



Build a Web App with Django

Slides & Code:

https://github.com/noah-dev/pykc_django_talk





What we will cover

What is a Website Application (Web App)? Why build a Web App?

What tools are available? Why use Python & Django?

Building a basic web app:

- ◆ Understand Django's built-in utilities to setup the structure
- ◆ Setup the Routing, Views, and Model
- ◆ Create HTML Templates for Django to use, including styling & JS code
- ◆ Lets ship it - Deploying Online! (On Heroku!)



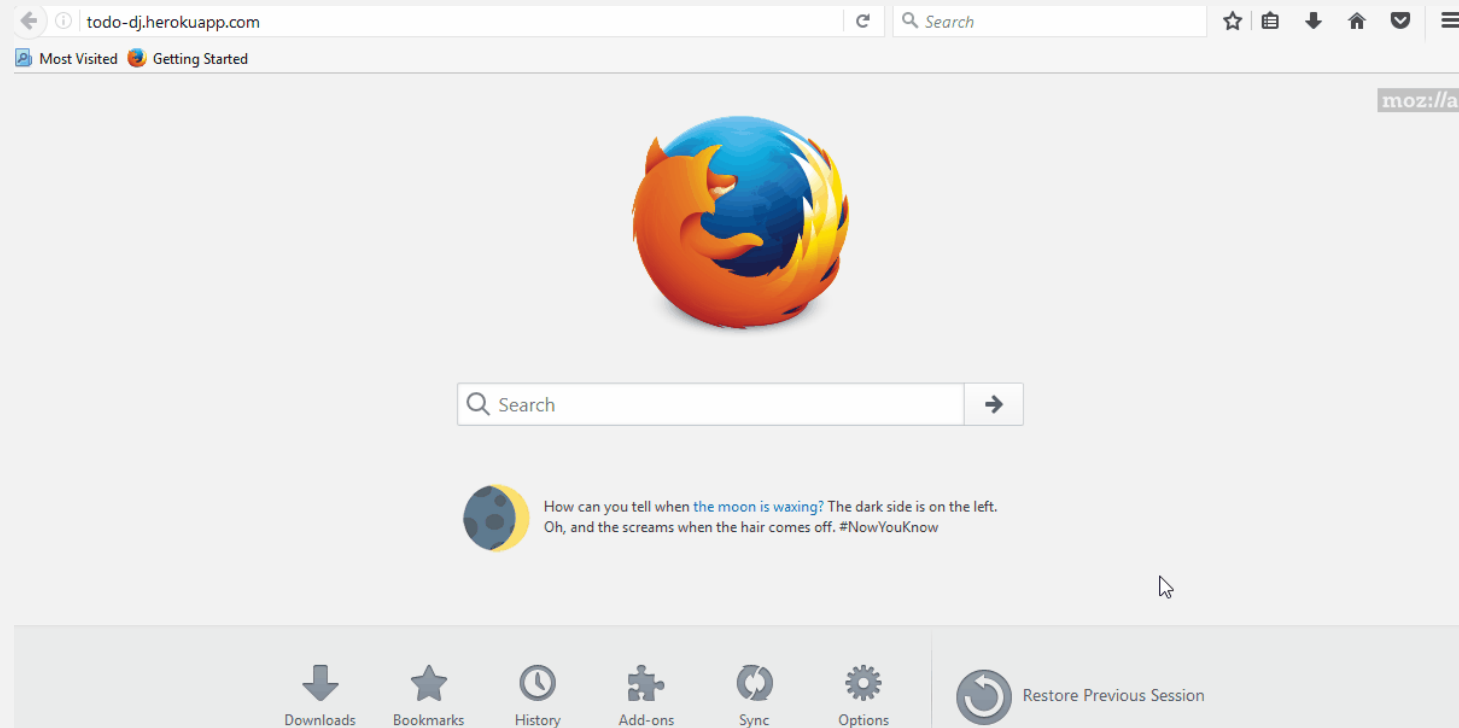


Who Am I?

