

Web Development with

Mike Crute • Mike Pirnat • David
Stanek

Today

- Iteratively build a full-featured site
- Background for each feature
- Implement a feature
- Review our example solution
 - Keep yours? `git show tag`
 - Follow directly? `git reset --hard tag`



Useful Links

- <http://docs.python.org>
- <https://docs.djangoproject.com>
- <https://github.com/finiteloopsoftware/django-precompiler/wiki>



**Let's Have a Show
of Hands...**

Django



Django?



Django

Django

- A high-level Python web framework
- Encourages rapid development and clean, pragmatic design
- “For perfectionists with deadlines”
- Focus on automation and DRY
- Widely supported, many deployment options



Perhaps You've Heard Of...

- Disqus
- Instagram
- Mozilla
- OpenStack
- Pinterest
- PolitiFact.com
- Rdio



Django

- ORM
- Automatic admin interface
- Regex-based URL design
- Templating system
- Cache infrastructure
- Internationalization
- Command-line job framework



Python

(the Short-Short Version)

Python is...

- Dynamic
- Interpreted
- Duck-Typed
- Object-Oriented
- Functional
- Strongly-Namespaceed
- Exceptional
- Comfortable
- Readable
- Opinionated
- Batteries Included
- Community



Interactive Shell

```
$ python  
>>> print "Hello, world!"  
Hello, world!  
>>>
```

```
$ python3  
>>> print("Hello, world!")  
Hello, world!  
>>>
```



Comments

Best. Code. Evar.



Booleans and Null

True

False

None



Strings

'Hello, world!'

"Hello, world!"

"""Hello,
world!"""

u"Hëllö, wörld!"



String Operations

"foo" + "bar"

"foo"[0]

"foo":[1]

"foo".upper()

"{0}: {1}".format("foo", "bar")

"{foo}: {bar}".format(foo=42, bar=1138)

len("foo")



Numeric Types

42

42.0

42L



Lists, Tuples, and Sets

`['a', 'b', 'c']`

`('Rush', '2112', 5.0)`

`set(['a', 'b', 'c'])`



Sequence Operations

[...][0]

[...][-1]

[...][:1] # same as [...][0:1]

[...].append(4)

[...].extend([4, 5, 6])

[...].pop()

len([...])



Dictionaries

```
{"key1": "value1", "key2": "value2"}
```



Dictionary Operations

{...}['key1']

{...}.get('key2', default)

{...}.keys()

{...}.values()

{...}.items()

len({...})



Assignment & Comparison

`foo = 'bar'`

`foo == 'baz'`

`foo != 'baz'`

`foo is None`

`foo is not None`



Flow Control

if expression:

...

elif expression:

...

else:

...



Flow Control

for item in sequence:

if expression:
continue

if expression:
break



Flow Control

while expression:

if expression:
 continue

if expression:
 break



Functions

```
def foo():
    return 42
```

```
def foo(bar):
    return bar
```

```
def foo(bar, baz='quux'):
    return (bar, baz)
```

```
def foo(*args, **kwargs):
    return (args, kwargs)
```



Decorators

```
@bar
```

```
def foo():  
    return 42
```

```
@baz('xyzzy')
```

```
def quux():  
    return 42
```



Classes

```
class Foo(object):  
  
    def __init__(self, bar):  
        self.bar = bar
```



Docstrings

"Modules can have docstrings."

```
class Foo(object):
    "Classes can have docstrings too."
    def __init__(self, bar):
        "So can functions/methods."
```



Exceptions

```
try:  
    raise Exception("OH NOES!")
```

```
except:  
    log_error()  
    raise
```

```
else:  
    do_some_more()
```

```
finally:  
    clean_up()
```



Namespaces

```
import logging
```

```
from datetime import timedelta
```

```
from decimal import Decimal as D
```



Introspection

```
>>> dir(Foo)
['__class__', '__delattr__', '__dict__', '__doc__', '__format__',
 '__getattribute__', '__hash__', '__init__', '__module__', '__new__',
 '__reduce__', '__reduce_ex__', '__repr__', '__setattr__', '__sizeof__',
 '__str__', '__subclasshook__', '__weakref__']
```



Introspection

```
>>> help(Foo)
Help on class Foo in module __main__:
```

```
class Foo(__builtin__.object)
| Classes can have docstrings too.
|
| Methods defined here:
|
| __init__(self, bar)
|   So can functions/methods.
|
| ...
```

```
| Data descriptors defined here:
```



And more...

- Generators
- Generator Expressions
- List Comprehensions
- Set Comprehensions
- Dictionary Comprehensions
- Properties
- Context Managers
- Class Decorators
- Abstract Base Classes
- Metaclasses



Style: PEP-8

- No tabs
- Four-space indents
- Don't mix tabs & spaces
- lower_case_methods
- CamelCaseClasses
- Line breaks around 78-79 chars
- Some other OCD-pleasing ideas :-)



Setup

Environment Setup

- Mac or Linux? You've already got Python!
- You'll also need Git if you don't have it; download it from <http://git-scm.com> or use your package manager to install it
- Windows? Well, then...



Windows Setup

- Portable Python and Portable Git
- Won't modify your system at all
- Can be easily uninstalled
- If you want to permanently install Python and Git you can easily do that too



Portable Python 2.7

- Download <http://bit.ly/13eyQGn>
<http://ftp.osuosl.org/pub/portablepython/v2.7/>
PortablePython_2.7.3.1.exe
- Run the .EXE
- Install into c:\django-precompiler
- Download won't work?
ftp://ftp.codemash.org/webdev_with_django



Portable Git

- Download <http://bit.ly/X4dGps>
<http://msysgit.googlecode.com/files/Git-1.8.0-preview20121022.exe>
- Create a new folder
- Extract archive into a new folder:
c:\django-precompiler\Portable Git 1.8.0-preview20121022
- Download won't work?
ftp://ftp.codemash.org/webdev_with_c



Fixing the Path

- Download:
<https://gist.github.com/4399659>
- Save it as a file named run-cmd.bat
- Run it
- Download won't work?
[ftp://ftp.codemash.org/webdev with diamond](ftp://ftp.codemash.org/webdev_with_diamond)



Installing Packages

- easy_install: easy_install *package*
- pip: pip install *package*



Installing Packages

- Installed packages go into a site-packages directory in your Python lib
- That's the “system Python” by default
- But different programs may need different versions of packages...
- So we have virtual environments!



Virtual Environments

- `virtualenv`
- Creates an isolated Python environment with its own site-packages
- Install whatever you want without fouling anything else up



Python 2 or 3?

- The future of Python is Python 3
- Django 1.5 has experimental Python 3 support
- Python 2.7 is still recommended for production applications
- Django 1.6 will fully support Python 3



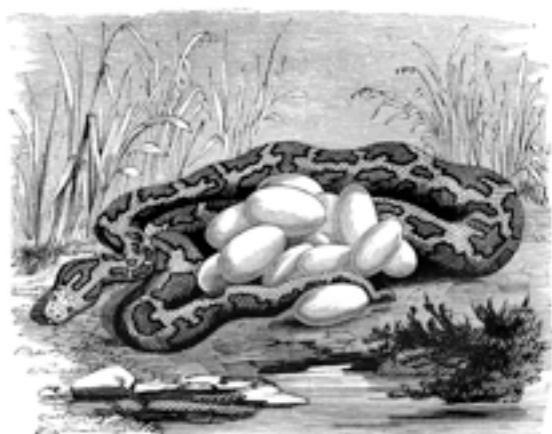
Activate the Virtual Environment

```
# Mac/Linux/etc...
```

