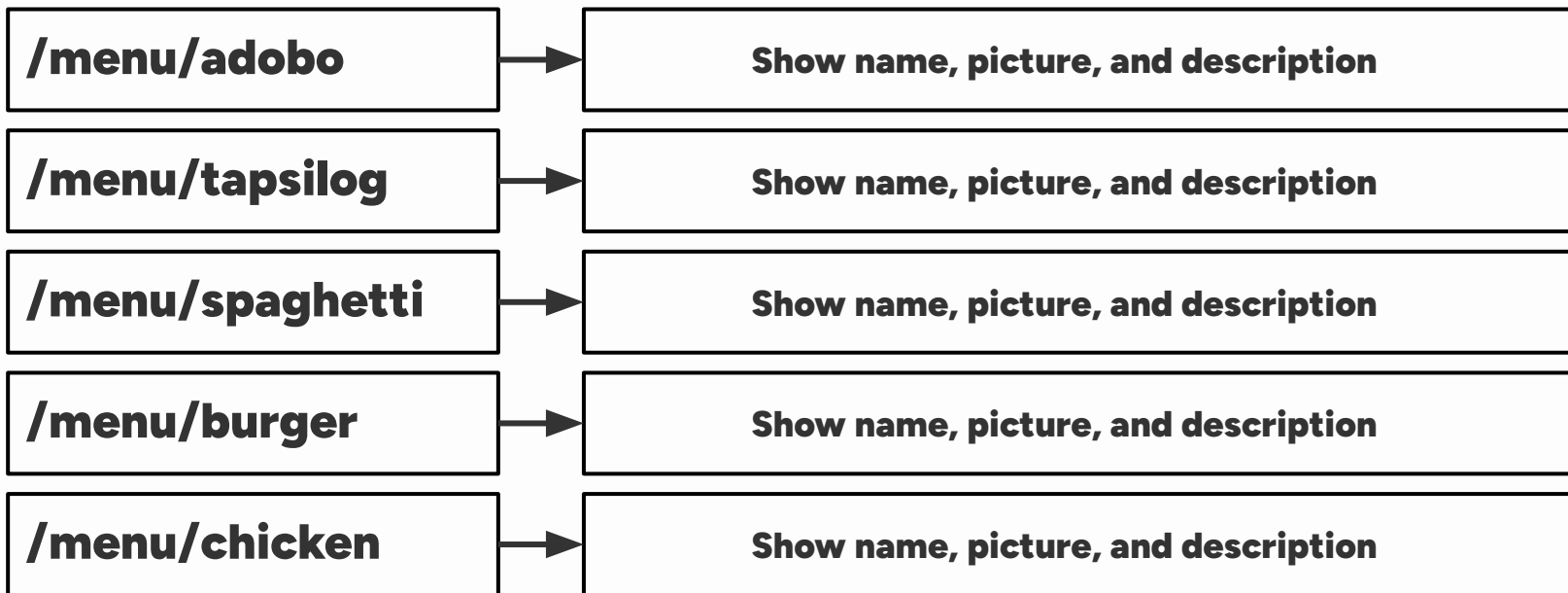
```
1 <h1>Order Summary</h1>
2
3 <p><strong>Customer:</strong> {{ order.customer }}</p>
4 <p><strong>Address:</strong> {{ order.address }}</p>
5
6 <h3>Items Ordered:</h3>
7 <ul>
8     {% for item in order.choices %}
9         <li>{{ item }}</li>
10    {% endfor %}
11 </ul>
12
13 {% if order.special_notes %}
14     <p><strong>Notes:</strong> {{ order.special_notes }}</p>
15 {% else %}
16     <p>No special instructions.</p>
17 {% endif %}
```



# Render Template with Dictionary

```
18 @app.route("/order_summary")
19 def order_summary():
20     order = {
21         "customer": "Juan Dela Cruz",
22         "address": "Manila, Metro",
23         "choices": ["Tapsilog", "Fried Chicken", "Extra Rice"],
24         "special_notes": "Allergic to peanuts"
25     }
26     return render_template("order_summary.html", order=order)
27
28 app.run()
```

