Creating a new Django project

Directory Creation

1) create a Django project; in command line

--> django-admin startproject <*project name goes here*>

2) create an 'apps' folder; in command line

--> cd <project name goes here>

--> md apps

(Apple below)

--> cd <project name goes here>

--> mkdir apps

3) create dunder-file in apps folder; in command line

--> cd apps

--> copy nul \_\_init\_\_.py

(Apple below)

--> cd apps

--> touch \_\_init\_\_.py

4) create an app in the 'apps' folder; in command line

--> python ../manage.py startapp <app name goes here>

\*I usually put <<project name>App>

5) create urls.py file inside of newly created app; in command line

--> cd <app name goes here>

--> copy nul urls.py

(Apple below)

--> cd <app name goes here>

--> touch urls.py

6) NEXT to migrations folder, NOT inside migrations folder, create “templates” folder for html files

Edits needed inside of files

1) open *settings.py* -> register newly created app by adding; do NOT FORGET COMMA

'apps.<appname>',

2) include app urls.py in project *urls.py*; maybe copy paste below inside PROJECT urls.py

from django.conf.urls import url, include

from django.contrib import admin

urlpatterns = [

url(r'^', include('apps.<appname>.urls', namespace='<PROJECT\_name>'))

3) create a method(model in django) in app's *views.py.*

from \_\_future\_\_ import unicode\_literals

from django.urls import reverse

from django.shortcuts import render, HttpResponse, redirect

from django.contrib import messages

from time import gmtime, strftime

from django.utils.crypto import get\_random\_string

from models import \*

# need to import models above. for example in wishlist< User, Item >were the models.

# then erase \*

import bcrypt

def index(request):

response = "Hello, I am your first request!"

return HttpResponse(response)

4) update app's urls.py file with route

from django.conf.urls import url, include

from django.contrib import admin

from . import views

urlpatterns = [

url(r'^$', views.index, name = 'index'),

]

5) update app’s models.py with

from \_\_future\_\_ import unicode\_literals

from django.db import models

import re

import bcrypt

import datetime

EMAIL\_REGEX = re.compile(r'^[a-zA-Z0-9\.\+\_-]+@[a-zA-Z0-9\.\_-]+\.[a-zA-Z]\*$')

NAME\_REGEX = re.compile(r'^[A-Za-z]\w+$')

**Activating virtual environment**

go inside myEnviro folder, and enter "call djangoEnv/scripts/activate"

Running Servers

python manage.py makemigrations

python manage.py migrate

python manage.py runserver

generally:

1.first thing to do is setup the models.py page

2. after setting up models, create db items IN THE SHELL and make queries. This way can skip making view functions and html until ready.

In terminal:

python manage.py shell

from apps.{{app\_name goes here}}.models import \*

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_FE means for example\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. When creating a form, there will be a field called

<form action=

FE if <form action='/blogs/create' method='post'>

whenever posted it will post to that URL

FE if in small ur file

url(r'^create$', views.create)

in small URL will capture this in the above r'^create$' and will go to the views file and into the create method/function. You can do logic in the method

request.POST

Data from POST request

request.GET

Data from GET request

request.method

Returns the method/HTTP verb associated with the request

{% csrf\_token %}

Prevents cross-site request forgery (place it in a form on the HTML/template side of your project)

do not render to POST, could get lost in loop, now redirct to route that handles success page return redirect('/success') or whatever screen after logging in is called

User.objects.create(name="kam",alias="kk",email="k@k.com",password="corvette

",bday="1985-12-12")