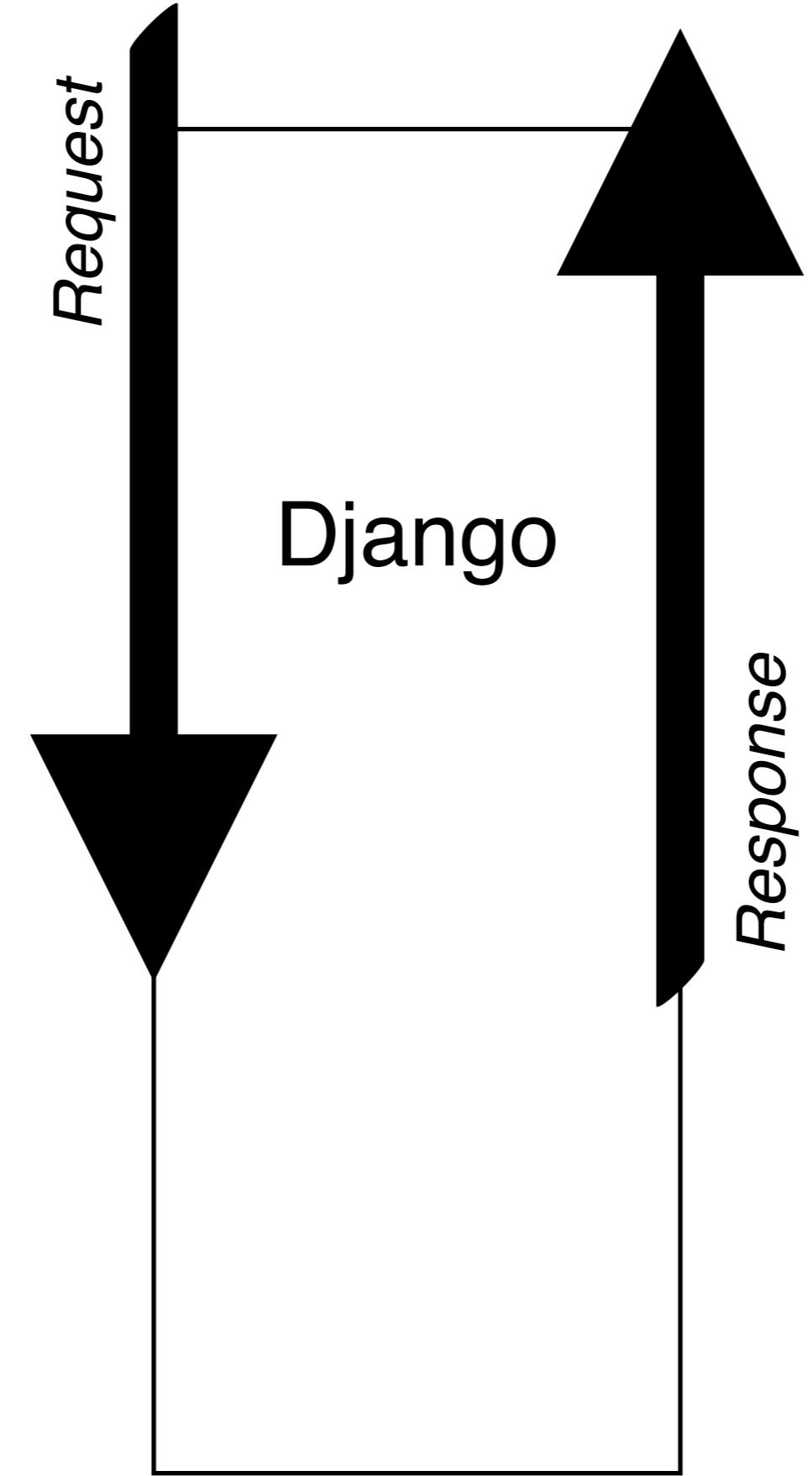
```
$ virtualenv django-precompiler  
$ cd django-precompiler  
$ source bin/activate
```

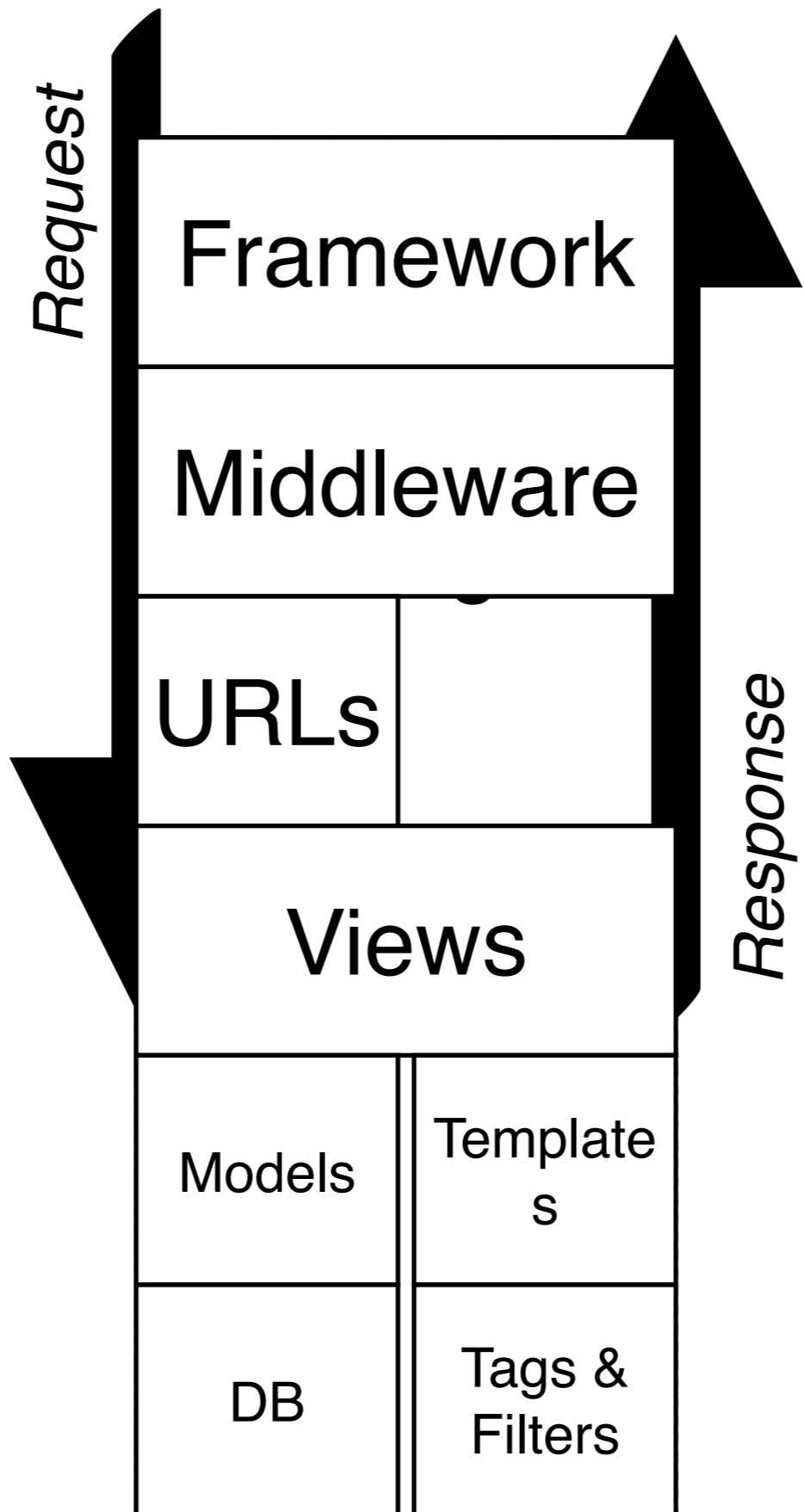
```
# Windows
```

```
> python virtualenv django-precompiler  
> cd django-precompiler  
> Scripts/activate.bat
```



The Django Stack

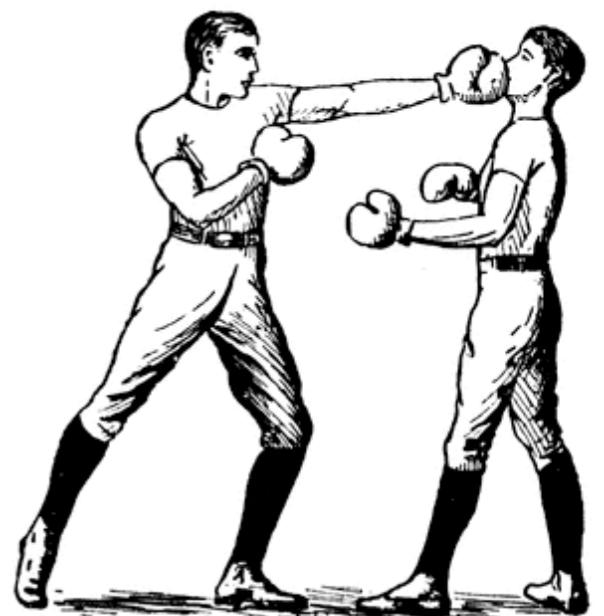




The Project...

CODE SMASH!

