

DJANGO [beginners] CHEAT SHEET

By Steven King | UNC jSchool

Starting a Project

Create a virtual environment

```
$ virtualenv projectname-env
$ . projectname-env/bin/activate
```

Install Django

```
$ pip install Django==1.4.3
```

Setup Django Project

```
$ django-admin.py startproject projectname
```

Edit settings.py

```
bit.ly/djSetPy
Search/Replace projectname & appname
PROJECT_PATH & PROJECT_ROOT
DEBUG
DATABASES
STATIC_ROOT & MEDIA_ROOT
STATIC_URL & MEDIA_URL
TEMPLATE_DIRS
INSTALLED_APPS
```

Create database

```
$ python manage.py syncdb
```

Run Server

```
$ python manage.py runserver
```

Create App

```
$ python manage.py startapp appname
Add to INSTALLED_APPS list
```

Create Views

```
views.py
```

Enable URLs

```
urls.py
```

Create Templates

```
$ mkdir appname/templates
```

Download Bootstrap

```
$ curl http://twitter.github.com/bootstrap/
assets/bootstrap.zip > bootstrap.zip
$ unzip bootstrap.zip
$ mv bootstrap/* static_media
clean up
```

Request Sequence (simplified)

Browser



Server



urls.py



views.py



templates.html

manage.py Commands

\$ python manage.py command options

```
help
startproject project name
startapp appname
runserver
shell
syncdb
validate
dumpdata
loaddata myjsonfile.json
collectstatic
```

Git Commands

\$ git command options

```
init
clone githuburl.git
add filename
rm filename
status
commit
fetch origin
push origin master
merge branchversion
bit.ly/YlrAmK
```

File Structure

```
/projectname/
  /projectname/
    settings.py
  /static_media/
    /css/
    /img/
    /js/
  /templates/
    base.html
  urls.py
  wsgi.py
  manage.py
  projectname.db (sqlite)
  /appname/
    __init__.py
    admin.py
    models.py
  /templates/
    /appname/
      home.html
  tests.py
  urls.py
  views.py
  /static_media/ *
  /css/
  /img/
  /js/
```

Notes

NOTE: Created specifically for UNC jSchool class
JOMC 583 Advanced Journalism Programing.
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only after collectstatic command