I am an aspiring developer,
working on my portfolio.

I am studying Big Data, but
web development is cool
too.

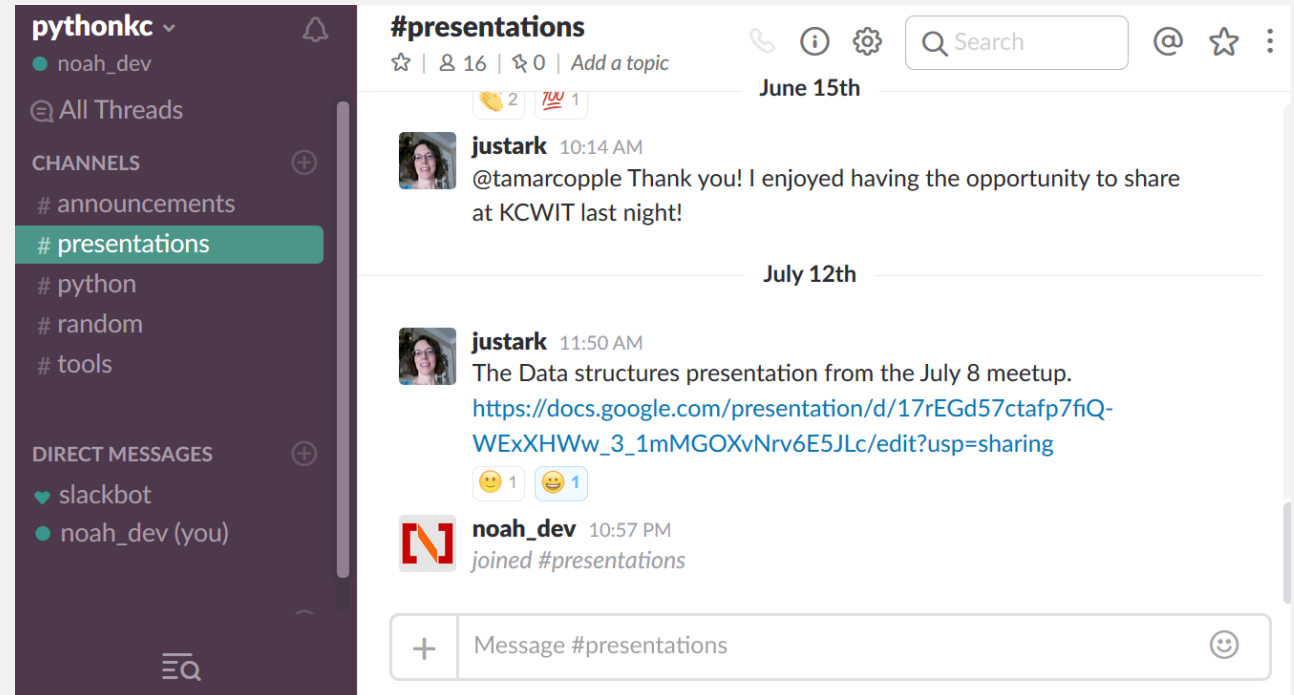
This is my 3rd PythonKC
meeting and I look forward
to many more to come.



What is a Web App?

Like Slack, Web Apps are:

- 🔗 Accessible with a Browser
- 🔗 Accepts user input
- 🔗 Processes user input
- 🔗 Save to a database
- 🔗 Provide dynamic, user-specific content





Why Build A Web App?

Advantages (Short-list)

- ◆ Easy to use & share! Only needs a browser
- ◆ Already cross platform, welcoming OS X, PC, Linux, iOS, Android & more!
- ◆ Accelerate development with great tools, cloud-orientated architecture, and one primary development version!*

Disadvantages (Short-list)

- ◆ Usually needs internet to start & run app
- ◆ Limited platform integrations
- ◆ Limited hardware access



* Supporting some browsers like IE8 will need different code.



What Tools are Available?