- Code Smash is a fictional software development conference for people who need to punch out awesome code
- It needs a website!
- We're going to build one



Starting a Project

```
# Normally...
```

```
$ git init src
```

```
# Today...
```

```
$ git clone https://github.com/finiteloopsoftware/django-precompiler.git src
```

```
$ cd src
```

```
$ git reset --hard ex00
```



Defining Requirements

- requirements.txt
- A basic example:

```
MyApp
Framework==0.9.4
Library>=0.2
http://someserver.org/packages/MyPackage-3.0.tar.gz
```



Requirements

- Create a requirements.txt
- Require Django version 1.5; use:
<https://www.djangoproject.com/download/1.5c1/tarball/>



Installing Requirements

```
$ pip install -r requirements.txt
```



Starting a Project

Mac/Linux/etc.

```
$ django-admin.py startproject codesmash ./  
$ python manage.py runserver
```

Windows

```
> python Scripts/django-admin.py startproject codesmash  
> python manage.py runserver
```



New Project Contents

src/

codesmash/

`__init__.py`
`settings.py`
`urls.py`
`wsgi.py`

manage.py



A Static Home Page

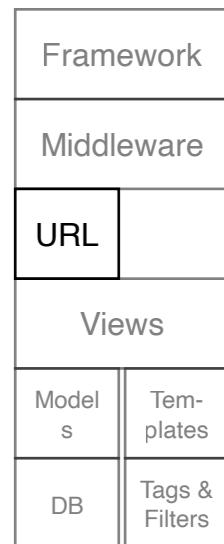
Templates

- Make a templates directory under src:
\$ mkdir templates
- Update settings to tell Django where to find the templates
- Put an HTML file in the templates directory



URLs

- Map URLs in requests to code that can be executed
- Regular expressions!
- Subsections of your site can have their own urls.py modules (more on this later)



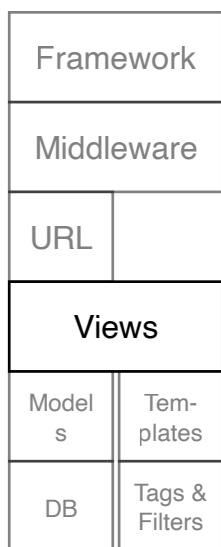
URLs

```
from django.conf.urls import patterns, include, url
```

```
urlpatterns = patterns(",
    url(r'^$', 'codesmash.views.home', name='home'),
)
```

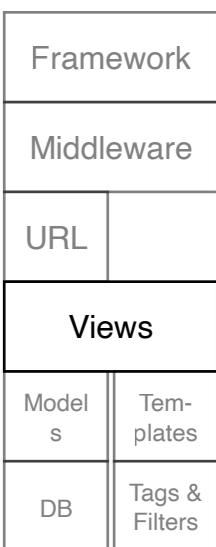
Views

- Code that handles requests
- Other frameworks often call these “controllers”
- Basically a function that:
 - gets a request passed to it
 - returns text or a response



Views

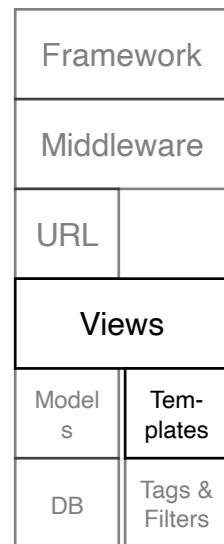
```
from django.http import HttpResponse  
  
def my_view(request):  
    return HttpResponse("Hello, world!")
```



Views

```
from django.http import HttpResponse  
from django.template import Context, loader
```

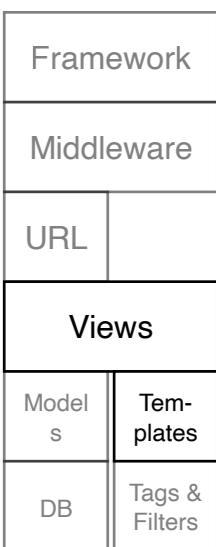
```
def my_view(request):  
    template = loader.get_template('template.html')  
    context = Context({ ... })  
    return HttpResponse(template.render(context))
```



Views

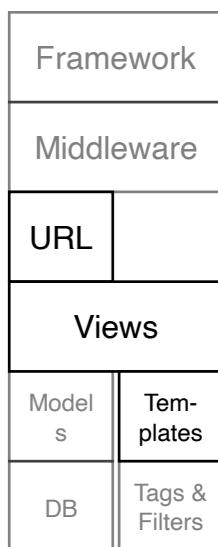
```
from django.shortcuts import render

def my_view(request):
    return render(request, 'template.html', {...})
```



Exercise 1

- Create a template for the homepage
- Create a view that will respond with the rendered template
- Connect the / URL to the view



Let's see the code!

git reset --hard ex01

Contact Form

Apps

- Django believes strongly in separating chunks of a site into apps that can be reused
- Ecosystem of reusable apps available
- Create an app; from the src directory:

```
$ django-admin.py startapp myapp
```

```
> python Scripts/django-admin.py startapp myapp
```

Framework	
Middleware	
URL	
Views	
Models	Templates
DB	Tags & Filters

New App Contents

src/

 codesmash/

myapp/

 __init__.py

 models.py

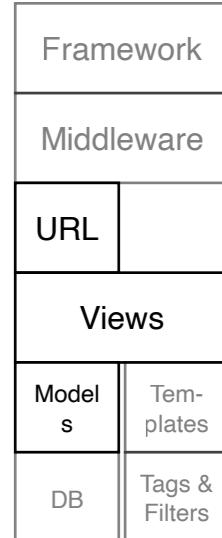
 tests.py <-- you should write them!

 views.py

 urls.py <-- you'll want to make one of these

 forms.py <-- one of these too

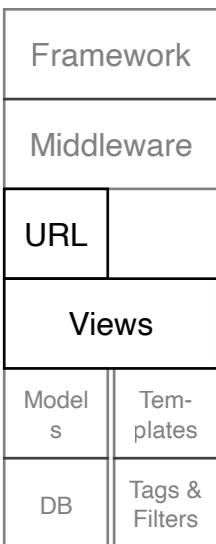
 templates/



App URLs

```
from django.conf.urls import patterns, include, url
```

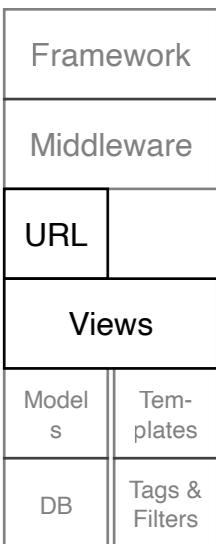
```
urlpatterns = patterns('myapp.views',
    url(r'^$', 'my_view', name='my_form'),
    ...
)
```



Connecting App URLs

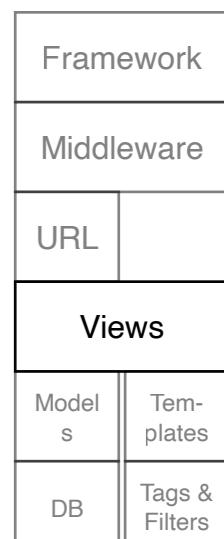
```
# Use include to connect a regex to an app's urls.py  
# Use namespace to keep app URL names nicely isolated
```

```
urlpatterns = patterns(,  
    (r'^myapp/',  
     include('myapp.urls', namespace='myapp')),  
    ...  
)
```



Form Validation

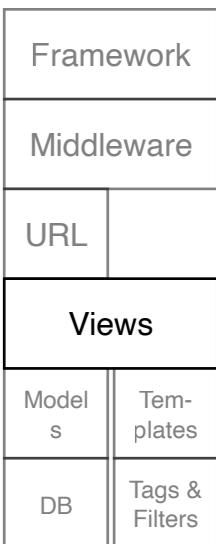
- Why?
- Classes for each kind of input field
- Form class to gather input fields
- View method uses the form class to validate inputs



A Very Simple Form

```
from django import forms
```

```
class MyForm(forms.Form):  
    name = forms.CharField(max_length=30)  
    email = forms.EmailField()
```

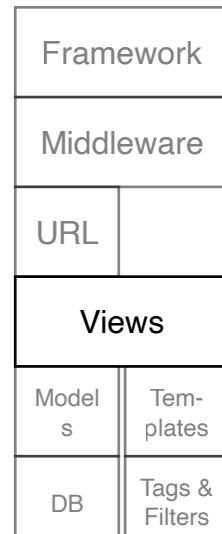


Using a Form in a View

```
from myapp.forms import MyForm

def my_view(request):
    form = MyForm(request.POST or None)
    if request.method == "POST" and form.is_valid():
        name = form.cleaned_data['name']
        email = form.cleaned_data['email']
        # do something great with that data

    return render(request, 'myapp/myform.html', {
        'form': form
    })
```



