Django Application Design Document

# Starting up and setting the structure for the application

In order to set up a folder with the right Django file structure, the following command needs to be executed in the terminal.

django-admin startproject ‘name of application’

After this has been done, a Django folder structure is created. Lets assume that the name of the application is ‘ii\_app’, then I would enter in:

django-admin startproject ii\_website

The folder structure is now created, however, inside the structure, a developer can create multiple applications. In order to start creating an application, you need to navigate to the ii\_website folder, and then enter the following in the terminal:

python3 manage.py startapp “name of app”

So lets assume that the name of an application that I am building is named ii\_app, then the statement would look like this:

python3 manage.py startapp ii\_app

Once this is done, the folder structure for the app gets imbedded inside here.

# Views

A view allows the user to view a webpage. It does this by processing user requests. The job of a view inside the views.py file is to take a particular request, analyse it and then send back an appropriate response. A view is written inside the views.py file by writing a python function which takes in a request, and then returns a http response. Each view needs to be linked to a particular URL. A webpage can only be viewed if a URL exists for the website (view). In order to assign a URL to each view, you have to create a new file in the directory named url.py and then define the urls there, and link them to each view, so these URL patterns need to be defined.

Django has no obligation to execute the url patterns defined in the newly created urls.py file within the app structure. Rather, it goes to the urls.py file within the overall website structure and executes those urls. Therefore, you need to define the following code inside the urls.py file which resides inside the overall website structure.

urlpatterns = [

path('admin/', admin.site.urls),

path('ii\_app/', include('ii\_app.urls')),

]

The following library also needs to be imported:

from django.urls import include,path

You are telling the URL patterns to go to the path ii\_app, and then look through the ii\_app urls.

The request parameter is a HttpRequest object, which contains data about the request (see the [docs for django 3.2](https://docs.djangoproject.com/en/3.2/ref/request-response/)).

In your urls file, you are not calling the view.index function, just listing a reference to it. Django then calls the function when a matching request comes in and passes the HttpRequest object as a parameter.

# Settings.py

The databases dictionary contains information about the database engine (DBMS) being used to store the application data. In this instance, the database engine is SQLite, however, if you want to use a different database, you can install it and then name it in the databases dictionary. Secondly, the installed apps within the website are listed. Notice how the newly created app (i.e. ii\_app) is not listen in the settings.py file. Therefore, it needs to be added manually. It is added as the following format:

‘name\_of\_app.apps.name\_of`\_class\_in\_apps.py

# Models

Models allow us to create database tables. So models are the blueprints which can be used to create database tables.

These blueprints or models are created using Python classes and these models are created in models.py.

Every time an update has been made to the models, the following command updates the tables in the SQLite database:

Python3 manage.py makemigrations ii\_app

This will create the models in the databases that have been defined in the models.py file. You will get something like this:

Migrations for 'ii\_app':

ii\_app/migrations/0001\_initial.py

- Create model Employee

0001 is the name of the model that has been created. However, this model needs to be migrated to the database now. This can be done with the following two command:

Python3 manage.py sqlmigrate ii\_app 0001

Python3 manage.py migrate

After doing this, the physical table has been created in the SQLite database.

Let’s say that we create a class named employees. We have to create an object from the employees’ class and then save the object using the save () method. The data then gets stored into the table.

If you want to add data into the database, you have to do it via python shell. First stop the server and then type in the following to open the shell:

python3 manage.py shell

We want to import the employees table into the python shell by writing:

from ii\_app.models import Employee

in order to see all of the data inside the table, you type the following into the shell:

Employee.objects.all()

This will give an empty queryset if there is no data in the table. In the shell, if we want to add data to the table, we have to create a new object, defining the variables within the class. This can be done as follows:

romi = Employee(employee\_name = 'Romi Dhillon', employee\_position = 'Data Architect', employee\_cost = 753)

A new object named romi has been created, but this object has only been created and not actioned to create anything in the database table. In order to store the object in the database, the following statement needs to be executed in the database:

romi.save()

You can get the unique id of this object by tying in the following into the shell

romi.id() or

romi.pk

# Django admin panel

Adding, removing or updating data from the python shell can be a tedious task. There is a quicker and more interative way of doing this, and it is by using the Django admin panel.

