



Lesson 06

Django Framework

➔ Deployment on Python Anywhere

1. Create an account in Python Anywhere.
2. In Python Anywhere:
 - add a new web app;
 - select Django Web Framework and Python 3.10;
 - give it a name – the same of the project you already have to deploy;
 - try to run it.
3. At this moment, Django version is not the latest one. Optionally, install it:
 - Go to “Consoles” tab and start a Bash console;
 - Run the commands:
 - `virtualenv venv`
 - `source venv/bin/activate`
 - `pip install Django`
 - Configure web app to use new virtual environment. Go to the “Web” tab, and in the Virtualenv section, enter the path: `/home/myusername/venv`
 - Reload your web app.
4. Prepare you web project to be uploaded to pythonanywhere:
 - Make a copy of your web project, in your PC;
 - Move “static” folder from “app” folder to its parent folder;
 - Load it in pycharm, and go to “settings.py” file;
 - Copy the following constants from “settings.py” in pythonanywhere to your local “settings.py” file:
 - `ALLOWED_HOST`;
 - `MEDIA_ROOT` and `MEDIA_URL`;
 - `STATIC_ROOT` and `STATIC_URL`.
5. Now you have two options to copy your project to pythonanywhere:
 - You can simple upload your project files to the recent created web app in Python Anywhere – using the Files page;
 - OR you can use the Console page to use git tool to copy your project from a git repository.
6. Let use the first approach:
 - First, we will backup current original web app files; Go to your webproj folder, in pythonanywhere, create a new folder named “original” and move there current “static”



and “webproj” folders, as also the file named “manage.py”;

- Create a zip file with files and folders of your webproj in your PC and upload it to pythonanywhere, inside webproj folder;
- In a bash console, inside the webproj folder, run the command: `unzip webproj.zip`;
- Go to “Web” tab and reload the web application;
- It’s done. Run your web application, and enjoy it. 😊