Django Template Language

- Call a function or do logic:

```
{% ... %}
```

- Variable substitution:

```
{{ bar }}
```

- Filters:

```
{{ foolbar }}
```



Forms in Templates

```
<html>
...
<body>

<form action="{% url 'myapp:my_form' %}"
method="post">
    {% csrf_token %}
    {{ form.as_p }}
    <button type="submit">Go!</button>
</form>

</body>
</html>
```



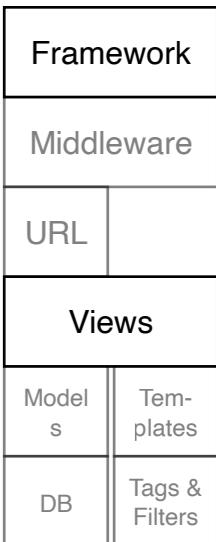
Sending Mail

- Add an EMAIL_BACKEND in settings.py

```
EMAIL_BACKEND = \  
    'django.core.mail.backends.console.EmailBackend'
```

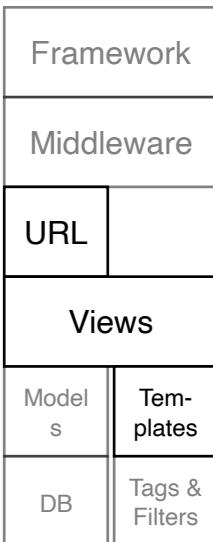
- Import and use

```
from django.core.mail import send_mail  
  
send_mail('subject', 'message', 'sender',  
          ['recipient', ...])
```



Exercise 2

- Create a contact app
- Create a contact form with subject, message, and sender's email address
- Create view to display and process the form and “send” the message
- Connect the view to “/contact” URL

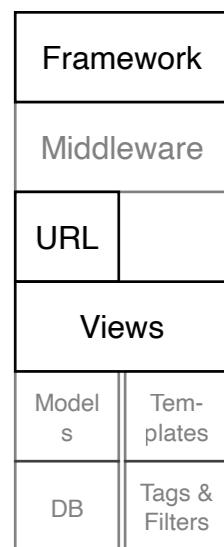


Let's see the code!

git reset --hard ex02

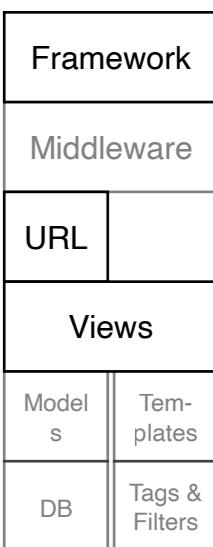
Redirecting on Success

- Make the POST action redirect with a GET on successful processing
- Avoid “resubmit form” issues when reloading or returning to success page (browser back button)



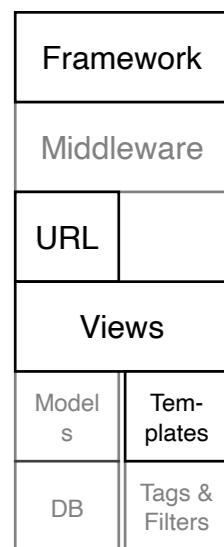
Redirecting

```
from django.shortcuts import redirect  
  
def my_view(request):  
    ...  
    return redirect('namespace:name')
```



Exercise 3

- Make a separate contact form URL and template for displaying a success message
- Update the POST handler to redirect to the success page



Let's see the code!

git reset --hard ex03

A Consistent Appearance

Template Inheritance

- Define a base template for the site
- Other templates extend the base template
- Blocks allow child templates to inject content into areas of the parent template



base.html

```
<!DOCTYPE html>
<html>
  <head>
    <meta name="..." content="...">
    <title>{% block title %}My Site{% endblock %}</title>
  </head>
  <body>
    {% block content %}
    {% endblock %}
  </body>
</html>
```



helloworld.html

```
{% extends "base.html" %}
```

```
{% block title %}Hello, World{% endblock %}
```

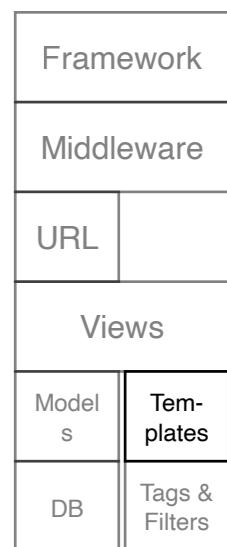
```
{% block content %}
```

```
    <h1>Hey! Great!</h1>
```

```
    <p>Sure is some lovely content right here.</p>
```

```
    <p>Yup.</p>
```

```
{% endblock %}
```



Exercise 4

- Refactor those templates!
- Make a base.html with appropriate blocks
- Make other templates extend it and fill in the blocks



Let's see the code!

git reset --hard ex04

User Registration

No Need to Reinvent

- Django comes with a robust user framework: `django.contrib.auth`
- Registration
- Login/Logout
- Password Recovery
- Etc.



Database Settings

```
import os
```

```
PROJECT_ROOT = os.path.abspath(  
    os.path.join(os.path.dirname(__file__), ".."))
```

```
DATABASES = {  
    'default': {  
        'ENGINE': 'django.db.backends.sqlite3',  
        'NAME': os.path.join(  
            PROJECT_ROOT, "database.db")  
    }  
}
```



Create the Database

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

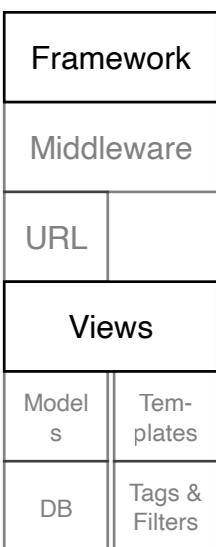


Extend the UserCreationForm

```
from django.contrib.auth.forms import UserCreationForm
```

```
class RegistrationForm(UserCreationForm):
```

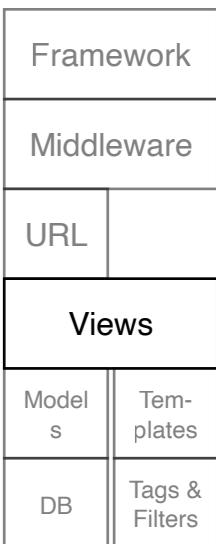
```
    class Meta(UserCreationForm.Meta):  
        fields = ("username", "email")
```



Register the User

```
form = RegistrationForm(request.POST)
```

```
if form.is_valid():
    form.save()
```

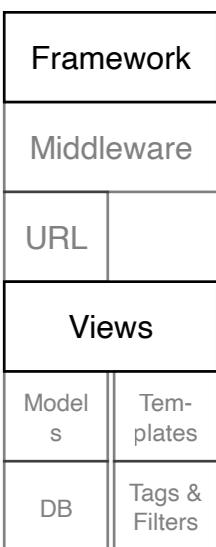


Login After Registration

```
from django.contrib.auth import authenticate, login
```

```
user = authenticate(  
    username=form.cleaned_data['username'],  
    password=form.cleaned_data['password1'])
```

```
login(request, user)
```

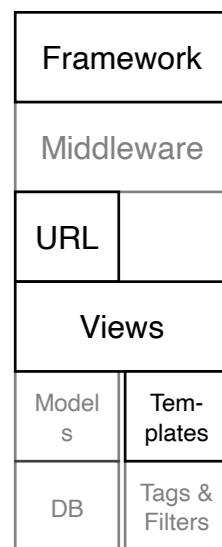


The User Object

- Always have one in every request
- Always available to templates
- Can be anonymous or populated depending on whether the user has authenticated

Exercise 5

- Start a new app called “accounts”
- Set up a `UserCreationForm` subclass in `accounts.forms` with `username` and `email`
- Set up a view that displays the form on GET
- Make the view handle POSTs – check the form, register the user, log in, and redirect to a user profile page
- Profile page should just display `username` and `email`
- Set up templates for the form and profile page in `templates/accounts/`



Let's see the code!

