EXERCISE 2.1: GETTING STARTED WITH DJANGO

1. *SUPPOSE YOU'RE A WEB DEVELOPER IN A COMPANY AND NEED TO DECIDE IF YOU'LL USE VANILLA (PLAIN) PYTHON FOR A PROJECT, OR A FRAMEWORK LIKE DJANGO INSTEAD. WHAT ARE THE ADVANTAGES AND DRAWBACKS OF EACH?*

   ○ DECIDING WHETHER TO USE PLAIN PYTHON OR A FRAMEWORK LIKE DJANGO, IT WOULD HAVE TO BE THROUGH CONSIDERATION OF HOW LARGE THE PROJECT IS AND IF IT NEEDS DATABASE ACCESS OR FILE MANAGEMENT. ALTHOUGH USING PLAIN PYTHON ALLOWS DEVELOPERS TO NOT HAVE TO CODE BY STRICT RULES, THAT ALSO ALLOWS FOR INCONSISTENCIES AND REDUNDANCIES ACROSS THE CODE. UTILIZING A FRAMEWORK SUCH AS DJANGO KEEPS THE CODE CONCISE AND EASY FOR ALL DEVELOPERS ACROSS THE TEAM TO PICK UP WHERE ONE LEAVES OFF WITHOUT MUCH THOUGHT OF HOW THE LOGIC WORKS SINCE IT'S BUILT IN STRUCTURE TAKES A LOT OF THE LOAD OFF THE FRONT-END.

2. *IN YOUR OWN WORDS, WHAT IS THE MOST SIGNIFICANT ADVANTAGE OF MODEL VZIEW TEMPLATE (MVT) ARCHITECTURE OVER MODEL VIEW CONTROLLER (MVC) ARCHITECTURE?*

   ○ THE MVT USES THE TEMPLATE COMPONENT THAT CAN HANDLE BOTH THE PRESENTATION LOGIC AND RENDERING OF THE DATA WITH TAKE THE LOAD OFF THE FRONT-END LOGIC FROM THE VIEW WHERE AS THE MVC IS RESPONSIBLE FOR BOT THAT CAN LEAD TO MORE COMPLEX VIEW LOGIC.

EXERCISE 2.1: GETTING STARTED WITH DJANGO

REFLECTION QUESTIONS

3. NOW THAT YOU'VE HAD AN INTRODUCTION TO THE DJANGO FRAMEWORK, WRITE DOWN THREE GOALS YOU HAVE FOR YOURSELF AND YOUR LEARNING PROCESS DURING THIS ACHIEVEMENT. YOU CAN REFLECT ON THE FOLLOWING QUESTIONS IF IT HELPS:

A. WHAT DO YOU WANT TO LEARN ABOUT DJANGO?
- I WANT TO LEARN THE STRUCTURE AND RULES FOR USING DJANGO AND HOW IT CAN BE APPLIED TO OTHER PROJECTS.

B. WHAT DO YOU WANT TO GET OUT OF THIS ACHIEVEMENT?
- I WANT TO BE ABLE TO USE THE STRUCTURE AND RULES TO CREATE A USER FRIENDLY APPLICATION

C. WHERE OR WHAT DO YOU SEE YOURSELF WORKING ON AFTER YOU COMPLETE THIS ACHIEVEMENT?
- I HAVE A COUPLE PROJECTS I HAVE BEEN TOSSING AROUND IN MY HEAD AND DJANGO MIGHT BE A GOOD FRAMEWORK TO USE.