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SCALE FOR PROJECT PISCINE PYTHON DJANGO (/PROJECTS/42CURSUS-PISCINE-PYTHON-DJANGO) / DAY 06 (/PROJECTS/42CURSUS-PISCINE-PYTHON-DJANGO-DAY-06)

You should evaluate 1 student in this team

★

Git repository

```
git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid
```

Introduction

For the smooth running of this evaluation, please respect the following rules:

- Remain polite, kind, respectful and constructive whatever happens during this conversation. It's a matter of confidence between you and the 42 community.

- Highlight the potential problems you 've had with the work you're presented to the person or the group you're grading, and take the time to talk about and discuss those issues.

- Accept the fact that the exam subject or required functions might lead to different interpretations. Listen to your discussion partner's perspective with an open mind (are they right or wrong ?) and grade them as fairly as possible.
42's teaching methods can make sense only if peer-evaluation is taken seriously.

Guidelines

- You must only evaluate what you will find in the student's or group's GiT repository.

- Take the time to check that the GiT repository matches the student or group and the project.

- Double check that no malicious alias was used to mislead you and make you grade something different from the official repository content.

- If a script supposed to help evaluate the exam is supplied by either side, the other side will have to strictly check it to avoid nasty surprises.

- If the evaluating student has not yet taken this project, they will have to read the exam subject in its entirety before starting the evaluation.

- Use the flags available on this grading system to signal an empty or non-funcional project, a norm flaw, cheating, etc. In that case, evaluation stops and final grade is 0 (or -42 if it's a cheating problem). However, if it's not a cheating problem, you are invited to keep talking about the work that has been done (or not done, as a matter of fact) in order to identify the issues that lead to this stalemate and avoid it next time.

- You must stop grading when one exercise is not correct, even if the other ones are.

Attachments

subject.pdf (https://cdn.intra.42.fr/pdf/pdf/51058/en.subject.pdf)

Foreword

This section is dedicated to the evaluation start and the checking of prerequisites. It's not graded, but if something's wrong or a condition is not met, here or anytime during the evaluation, the grade is 0 and a flag can be ticked if necessary.

Observing the rules

- The repo contains the evaluated student's or group's work.
- The evaluated student or group can explain their work anytime during the evaluation.
- General and specific instructions of the day will be observed during the whole evaluation.

✓ Yes ✕ No

Python-Django D06 training

- If you find an error in an exercise, the whole exercise is incorrect. No half-measure, no "slight error". The work is either perfect, either not. - Display of the pages must be managed: no strange behaviour, no special character (no accent) the display would not manage, etc. We want clean, or beyond.

Observing the rules

- The project does include a requirements.txt file with its dependancies located at its root. They can be installed in a virtualenv.

Operate the migrations.

- The manage.py utility development server can run flawlessly once the install has been made.

- Once the development server has been launched, you can access a homepage at this address "http://127.0.0.1:8000" using the browser.

- When the page is first displayed, a "Hello user!" be displayed in your browser. "User" must be replaced by the name randomly chosen in a list the student must have defined in the settings.py. file.

- The random character of the name's choice must be highlighted as much as its automatic redefinition after 42 seconds. For practical reasons, you can shorten this period during the evaluation, mais the defined period in the repo must be 42 seconds.

If one of the conditions is not perfectly met, the exercise is invalid.

✓ Yes ✕ No

Exercise 01 - User creation

- The project features a homepage, a registration page and a login page.

- The homepage features a

element in its header. This element features the title of the site and a link to the homepage, a message for the user, a link to the registration page, un link to the login page.

- The registration page features a form with a field for the username and two fields for the password. The validation of this form requires filling each of these fields, a username that's not already used by another user and identical passwords.

- If the data entered in the registration page are not validated, the page featuring the form must be redisplayed with the data previously entered (except for the password) and one (or several) messages explaining the problem (required field, username already used, different passwords...).