git reset --hard ex05

User Login & Logout

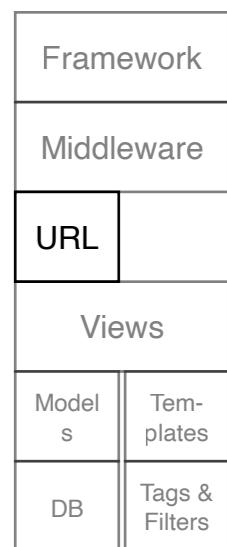
More Reusable Goodness

- `django.contrib.auth` provides URLs and views for login and logout
- Will want to provide our own templates



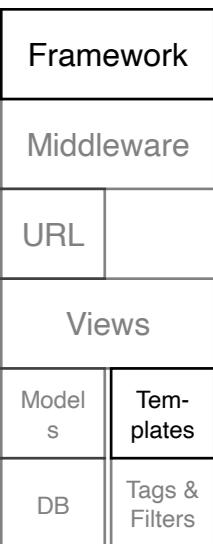
URLs

```
urlpatterns = patterns(",
...
(r'auth/', include('django.contrib.auth.urls',
    namespace='auth')),
...
)
```



Templates to Override

- templates/registration/login.html
- templates/registration/logged_out.html



Login/Logout Links

```
{% url 'auth:login' %}
```

```
{% url 'auth:logout' %}
```



Differentiate Logged In/Out

```
{% if user.is_authenticated %}  
    ...  
{% else %}  
    ...  
{% endif %}
```



Exercise 6

- Enable auth URLs
- Add login and logout links to the site header
- Show login when user is logged out, logout when user is logged in
- Show username in header when user is logged in
- Link to user profile when user is logged in
- Customize login and logout pages



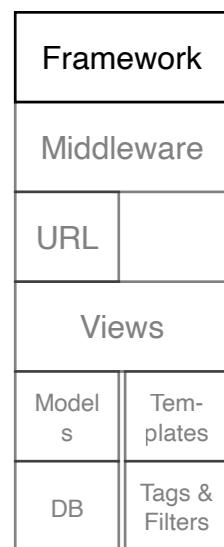
Let's see the code!

git reset --hard ex06

Django Admin

Django Admin

- Free CRUD!
- Navigate database data by model
- Make changes
- Highly customizable



Enabling the Admin App

- Uncomment admin lines from `INSTALLED_APPS` in `settings.py`
- Uncomment admin lines from the project's `urls.py`
- Mini-exercise: go do that :-)



Demo Time!

git reset --hard ex07

CMS Pages

django.contrib.flatpages

- Store simple “flat” HTML pages in the database
- Has a URL, title, and content
- Useful for one-off pages with no logic that don’t deserve full apps
- Add/edit content via the admin app
- Let’s enable it now!



settings.py

- Add to `INSTALLED_APPS`:

`django.contrib.flatpages`

- Add to `MIDDLEWARE_CLASSES`:

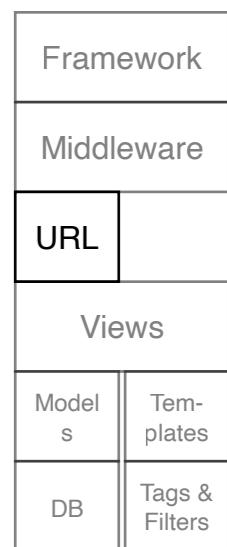
`django.contrib.flatpages.middleware.FlatpageFallbackMiddleware`



urls.py

- Change root URL to use flatpage:

```
url(r'^$', 'django.contrib.flatpages.views.flatpage',  
    {'url': '/' }, name='home')
```



Make a Flatpage Template

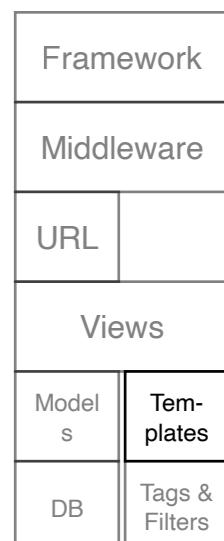
- Put it in templates/flatpages/default.html

- In the title block, add:

```
{{ flatpage.title }}
```

- In the content block, add:

```
{{ flatpage.content }}
```



Let's see the code!

git reset --hard ex08

Meanwhile, in the
admin app...

Conference Talks: An App with a Custom Data Model

Models

- Model classes are the nouns of the system
- Used to create database tables
- Integrated with the ORM to interact with the database
- Need to `python manage.py syncdb` when adding a new model class



Models

```
from django.db import models

class Thingy(models.Model):
    name = models.CharField(max_length=255)
    awesome = models.BooleanField(default=True)
    description = models.TextField(blank=True)

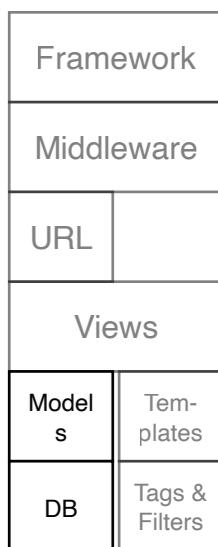
    def __str__(self):
        return self.name

    def __unicode__(self): # note: not in Python 3
        return unicode(str(self))
```



Exercise 9

- Create a “talks” app to manage talks
- Create a Talk model; it should have:
 - title - up to 255 characters
 - approved - true or false, default false
 - recording_release - true or false, default false
 - abstract - text describing the talk
 - outline - text outlining the talk
 - notes - text about the talk that won't be public

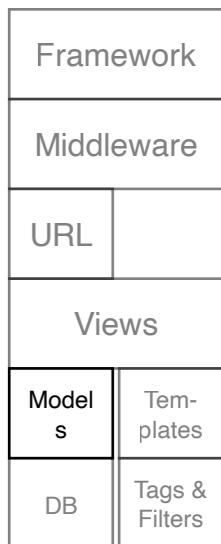


Let's see the code!

git reset --hard ex09

Wiring the Model for Admin Access

- Each app manages its own admin wiring
- Goes into an `admin.py` within the app



admin.py

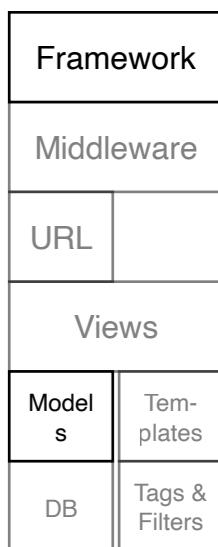
```
from django.contrib import admin  
from myapp.models import Thingy
```

```
admin.site.register(Thingy)
```



Exercise 10

- Create an admin.py for the talks app
- Register the Talk model
- Start up the admin app and verify that Talks appears

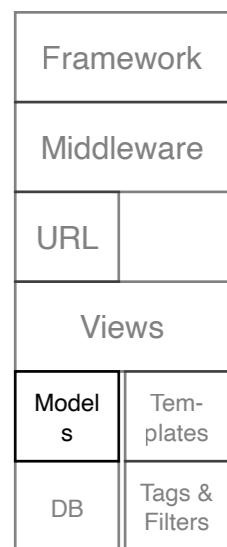


Let's see the code!

git reset --hard ex10

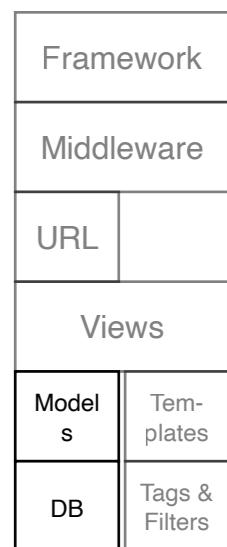
Pluralize All the Thingys!

```
class Thingy(model.models):  
    ...  
  
class Meta:  
    verbose_name_plural = "Thingies"
```



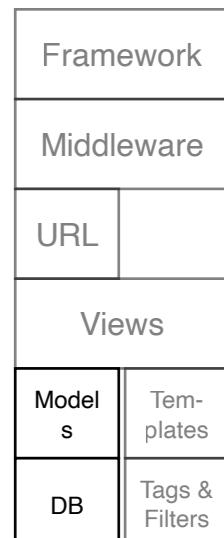
Relations

- Foreign key (one-to-many)
- Many-to-many



Foreign Key Relations

```
class Thingy(models.Model):  
    ...  
  
class Gadget(models.Model):  
    ...  
  
class Gizmo(models.Model):  
    thingy = models.ForeignKey(Thingy)  
  
    gadget = models.ForeignKey(Gadget,  
        blank=True, null=True)
```



