

Advanced Programming with Python

connecting to databases

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Plan for today

- SQLAlchemy

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- Connecting to Databases

SQLAlchemy is a Python library to interact with SQL databases. It is included in Anaconda.

The entry point to SQLAlchemy is the engine. It allows us to specify where is our database, and how do we connect to it.

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SQLite

The database we're going to use ourselves is called SQLite. It's a good database for testing purposes, and local storage, since all data is contained on a single file

In order to create an engine, we need to import the `create_engine` function.

```
from sqlalchemy import create_engine
```

Then, we can specify how do we connect to our DB. In our case we just specify the file, but we would need to specify server, host, port, username, pass in other database engines.

```
from sqlalchemy import create_engine  
engine = create_engine("sqlite:///paypalme.db")
```


With the engine, we specify how does one connect to the underlying DB, but we don't yet create the connection. In order to create the connection, we need to call `engine.connect()`

SQLAlchemy. Connection

Something very important is that, as with files, the connection must be always closed. So we can either:

```
from sqlalchemy import create_engine

engine = create_engine("sqlite:///paypalme.db")

connection = engine.connect()

# more interesting stuff

connection.close()
```



SQLAlchemy. Connection

Or we can use a with block! (this is what we usually do)

```
from sqlalchemy import create_engine
```

```
engine = create_engine("sqlite:///paypalme.db")
```

```
with engine.connect() as connection:
```

```
    # more interesting stuff
```

```
    pass
```

```
# connection.close() Not needed anymore, `with` closes it auto
```



Finally, once we have the connection, we can start executing SQL queries!

```
# ...  
query = "SELECT * FROM users"  
users = connection.execute(query)  
for user in users  
    print(user[0]) # Results are represented as Python tuples
```



Example

Let's explore our data!

Exercise 1

Let's implement login in paypalme using databases!



Exercise 2

In the private area, show the transactions for the logged user.

Exercise 3

Make it possible to create new transactions! Create a form at the bottom of the private area that receives the data for the transaction and shop.