## Quick Exercise: Menu Details



# Components

Templating the HTML files themselves

# Parent HTML

```
1 <!DOCTYPE html>
2 <html lang="en">
3     <head>
4         <title>
5             {% block title %} My App {% endblock %}
6         </title>
7     </head>
8     <body>
9         <header>
10            <h1>Welcome to My Flask App</h1>
11        </header>
12        {% block content %} {% endblock %}
13        <footer>
14            <p>Flask 2025</p>
15        </footer>
16    </body>
17 </html>
```

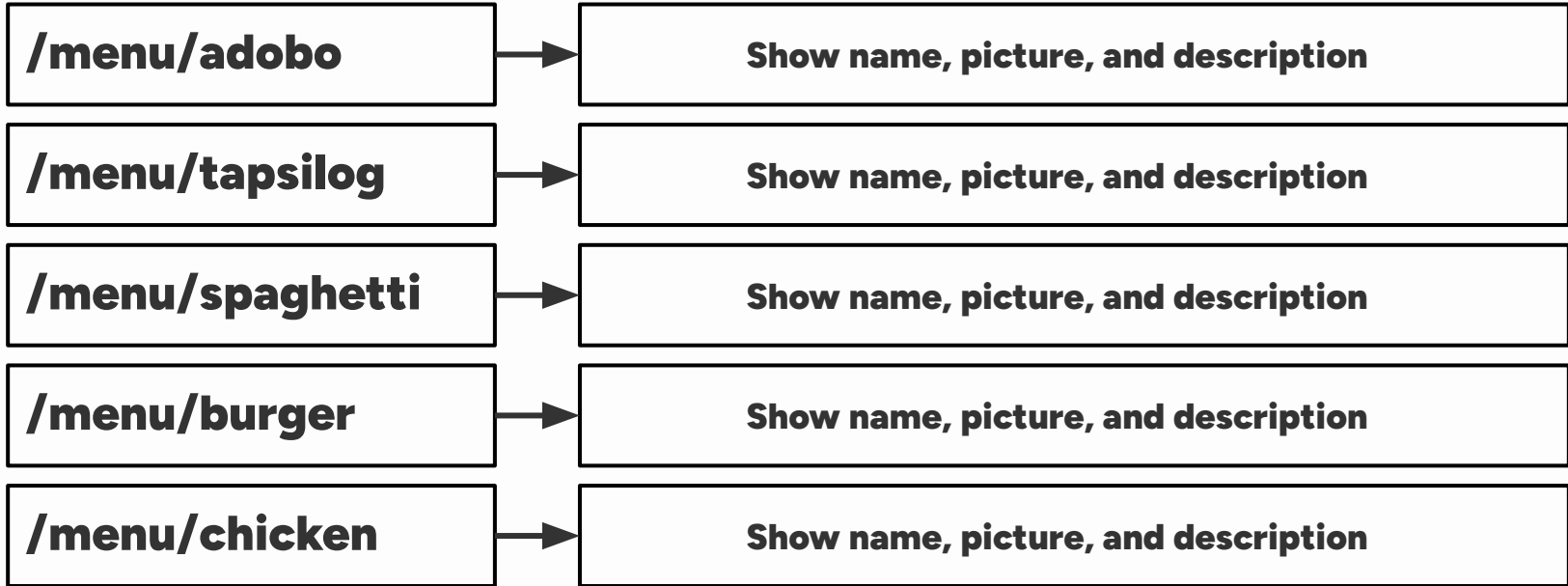
# Child HTML

```
1 {% extends 'parent.html' %}
2
3 {% block title %}
4     Home
5 {% endblock %}
6
7 {% block content %}
8     <h1>Subclass Page</h1>
9     <p>Welcome to the subclass page!</p>
10 {% endblock %}
```

# Project Structure

```
flask_app/  
├── static/  
│   ├── base.css  
│   └── base.js  
├── templates/  
│   ├── base.html  
│   ├── dashboard.html  
│   ├── menu.html  
│   ├── order_summary.html  
│   └── orders.html  
└── main.py
```

## Quick Exercise: Menu Details (v2)



# URL Handling

Special cases for handling subpages



# Redirect URL

```
1 from flask import Flask, redirect
2 app = Flask(__name__)
3
4 @app.route("/user/<username>")
5 def profile(username):
6     if username != "admin":
7         return redirect('/login')
8     return "Welcome Admin"
9
10 @app.route('/login')
11 def login():
12     return "Please login"
13
14 app.run()
```

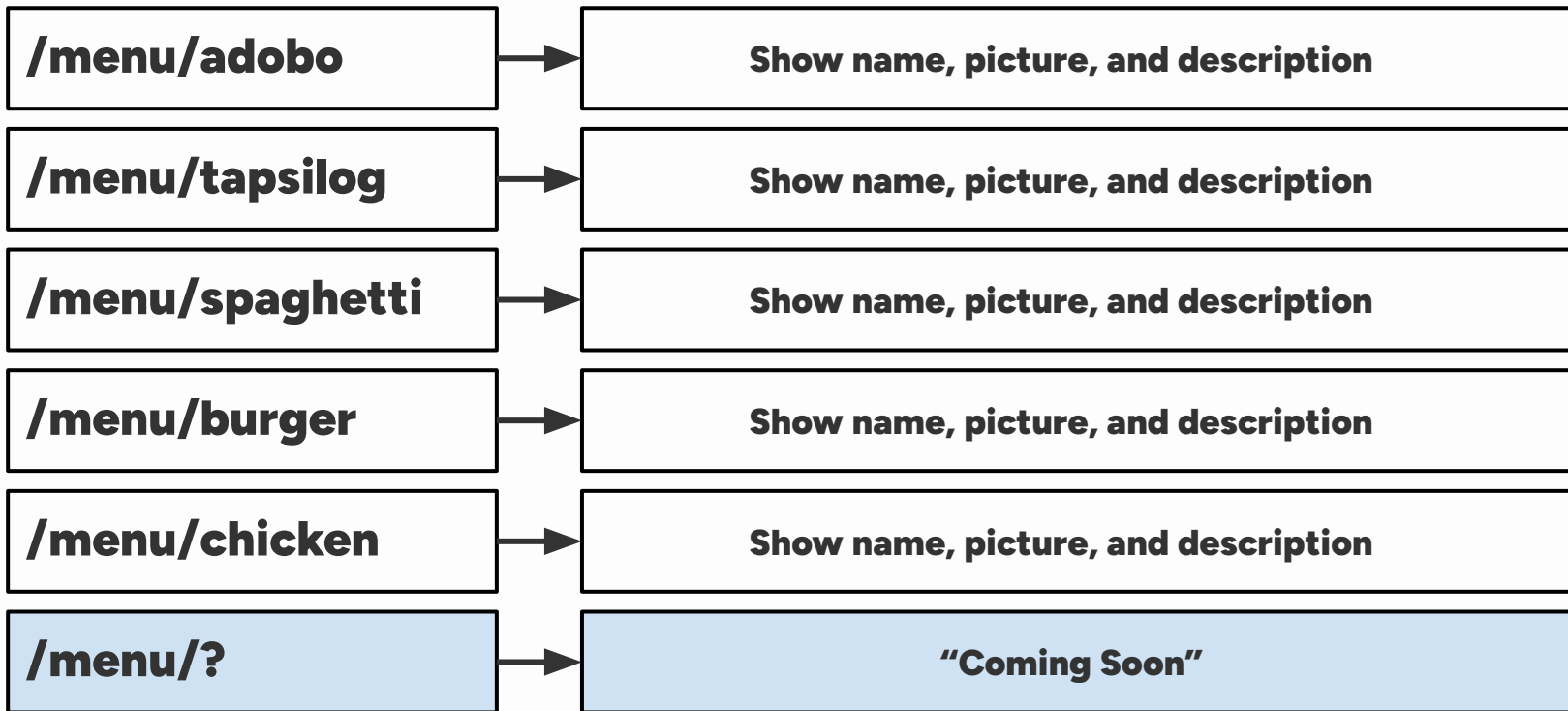
# Abort Error

```
1 from flask import Flask, redirect, abort
2 app = Flask(__name__)
3
4 @app.route("/user/<username>")
5 def profile(username):
6     if username != "admin":
7         return redirect('/login')
8     return "Welcome Admin"
9
10 @app.route('/login')
11 def login():
12     abort(501)
13
14 app.run()
```

# Error Handler

```
1 from flask import Flask, redirect, abort
2 app = Flask(__name__)
3
4 @app.route("/user/<username>")
5 def profile(username):
6     if username != "admin":
7         return redirect('/login')
8     return "Welcome Admin"
9
10 @app.route('/login')
11 def login():
12     abort(501)
13
14 @app.errorhandler(501)
15 def handle_501_error(error):
16     return "Undetected visitor"
17
18 app.run()
```

## Quick Exercise: Menu Details (v3)



# Sessions

Server-side data storage

# To-Do List Page

./templates/index.html

```
1 <h1>To-Do List</h1>
2
3 <form method="POST">
4   <input type="text" name="todo" placeholder="New task">
5   <button type="submit">Add</button>
6 </form>
7
8 <ul>
9   {% for item in todos %}
10   <li>{{ item }}</li>
11   {% endfor %}
12 </ul>
```

# Session Setup

```
1 from flask import Flask
2
3 app = Flask(__name__)
4 app.secret_key = "secret"
```

# Get Data

```
1 from flask import Flask, render_template, session
2
3 app = Flask(__name__)
4 app.secret_key = "secret"
5
6 @app.get("/")
7 def show_todos():
8     if "todos" not in session:
9         session["todos"] = []
10    return render_template("index.html", todos=session["todos"])
11
12 app.run()
```



# Post Data

```
1 from flask import Flask, render_template, session, request, redirect
2
3 app = Flask(__name__)
4 app.secret_key = "secret"
5
6 @app.get("/")
7 def show_todo():
8     if "todos" not in session:
9         session["todos"] = []
10    return render_template("index.html", todos=session["todos"])
11
12 @app.post("/")
13 def add_todo():
14     if request.form["todo"]:
15         session["todos"].append(request.form["todo"])
16         session.modified = True
17     return redirect("/")
18
19 app.run()
```