Python (Short-list)

- ◆ Flask – quick turn-around for small apps
- ◆ Dash – offers great looking front-end for data driven & analytical apps.
- ◆ Django – offers built-in utilities, boilerplate code & admin panel.

Other Tools (Short-list)

- ◆ Ruby on Rails (Ruby), Spring (Java), Play (Scala / Java), NodeJS (JavaScript), ASP.NET (C#), Drupal (CMS), WordPress (CMS)





Why use Python & Django?

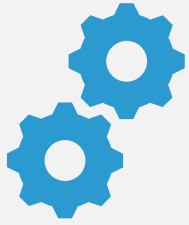
Why Python?

- ◆ Python has great syntax. Good code can often be self-documenting
- ◆ Great community. Many obstacles can be overcome with Google

Why Django?

- ◆ Offers robust structure that can support small & big apps
- ◆ Built-in utilities do the heavy lifting, such as Database Migration
- ◆ Pre-built code, such as Admin panel, provides great features quickly





Let's Build!

Agenda: 5 Steps

- ❖ Create the structure for app
- ❖ Basic routing and view in the app
- ❖ Make model and migrate to the database
- ❖ Create HTML templates, including styling
- ❖ Update the view to handle user input
- ❖ Deploy Online! (On Heroku!)



PythonKC Django Demo

[Add New Item](#)

Title: Item 1
Due: 07/31/2017
Description: Lorem ipsum dolor sit amet, consectetur adipisicing elit. Veritatis temporibus ipsa maxime quisquam assumenda iste, numquam officis nobis, dicta quo ducimus dolor blanditiis. Nihil dicta obcaecati ab dolore consequatur assumenda.

Title: Item 2
Due: 07/31/2017
Description: Lorem ipsum dolor sit amet, consectetur adipisicing elit. Veritatis temporibus ipsa maxime quisquam assumenda iste, numquam officis nobis, dicta quo ducimus dolor blanditiis. Nihil dicta obcaecati ab dolore consequatur assumenda.

Add New Item

[Return to List](#)

Title:
Title of this item

Due Date:
MM/DD/YYYY

Description:
What nature of this task?

[Add Todo Item!](#)



Prerequisites

You should have some basic experience with:

Python

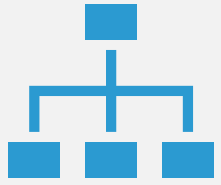
Git

HTML & CSS

Using terminal commands (CLI)