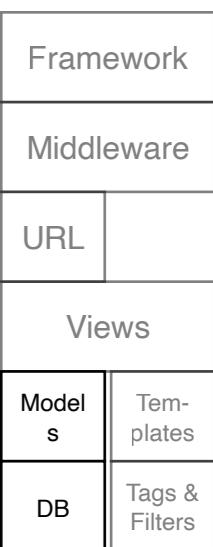
Many-to-Many Relations

```
class Thingy(models.Model):
```

```
    ...
```

```
class Gizmo(models.Model):
```

```
    thingies = models.ManyToManyField(Thingy)
```



Saving a Model Object

```
thingy = Thingy()  
thingy.size = 'big'  
thingy.save()
```

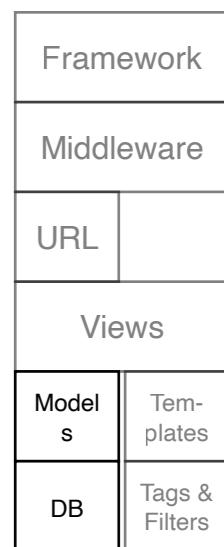
```
gadget = Gadget(thingy=thingy)  
gadget.save()
```

```
gizmo = Gizmo(thingies=[thingy])  
gizmo.save()
```



Exercise 11

- Create new model classes for foreign keys:
 - Category
 - Talk Type
- Audience Skill Level
- Location
- Time Slot
- All should have a name, up to 255 characters
- All should have a `__str__`; Time Slot's should use `strftime` (see `strftime.net`)
- Location and Time Slot should be optional
- Do a many-to-many on `django.contrib.auth.models.User` for talk speakers



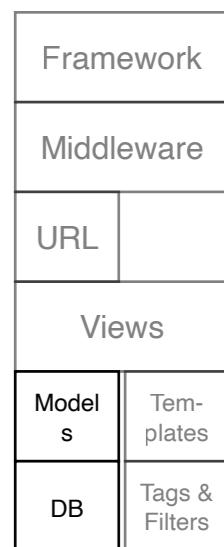
Let's see the code!

```
git reset --hard ex11
```

Meanwhile, in the
admin app...

Changing Existing Models

- Adding/removing/changing fields in a model requires a schema migration
- Django doesn't support it out of the box
- Pro mode: use South



Cheesy Precompiler Way

```
$ ./manage.py dbshell
```

```
> DROP TABLE talks;
```

```
$ ./manage.py syncdb
```



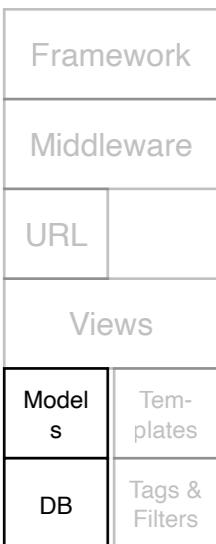
Querying the Model

```
all_thingies = Thingy.objects.all()
```

```
single_thingy = Thingy.objects.get(id=1)
```

```
big_thingies = Thingy.objects.filter(size='big')
```

```
ordered_thingies = Thingy.objects.all().order_by('size')
```



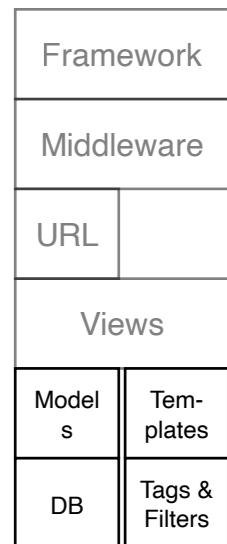
Relations in Templates

- When a model object retrieved from the ORM has relations, you get a relation manager and not an actual iterable collection
- Need to call `.all()` (or `get` or `filter`) on it before you get back the related model objects



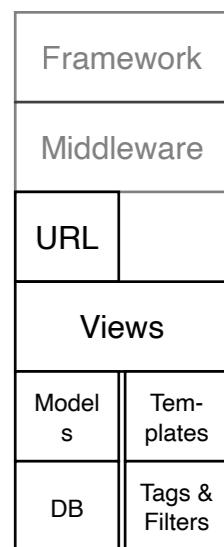
Relations in Templates

```
{% for gizmo in gizmos %}  
  {% for thingy in gizmo.thingies.all %}  
    ...  
  {% endfor %}  
{% endfor %}
```



Exercise 12

- Create a view and template to display a list of all talks, ordered by title
- Be sure to display all of the talk speakers



Let's see the code!

git reset --hard ex12

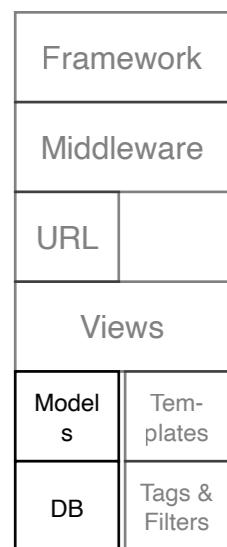
Optimizing Queries

- What we just did will make lots of extra database queries (because of the loops)
- Go read up on:
 - `select_related`: does a join in SQL
 - `prefetch_related`: queries in advance, caches results, allows “join” in Python



Model Managers

- A place to encapsulate data queries
- Extend to provide extra queries with developer-friendly interfaces



Model Managers

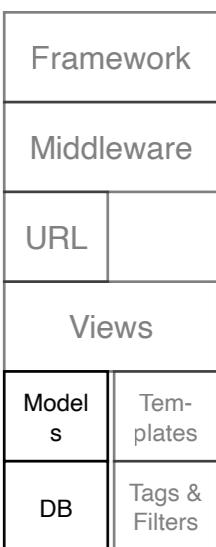
```
class ThingyManager(models.Manager):

    def big_ones(self):
        return self.get_query_set().filter(size='big')

    def of_color(self, color):
        return self.get_query_set().filter(color=color)
```

```
class Thingy(models.Model):
```

```
    objects = ThingyManager()
```



Using a Model Manager

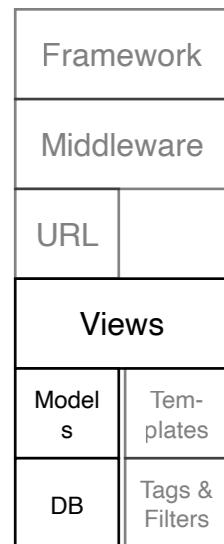
```
big_thingies = Thingy.objects.big_ones()
```

```
green_thingies = Thingy.objects.of_color('green')
```



Exercise 13

- Move the queries from the previous exercise into a TalkManager
- Change the queries to only get talks that have been approved

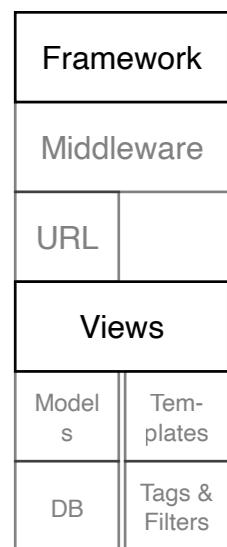


Let's see the code!

git reset --hard ex13

Generic Views

- Many views fall into the same patterns
- Django provides generic view classes for things like showing a list of objects, creating an object, updating an object, deleting, etc.
- Subclass and set properties or override certain methods to customize

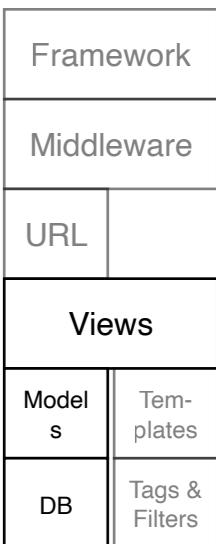


Generic List Views

```
from django.views.generic import ListView
```

```
class ThingyListView(ListView):
```

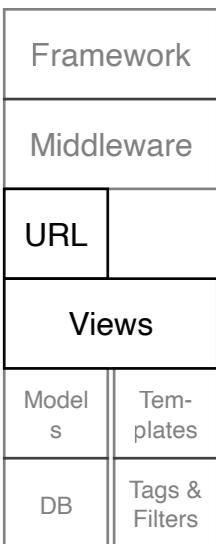
```
    queryset = Thingy.objects.all()
```



Generic List View URLs

```
from django.conf.urls import patterns, include, url  
from myapp.views import ThingyListView
```

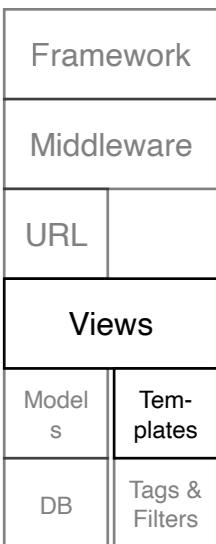
```
urlpatterns = patterns('myapp.views',  
    ...  
    url(r'^$', ThingyListView.as_view(), name='things')
```



Generic List View Templates

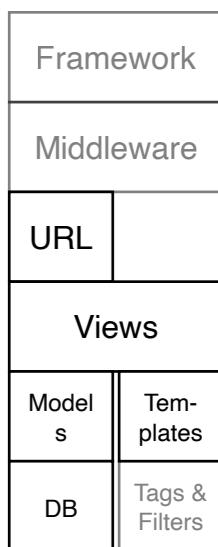
- Generic List Views are automatically wired to templates
- Naming convention: lowercase model name + “_list.html”, eg:

templates/myapp/thingy_list.html



Exercise 14

- Replace the view that lists talks with a generic list view
- Redo the URL mapping to use your new generic list view subclass

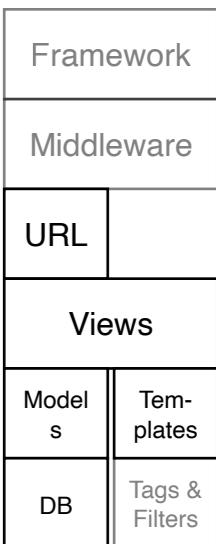


Let's see the code!

git reset --hard ex14

Can You Guess What's Next?

- Need to create new talks
- We could do it the hard way...
 - Make a Form
 - Make a View
 - Read validated data, put it into a model object
 - Save the model, redirect...

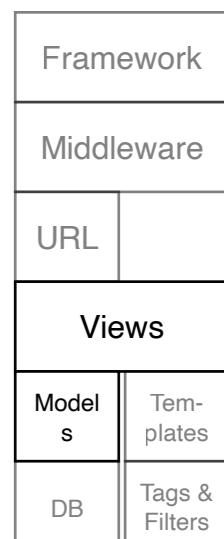


Model Forms

```
from django import forms  
from myapp.models import Thingy
```

```
class ThingyForm(forms.ModelForm):
```

```
    class Meta:  
        model = Thingy  
        exclude = ('flavor', 'user')
```



Generic Create Views

```
from django.views.generic.edit import CreateView  
from myapp.forms import ThingyForm
```

```
class ThingyCreationView(CreateView):
```

```
    model = Thingy  
    form_class = ThingyForm  
    success_url = "/accounts/profile"
```



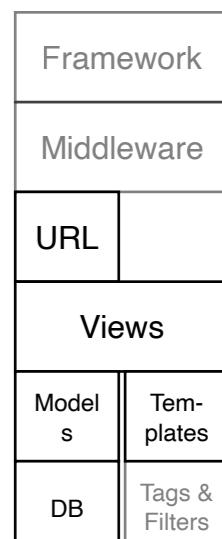
Generic Create View Templates

- Generic Create Views are automatically wired to templates
- Naming convention: lowercase model name + “_form.html”; eg:
`templates/myapp/thingy_form.html`



Exercise 15

- Make a Generic Create View and Model Form to submit new talk proposals
- Exclude approval status, location, and time slot (since the speaker doesn't control them)
- Be sure to connect a “create” URL to the new Generic Create View
- Don’t forget a template!
- Link to the create form from user profile
- List user’s submitted



Let's see the code!

git reset --hard ex15

Generic Edit Views

```
from django.shortcuts import resolve_url
from django.views.generic.edit import UpdateView

from myapp.forms import ThingyForm

class ThingyUpdateView(UpdateView):

    form_class = ThingyForm
    queryset = Thingy.objects.all()

    def get_success_url(self):
        return resolve_url('myapp:thingy')

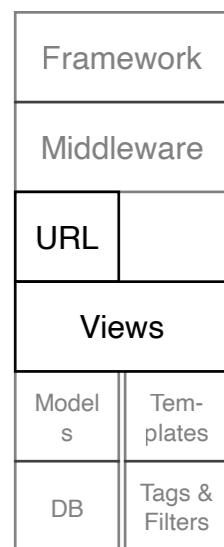
    def get_context_data(self, **kwargs):
        context = super(ThingyUpdateView, self).get_context_data(**kwargs)
        context['editing'] = True
        return context
```

Framework	
Middleware	
URL	
Views	
Models	Templates
DB	Tags & Filters

Generic Edit View URLs

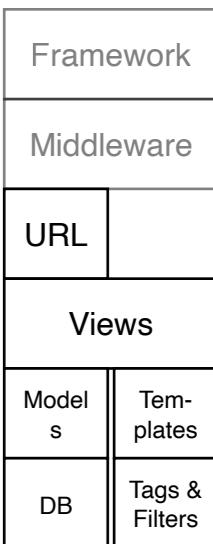
```
from django.conf.urls import patterns, include, url  
from myapp.views import ThingyUpdateView
```

```
urlpatterns = patterns('myapp.views',  
    ...  
    url(r'(?P<pk>[0-9]+)$', ThingyUpdateView.as_view(),  
        name='update'),  
)
```



Exercise 16

- Create a Generic Edit View for talks
- Use the Model Form from the previous exercise
- Be sure to wire it to a URL for editing
- Change the existing template to indicate whether we're editing or creating

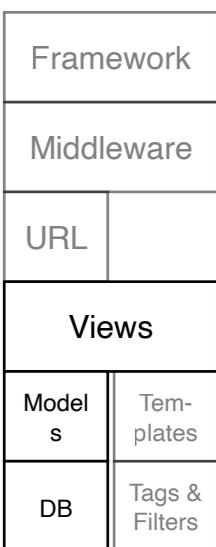


Let's see the code!

git reset --hard ex16

Security in Views

- Can you spot a security problem in the previous exercise?
- Anyone can edit any talk!
- Generic views can restrict access by limiting the queryset available in the view



Restricting Object Access

```
# In models.py...
class ThingyManager(models.Manager):

    def for_user(self, user):
        return self.get_query_set().filter(user=user)

# In views.py...
class ThingyUpdateView(UpdateView):

    def get_queryset(self):
        return Thingy.objects.for_user(
            self.request.user)
```



Exercise 17

- Lock down the update view from the previous exercise so that a talk may only be edited by its speakers



Let's see the code!

git reset --hard ex17

Read-Only Data in Generic Edit Views

- Model Form automatically builds form elements for everything in the model
- Model Form excludes anything that it was told to exclude
- Excluded fields are still available as attributes of a variable called “object” (the object being displayed/edited)



Read-Only Data in Generic Edit Views

```
<form ...>
    {% csrf_token %}

    {{ form.as_p }}

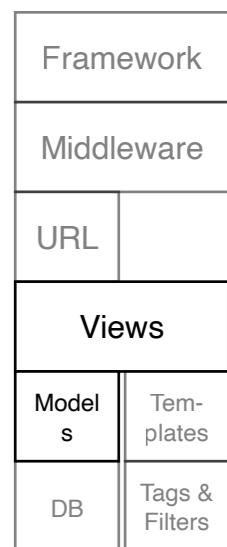
    <p><input type="text" id="flavor"
        value="{{ object.flavor }}" disabled ></p>

    <input type="submit" value="Save Changes">
</form>
```



Exercise 18

- Change the talk form from the previous exercises
- Show time slot, location, and approval status without allowing them to be modified



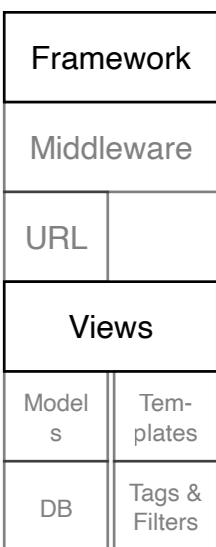
Let's see the code!

git reset --hard ex18

Requiring Login

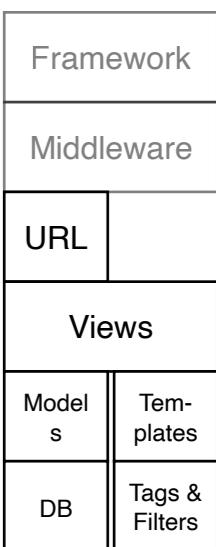
```
from django.contrib.auth.decorators import \
    login_required
```

```
@login_required
def my_login_only_view(request):
    return render(request, "myapp/my_view.html")
```



Exercise 19

- Require login on the user profile page

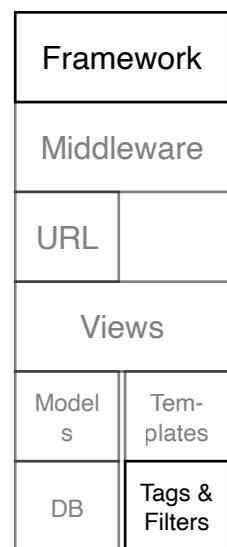


Let's see the code!

git reset --hard ex19

Custom Template Filters

- Django comes with many filters
- You can add your own
- Function that accepts a value and returns a string



Defining a Custom Filter

```
# In myapp/templatetags/myfilters.py...

from django import template
from django.utils.html import format_html

register = template.Library()

@register.filter
def my_filter(value):
    ...
    return format_html("...")
```



Using a Custom Filter

```
{% load myfilters %}
```

```
{% block content %}
```

```
<p>{{ foolmy_filter }}</p>
<p>{{ bar }}</p>
```

```
{% endblock %}
```



Exercise 20

- Create a custom filter function “boolean_icon” that will show one image if a value is True and another if it’s False
- Use the boolean_icon in the user’s profile to indicate whether a talk has been approved
- Use static icons from the admin site:

```
from django.contrib.admin.templatetags.admin_static import static  
  
icon_url = static('admin/img/icon-{0}.gif'.format(  
    {True: 'yes', False: 'no', None: 'unknown'}[value]))
```



Let's see the code!

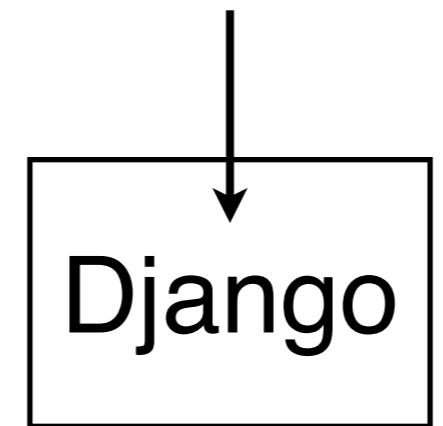
git reset --hard ex20

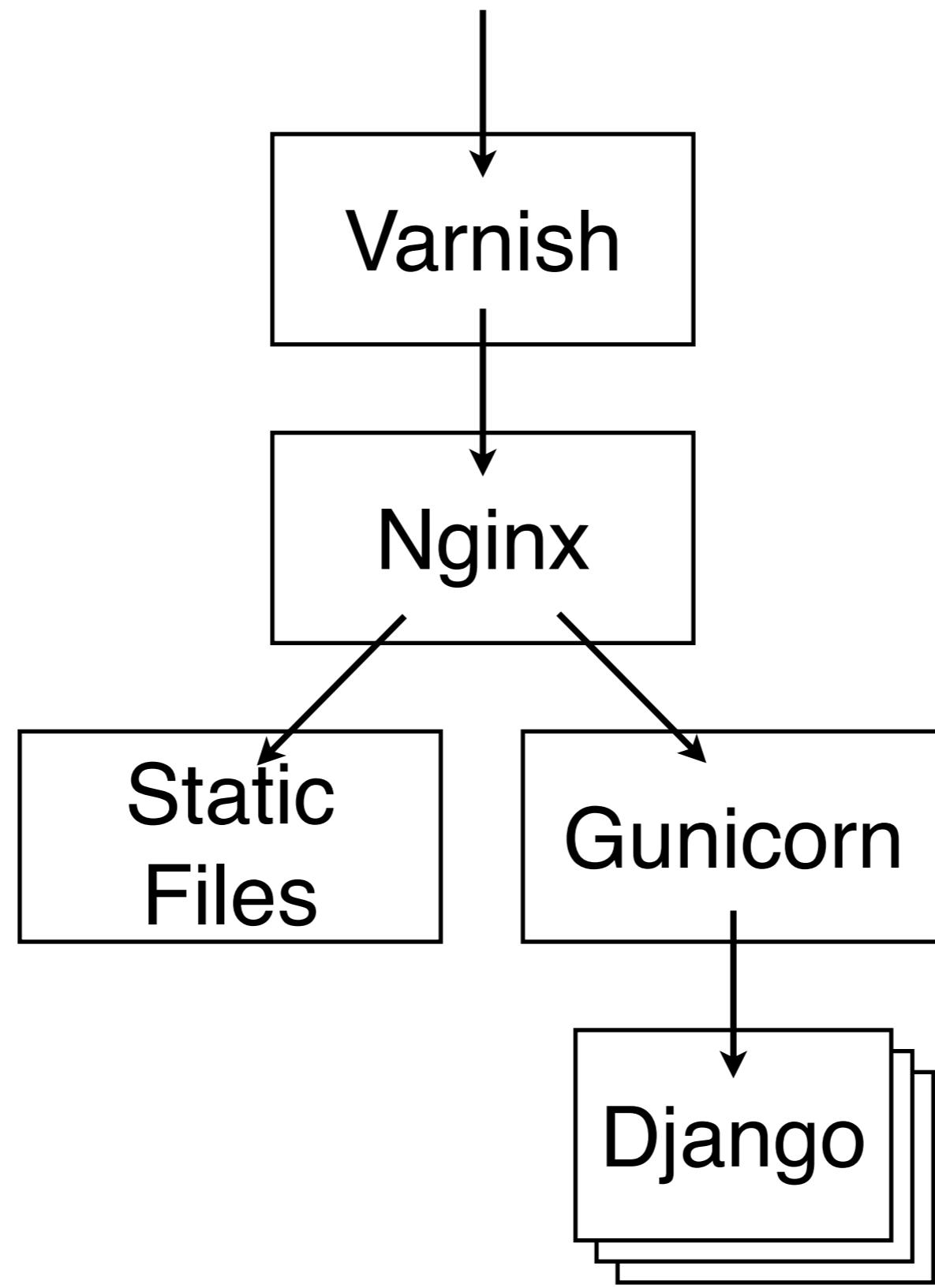
Bonus Exercises

- Show talks by time slot and/or location
- Blog; include RSS feed
- Sponsorship; include sponsor image upload and display
- Enhance user profiles; include image upload, default to Gravatar
- Room swap/ticket swap

Framework	
Middleware	
URL	
Views	
Models	Templates
DB	Tags & Filters

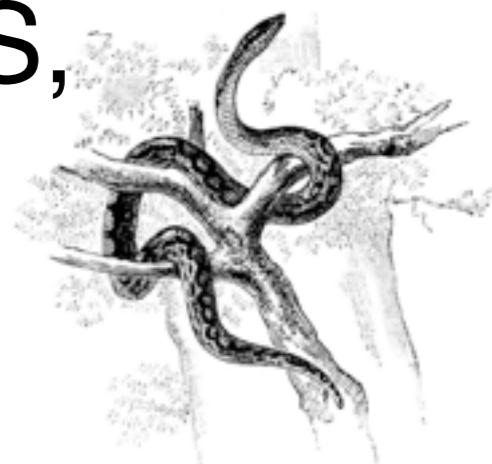
A Little Bit About Deployment





Where to Deploy

- Gondor.io
- Heroku
- Webfaction
- Google App Engine
(if that's what you're into)
- Your favorite VPS (Rackspace, AWS, etc.)



Questions?

Links

- <http://python.org>
- <https://djangoproject.com>
- <https://github.com/finiteloopsoftware/django-precompiler>



Credits

- Image from *Django Unchained* by Sony Pictures

<http://www.nydailynews.com/entertainment/tv-movies/django-star-foxx-life-built-race-article-1.1220275>

- Image of Django Reinhardt by ~Raimondsy

<http://raimondsy.deviantart.com/art/Django-Reinhardt-3149>

- Other images from ClipArt Etc.

<http://etc.usf.edu/clipart/>



Contact Information

Mike Crute

Finite Loop Software

<http://mike.crute.org>

@mcrute

American Greetings

<http://traceback.org>

@dstanek

Mike Pirnat

American Greetings

<http://mike.pirnat.com>

@mpirnat

David Stanek



Thanks for
coming
& happy hacking!