We have to create a super user first if we want to use the admin panel, and this is done with the following command:

Python3 manage.py createsuperuser

We then have to set the username, email address, and password for this super user. Once the super user is created, you can login to the admin panel with these credentials. This is done through the browser. Open up the server, and in the url type in:

<http://127.0.0.1:8000/admin>

It will now ask for a username and password. Enter in the credentials. The admin.py file within the application structure must include the models/tables that you want to see in the admin panel. The models need to be registered to the admin site, so in the admin.py file, please type the following, with the name of the table passed into the register function:

admin.site.register(Employees)

The Employee model also needs to be imported into the admin.py file, so import the employee table from the models file with the following at the top of the admin.py file:

from .models import Employee

The model/table should now appear inside the admin panel so that it can be edited.

# Templates and Django Templating Language (DTL)

You first need to create a templates folder inside the application folder and then create a folder within the templates folder named the same name as your application. For example, you create a templates folder within ‘ii\_app’ and then create a folder named “ii\_app’ within the templates folder. All html templates such as home.html or about.html, etc, are placed inside the templates folder.

The views need to use the templates within the functions so that templates are rendered to the browser once the user wants to view the relevant page. Below is example code to explain how to do this

def resources(request):

employees = Employee.objects.all()

context = {

'employee\_list': employees,

}

return render (request, 'ii\_app/resources.html', context)

The return render function incorporates the request, so the function that is executed with the request inside it is read by the return render function. The return render function then takes in the appropriate template that needs to be rendered after the request is executed. The context is also taken in by the return render function as it needs to be used by the template to execute the templating language statements. Within the view (or resources function), there is a variable named employees which stores all entries in the Employee database. The context simply stores all of these items as a list, as the context is just a dictionary. The html template uses this dictionary item to loop through with the use of templating language. This is shown below.

{% for item in employee\_list %}

<ul>

<li>

{{item.name}} -- {{item.position}} -- {{item.day\_rate}} -- {{item.cf\_number}} -- {{item.project\_name}}

</li>

</ul>

{% endfor %}

By looping through each item in the employee list (specified as a key in the dictionary), it is now possible to render specific items from the database to the front-end.

If we want to create a page which displays information after clicking on a link, we can do that by creating another view which only shows information after a click of a link. Lets take a look at the view below.

def resource\_detail(request,employee\_id):

employee = Employee.objects.get(id = employee\_id)

context = {

'employee': employee,

}

return render (request, 'ii\_app/resource\_detail.html', context)

A http object request is taken in after the user has clicked on the url. The employee\_id is also taken in. The employee id is set to the object id of a table object (row). The context stores this information in a list, and names the key as employee. The request itself is rendered, and the template named resource\_detail is executed along with the context (which is used in the template).

The Django Templating Language is the default templating engine that Django uses. It has its own syntax. There are other engines such as Jinja.

# Static

The static folder holds information such as images, css files, JavaScript, etc. Inside the application folder (i.e. ii\_app), you have to create a static folder. Within that static folder, you have to create a folder with the same name as your application. For example, if the name of your application is ii\_app, then you have a folder within that named static. Within the static folder, you have a folder named ii\_app. The style.css file will be created within the ii\_app folder within the static folder.

Inside the html files, you need to add a link to the css with a link tag. The rel attribute within the link tag will be called stylesheet. The href attribute will be a direct link to the css file, but with the templating language. An example of this is below.

<link rel="stylesheet" href="% {static 'ii\_app.style.css'} %">

So you are looking up the static file within ii\_app and looking for style.css. At the top of the template html file, you need to type the following command in order to load the static files after they have been linked. This is done with:

{% load static %}

If the static files are still not working, a solution is available by going to the settings.py file and replacing STATIC\_URL = 'static/' with the below:

STATIC\_URL = 'static/'

STATICFILES\_DIRS= [

BASE\_DIR / 'static',

]

# Base template / partials

# Previously, the navbar was included inside the templates. However, you can dedicate a template which is a partial just for specific components of the site. To do this, create a template named base.html and put the links for the CSS and Bootstrap in there. Put the

{% load static %} at the top of the base.html file and remove it from the other files, as the CSS is now linked to the base.html. Inside the other templates (other than the base.html), you have to put the following templating language code in them before and after the part you want to render. So before the body code, you put:

{%block body%}

After the body code you put:

{%endblock%}

At the top of these templates (all templates other than the base.html or partials), you have to put the following templating code:

{% extends 'ii\_app/base.html' %}

So lets assume there is a request for the resources page. The resources page is requested, and the first line is exectuted, which is that it is extended to base.html. The machine then looks through base.html and renders the base.html code. Then the block body code is searched for in the resources page, which is executed. In this manner, the navigation bar inside the base.html file is rendered first, and then the block body code is executed.