Don't worry if you are new – a lot of this can be picked up quickly





Create the Structure

Create the needed Folders & Files

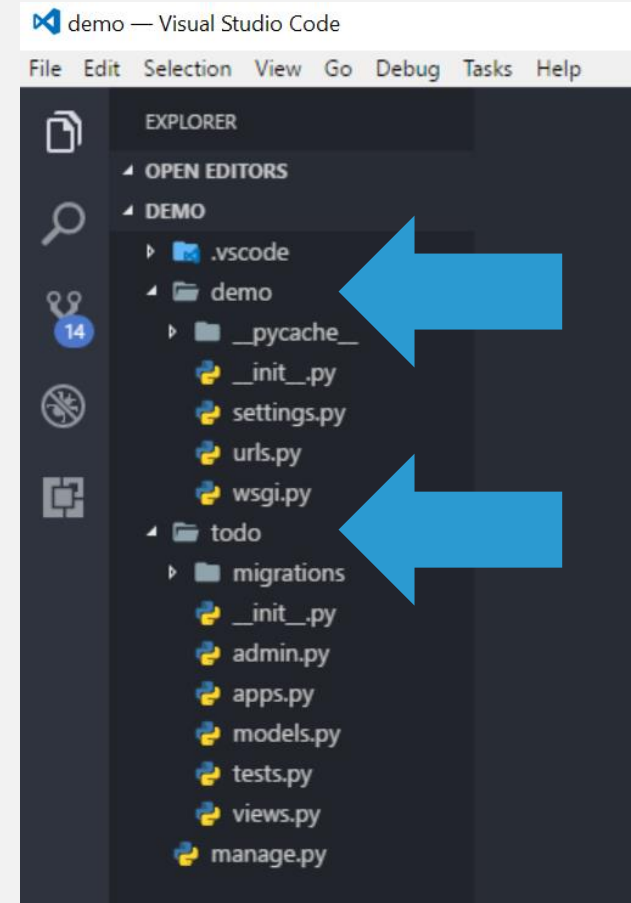
❖ **django-admin startproject demo**

❖ **python manage.py startapp todo**

The *demo* folder will contain the main server

The *todo* folder will contain the app, managed by main server

❖ Add the todo app to *settings.py*





Routing

Which page to load at which URL? Routing!

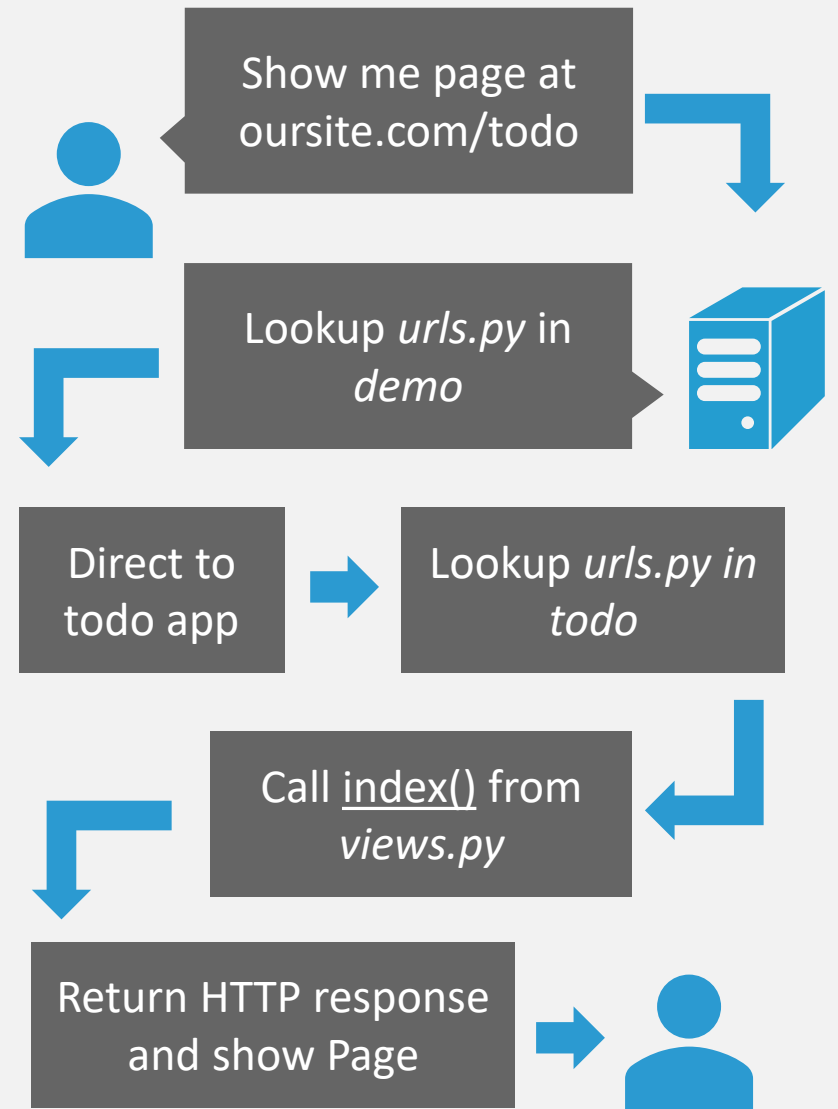
- ◈ *urls.py* in *demo* and *urls.py* in *todo*

- ◈ Direct requested URL to function in *views.py*

What kind of page to load? Views!

- ◈ *views.py* in *demo* and *views.py* in *todo*

- ◈ Call a function to provide HTTP Response





Views

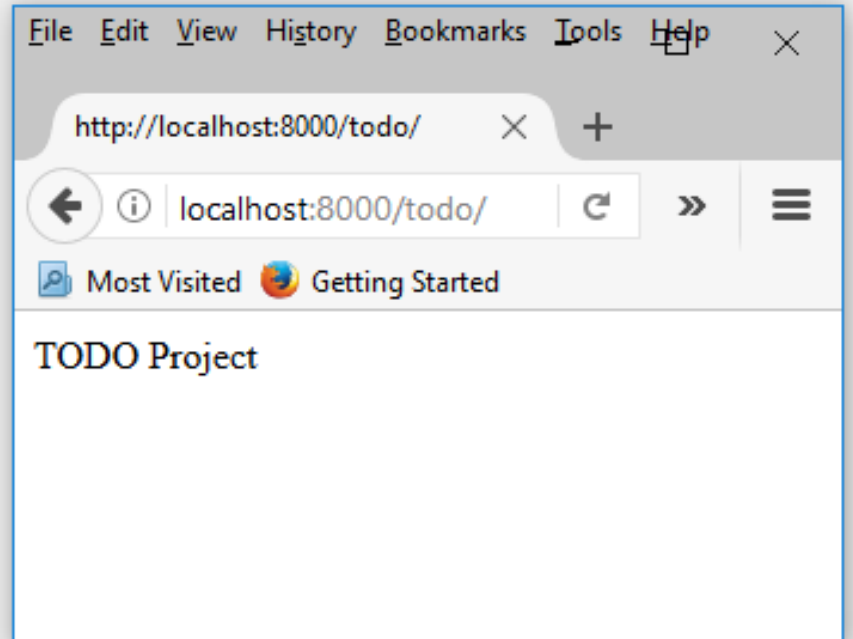
views.py determines content served to user

- ❖ Returns an HTTP response which is interpreted by the user's browser
- ❖ Many different ways to return, ranging from simple text, HTML template, to JSON.
- ❖ Can also accept user input via GET/POST request



```
from django.shortcuts import HttpResponse

def index(request):
    return HttpResponse("TODO Project")
```






Model & Database

models.py defines the structure, or schema, of table(s) in the database.

❖ Defines how many fields, what kind of fields, and default value.

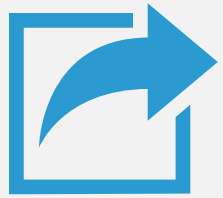
❖ Also defines methods, like magic methods such as `__str__`



```
models.py x
1  from django.db import models
2
3  class Item(models.Model):
4      '''Represents an item on a todo list'''
5
6      title_text = models.CharField(max_length=200)
7      desc_text = models.TextField()
8      due_date = models.DateTimeField()
9      complete = models.BooleanField()
10     add_date = models.DateTimeField()
11
12     def __str__(self):
13         return self.title_text
```



```
title_text = models.CharField(max_length=200)
desc_text = models.TextField()
due_date = models.DateTimeField()
complete = models.BooleanField()
add_date = models.DateTimeField()
```



Migrate to Database

Update the database accept new items

❖ **`python manage.py makemigrations todo`**

❖ **`python manage.py migrate`**

We'll also create a superuser (admin)

❖ **`python manage.py createsuperuser`**

❖ Enter username & password

>	django_session	
>	sqlite_sequence	
▼	todo_item	
	id	integer
	title_text	varchar(200)
	desc_text	text
	due_date	datetime
	complete	bool
	add_date	datetime