- If the data are validated, a user is created with the informations that were entered. It's also activated. The visiter is logged-in with this new user and they're redirected towards the homepage.

- The login page features a form with a field for the username and one for the password.

- The validation of submitted data requires the completion of both fields and a flawless authentication.

- If a problem occurs, the page is redisplayed with the data entered (except the password) and a message indicating the login informations are incorrect without any further details.

- If the informations are valid, the user is logged in and redirected towards the homepage.

- Of course, the password will be hidden when typed.

- The anonymous ID used for the previous sessions is replaced by the username in the nav when they're logged in.

- If the user visits the login or the registration page when logged in, he's automatically redirected to the homepage (manually enter the URL to clear this point).

- The logout link is functional and redirects to the homepage.

If one of the conditions is not perfectly met, the exercise is invalid.

✓ Yes ✕ No

Exercise 02 - Our tips.

- A tip model has been created and features the content fields, a field for the Tip's author (ForeignKey towards the user who created the Tip) and a date field (DateTimeField with auto_now_add=True).

- These tips are listed on the homepage and each of these fields required above are featured.

- A logged-in user sees a form that allows them to create a new Tip that will add to the current list.

- The form is generated by ModelForm (NOT a simple Form, otherwise the exercise won't be validated).

- If the user is logged out, he cannot create a Tip as a simple visitor. This restriction is verified in the view and it's not just an if in the template to prevent displaying the template.

If one of the conditions is not perfectly met, the exercise is invalid.

✓ Yes ✕ No

Exercise 03 - Votes.

- Upvote, downvote and delete buttons have been added to each Tip.

- These elements can only be used by logged-in users. In the worst case, they are at least effectless when used by a simple visitor.

- The number of upvotes and downvotes received is displayed. Of course, these numbers start from 0 and increase when a user clicks on the matching button.

- A user cannont simultaneously upvote and downvote the same Tip. Dwonvoting a Tip previously upvoted cancels the upvote and replaces it with a downvote and vice-versa. Clicking twice on a button cancels this vote.

- Vote cancelation and attribution: values must change consistantly.

If one of the conditions is not perfectly met, the exercise is invalid.

✓ Yes ✕ No

Exercise 04 Primary use of authorizations.

- A user can delete a Tip only if:
- They're the author of this Tip.
- They have the authorization to delete this Tip.

Use the administration interface and a superuser to modify the authorizations and highlight this behavior (if ex06 has not been implemented).

If one of the conditions is not perfectly met, the exercise is invalid.

✓ Yes ✕ No

Exercise 05 Personalized authorization.

- An authorization has been created by the evaluated student to authorize the Tips' downvote.

- A user can downvote a Tip only if:
- They're the author of this Tip.
- They have the authorization to downvote this Tip.

Use the administration interface and a superuser to modify the authorizations and highlight this behavior (if ex06 has not been implemented).

- If the evaluated student has used a default authorization for this exercise, rather than create an authorization of its own, it's considered invalid.

If one of the conditions is not perfectly met, the exercise is invalid.

✓ Yes ✕ No

Exercise 06 Automation and reputation

- The basic user class has been replacd by the user class created by the student.

- This class implements a reputation system dependant of the number of votes collected by the Tips posted by the user.

- A downvote will make the author of this Tip lose 2 rep points. An upvote will earn them 5.

- If a Tip is deleted, the rep points it had earned its author (positive and negative) are canceled.

- A new user starts with 0 rep point.

- A user rep is displayed after their name on every page.

- 15 rep points unlock the downvote authorization.

- 30 rep points unlock the delete authorization.

- A dicreasing reputation cancels the authorization the points had earned its user.

If one of the conditions is not perfectly met, the exercise is invalid.

✓ Yes ✕ No

Ratings

Don't forget to check the flag corresponding to the defense

✔ Ok

Empty work No author file Invalid compilation Norme Cheat

Crash Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation