

ServerCraft

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graph TD; ServerCraft --- EasyToUsePackage[Easy-to-use package]; ServerCraft --- OnlineServerModel[Online server model]; ServerCraft --- Django; Django --- Python; Django --- Bootstrap;
```

Easy-to-use package

Online server model

Django

Python

Bootstrap

How to build an online server ?

Preparations:

Linux, Mac

Python 2.7

Django 1.8.7

ServerCraft 0.0.1

Python 2.7: [*https://www.python.org/downloads/*](https://www.python.org/downloads/)

Django 1.8.7: *pip install django==1.8.7*

ServerCraft 0.0.1: *pip install servercraft*

Demo:

ServerCraft

Conditions:

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Input Data:

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Demo

Introduction:

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Step1: Write a python file: **demo.py**

```
from servercraft import *  
server_dir = "./"  
server_name = "server_center"  
app_name = 'app1'  
build_server(server_dir, server_name)  
add_app(server_dir ,app_name, server_name)
```

Step2: Type commands

```
python demo.py  
cd ./server_center  
sh run_server.sh
```

Step3: Check it !

Type **<http://127.0.0.1:8000/app1/>**

in your browser

ServerCraft is still in development

If you are interested in ServerCraft, please feel free to join us and make contributions to ServerCraft.

Homepage of ServerCraft:

[*https://pypi.python.org/pypi/servercraft/0.0.1*](https://pypi.python.org/pypi/servercraft/0.0.1)

[*https://github.com/jumphone/servercraft*](https://github.com/jumphone/servercraft)

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2016.11.1 Thanks!