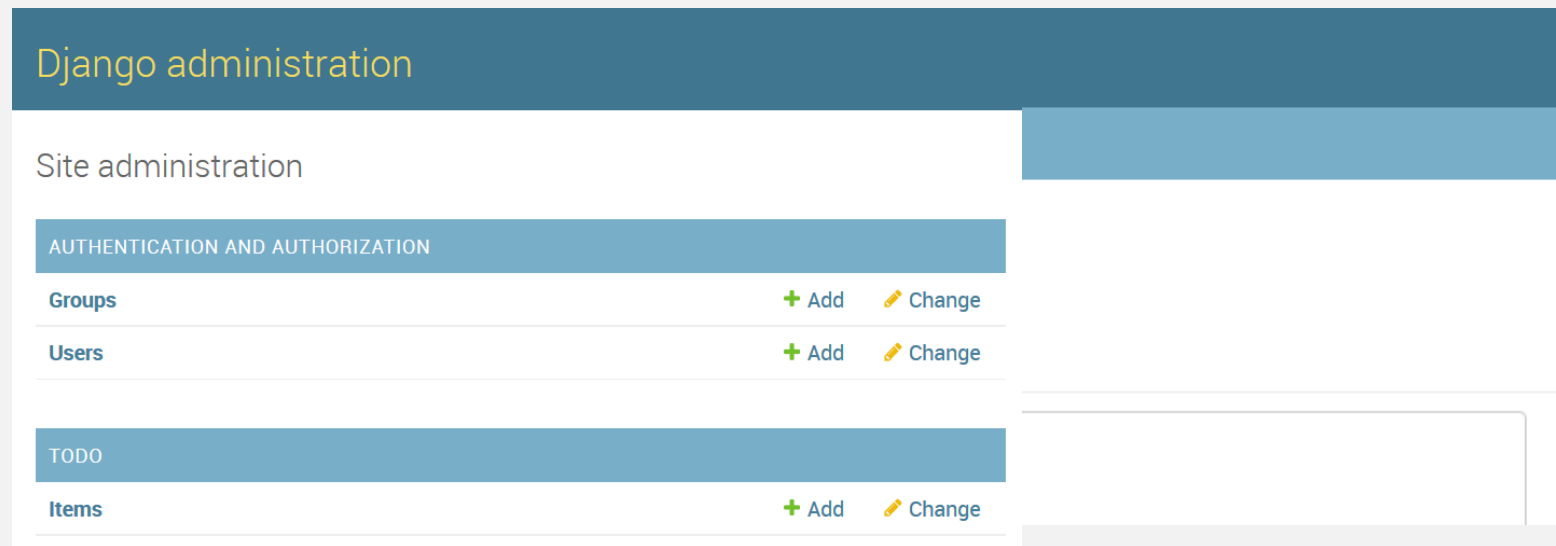


Admin Time!

With the database ready, lets add some items to it

➤ Add code to *admin.py* to enable in admin view


➤ Using superuser account, log in at localhost:8000/admin



</> HTML Templates

Lets add some structure with HTML Templates

- ❖ Double curly braces signify variables (e.g. {{ title }})
- ❖ Single curly with percent signify logic (e.g. {% for item in items %})



```
views.py x base.html index.html
1  from django.shortcuts import render
2  from .models import Item
3
4  def index(request):
5      '''index will populate the page with items from the database'''
6
7      items = Item.objects.order_by('due_date')
8
9      return render(request, 'todo/index.html', {'items': items})
10 </div>
11 {% endblock %}
```




Styling

Let's add some styling to polish it.

- ❖ Django stores static assets separate from templates
- ❖ To add to HTML template, use { % load static % } block

PythonKC Django Demo

Title: Item 1

Due: 07/31/2017

Description: Lorem ipsum dolor sit amet, consectetur adipisicing elit. Veritatis temporibus ipsa maxime quisquam assumenda iste, numquam officiis nobis, dicta quo ducimus dolor blanditiis. Nihil dicta obcaecati ab dolorem consequatur assumenda.

Complete?: False





User Input (POST request)

To accept user input, we'll use an HTTPS POST Request

- ❖ Create a form in HTML template, set to POST
- ❖ Create code in views.py to accept & process the POST request

Add New Item

[Return to List](#)

Title:

Due Date:

Description:

[Add Todo Item!](#)

```
.html')  
  
create new record.  
is not valid  
  
g" name = "title"  
title']
```

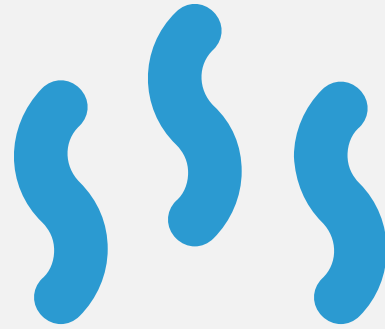




Break

Lets take a 5
minute breather

☒ Coffee and
Snacks in the
back!





Deploy! To Heroku!

Deploying online will require additional steps. For Heroku:

- ◆ Setup a python virtualenv (required for Heroku)
- ◆ Install django-toolbelt module and whitenoise modules
- ◆ Update *settings.py* to setup Postgres, static collect, & ENV secret key
- ◆ Create the a procfile and setup wsgi.py
- ◆ Create requirements.txt to list dependencies
- ◆ Push to Heroku repo, build, and migrate database. Deployed!





Setup the Virtualenv

Heroku needs it to retrieve and install the different python modules

- Virtualenv creates a specific environment for each project.

- For example, use different versions of a module for different projects

Install virtualenv & virtualenvwrapper (virtualenvwrapper-win for windows)

- Navigate to project folder and do:

 - `mkvirtualenv django_demo`

 - `workon django_demo`





Update settings.py

Update settings to set: secret key, host name, database, & static path

```
# Update database configuration with $DATABASE_URL.
db_from_env = dj_database_url.config(conn_max_age=500)
DATABASES['default'].update(db_from_env)

DEBUG = True

# Static files (CSS, JavaScript, Images)
# https://docs.djangoproject.com/en/1.11/howto/static-files/
PROJECT_ROOT = os.path.dirname(os.path.abspath(__file__))
STATIC_ROOT = os.path.join(PROJECT_ROOT, 'static')
STATIC_URL = '/static/'

ALLOWED_HOSTS = ['todo-demo-dj.herokuapp.com',
                 'localhost', ]
```





Setup Procfile & wsgi.py

The app will need a WSGI & a static content server

gunicorn is a Web Server Gateway Interface, which enables python code to be used for web applications

white

```
import os
```

Procfile



n

```
1 web: gunicorn demo.wsgi --log-file -
```

```
os.environ.setdefault("DJANGO_SETTINGS_MODULE", "demo.settings")
```

```
application = get_wsgi_application()
```

```
application = DjangoWhiteNoise(application)
```