# To-Do List Page

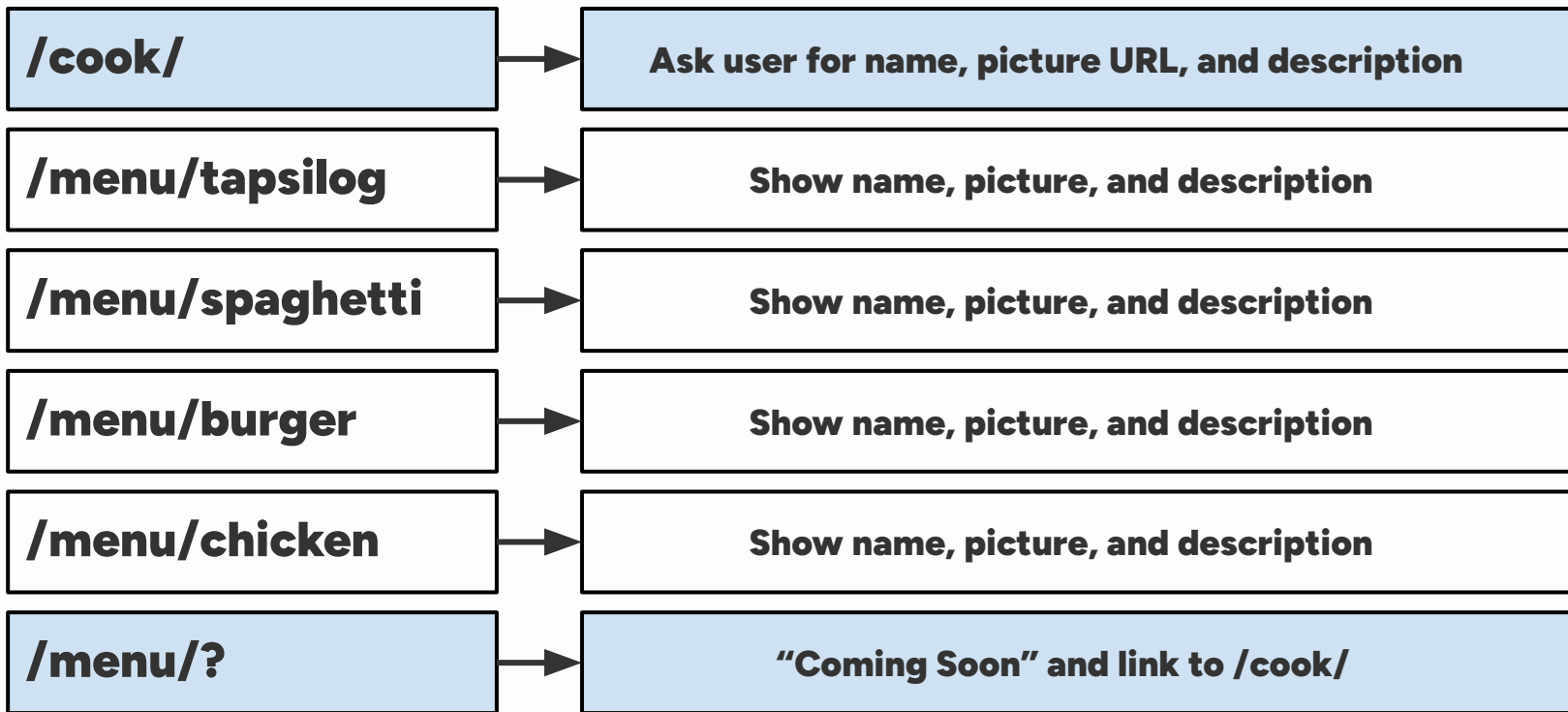
./templates/index\_complete.html

```
1 <h1>To-Do List</h1>
2
3 <form method="POST" action="/">
4   <input type="text" name="todo" placeholder="New task">
5   <button type="submit">Add</button>
6 </form>
7
8 <ul>
9   {% for item in todos %}
10     <li>
11       <form method="POST" action="/delete/item/" style="display:inline;">
12         <input type="hidden" name="todo" value="{{ item }}">
13         <input type="checkbox" onChange="this.form.submit()"> {{ item }}
14       </form>
15     </li>
16   {% endfor %}
17 </ul>
```

# Delete Data

```
18 @app.post("/delete/item/")
19 def delete_item():
20     todo = request.form["todo"]
21     if todo in session.get("todos", []):
22         session["todos"].remove(todo)
23         session.modified = True
24     return redirect("/")
25
26 app.run()
```

## Quick Exercise: Menu Details (final)



**05**

# **Lab Session**

# Recommended Next Steps

For more intermediate development, read on the following topics

## External Libraries

- **Web Scraping:** BeautifulSoup, Requests, Scrapy
- **Web Development:** Django, FastAPI
- **Data Science:** Sklearn, Pandas, Seaborn

## Internal Libraries

- **Refactoring:** functools, itertools, contextlib
- **File Management:** pathlib, shutil, os, tempfile

# Additional References

Additional references you can look into:

## Books

- [Automate the Boring Stuff with Python](#)
- [Python Distilled](#)
- [Fluent Python](#)

## YouTube

- [CS50 - CS50P Python](#)
- [Bro Code - Python Full Course](#)
- [Corey Schafer - Python Playlist](#)

# Python: Day 04

Advanced Programming