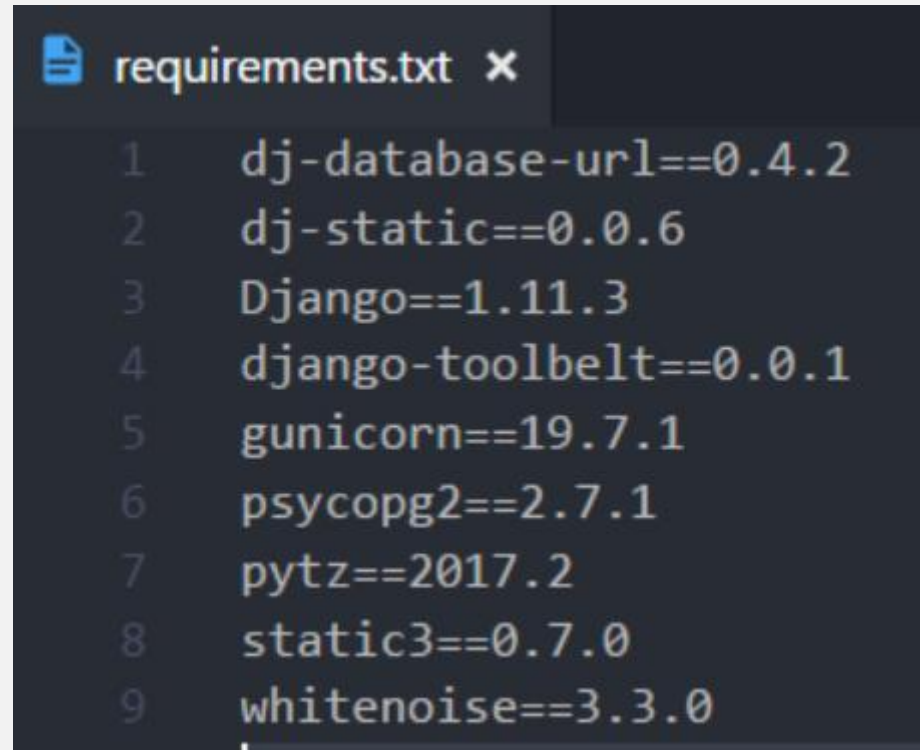


Installed modules – requirements.txt

By now, the following modules should be installed:

- ❖ pip install django
- ❖ pip install django-toolbelt
- ❖ pip install whitenoise

Finally, **pip freeze > requirements.txt**



```
requirements.txt x
1  dj-database-url==0.4.2
2  dj-static==0.0.6
3  Django==1.11.3
4  django-toolbelt==0.0.1
5  gunicorn==19.7.1
6  psycopg2==2.7.1
7  pytz==2017.2
8  static3==0.7.0
9  whitenoise==3.3.0
```





Setup the Heroku App

With the changes complete, create a new Heroku App

- ◆ Setup a free Heroku account, install their CLI, & create an application
- ◆ Go to settings and add a pair of config vars (click “Reveal Config Vars”)
- ◆ Set a “DJANGO_DEBUG” to “False”
- ◆ Set the “SECRET_KEY” to a different secret key
- ◆ There are a few utilities that can generate new keys. You can use:

```
import string,random; uni=string.ascii_letters+string.digits+string.punctuation;  
print(''.join([random.SystemRandom().choice(uni) for i in range(random.randint(45,50))]))
```





Deploy to Heroku – Push & Migrate

Everything is ready for deployment – let's ship it!

- ◆ Set a git remote using the link for the Heroku app
- ◆ Push to the Heroku repo and wait for it to build
- ◆ Login using **heroku run bash** to remote into the server
- ◆ Run **python manage.py migrate**
 - ◆ If model is changed, first run **python manage.py makemigrations todo**
- ◆ Use **exit** to leave heroku bash





Complete!

Success – the application is now live!

🔗 Visit [app_name].herokuapp.com – or use **heroku open**

Extra Credit

🔗 Add a code to delete or modify an item

🔗 Update items using AJAX requests without refreshing the page

🔗 Add user login with Django's prebuilt authentication





Lets Recap

- ◆ We setup the app using django-admin
- ◆ We created routing & views to display a basic page
- ◆ We set a model and which setup the table & fields in the database
- ◆ We migrated the database, setup the admin, and added items
- ◆ We setup the view to show the items, and added styling
- ◆ We enabled user input by adding front-end & back-end code
- ◆ We added configuration and deployed to Heroku





Resources (1/2)

Official Django Tutorial

🔗 <https://docs.djangoproject.com/en/1.11/intro/tutorial01/>

Django Girls Tutorial:

🔗 <https://tutorial.djangogirls.org/en/>

YouTube Tutorial By *thenewboston*

🔗 <https://www.youtube.com/watch?v=qgGlqRFvFFk&list=PL6gx4Cwl9DGBImzzFcLgDhKTTfNLfX1IK>





Resources (2/2)

Django Docs:

🔗 <https://docs.djangoproject.com/en/1.11/>

Deploying to Heroku

🔗 <https://devcenter.heroku.com/articles/deploying-python>

The slides & the demo's code:

🔗 https://github.com/noah-dev/pykc_django_talk





Questions?

Thank you for attending! Have any questions? Fire away!

🔗 I'll be here for the rest of the meetup – please com by

