
First Django Admin Documentation

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Investigative Reporters and Editors

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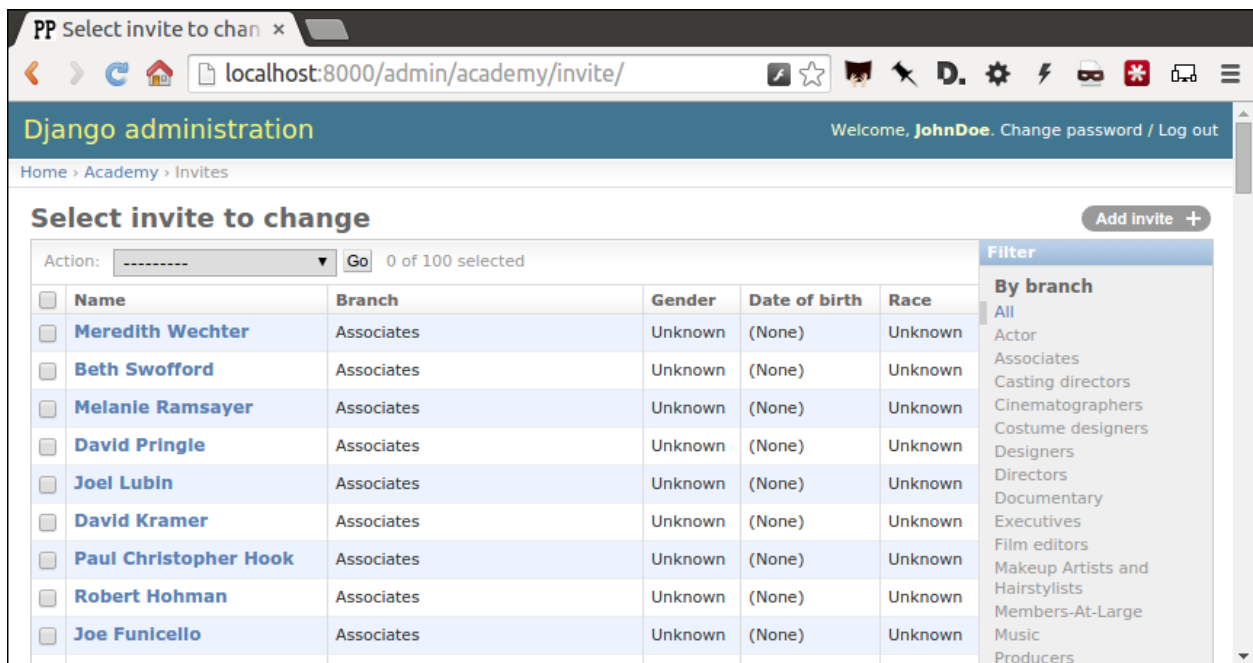
A step-by-step guide to creating a simple web application that empowers you to enlist reporters in data entry and refinement.

You will learn just enough about the [Django](#) framework to design database tables, load in data and create an administration panel for others to improve it. You will not bother with all the other web developer crap.

CHAPTER 1

What you will make

This tutorial will guide you through creating a custom Django administration panel where reporters can inspect, edit and augment a list of invitees to the [Academy of Motion Picture Arts and Sciences](#), the elite organization that decides the Oscars.



In 2012, a study by the [Los Angeles Times](#) found that the group is overwhelmingly white and male, which led to renewed calls to diversify the Oscar voting pool. A new list was used to write a [follow-up story](#) in 2013. The analysis appeared on the front page [again in early 2015](#) when the academy was criticized after announcing a [virtually all-white slate](#) of nominees.

In the steps below, you will repeat The Times' work using the academy's 2014 invitation list, creating a system to share the load of producing a follow-up story in the vein of this 2016 update to the original analysis.

You are following in the footsteps of Times reporters [Sandra Poindexter](#) and [Doug Smith](#), who developed a similar administration panel as part of their investigation. They were inspired by a presentation made by [Matt Wynn](#) at a past conference of The National Institute for Computer-Assisted Reporting.

CHAPTER 2

About the authors

This guide was developed by [Ben Welsh](#) and Ken Schwencke for a workshop on [March 8](#) at the 2015 conference of the National Institute for Computer-Assisted Reporting (NICAR) in Atlanta. A modified version was presented at the 2016 NICAR conference on [March 13](#).

[Dana Amihere](#) will co-teach this as a hands-on workshop [March 5, 2017](#) at the annual NICAR conference in Jacksonville, Fla. Click [here](#) for more details and to sign up.

Prelude: Prerequisites

Before you can begin, your computer needs the following tools installed and working.

1. A [command-line interface](#) to interact with your computer
2. A [text editor](#) to work with plain text files
3. Version 2.7 of the [Python](#) programming language
4. The [pip](#) package manager and [virtualenv](#) environment manager for Python

Warning: Stop and make sure you have all these tools installed and working properly. Otherwise, you're gonna have a bad time.

3.1 Command-line interface

Unless something is wrong with your computer, there should be a way to open a window that lets you type in commands. Different operating systems give this tool slightly different names, but they all have some form of it, and there are alternative programs you can install as well.

On Windows you can find the command-line interface by opening the “command prompt.” Here are [instructions](#). On Apple computers, you open the “Terminal” application. Ubuntu Linux comes with a program of the same name.

3.2 Text editor

A program like Microsoft Word, which can do all sorts of text formatting such as change the size and color of words, is not what you need. Do not try to use it below.

You need a program that works with simple “[plain text](#)” files, and is therefore capable of editing documents containing Python code, HTML markup and other languages without dressing them up by adding anything extra. Such programs are easy to find and some of the best ones are free, including those below.

For Windows, I recommend installing [Notepad++](#). For Apple computers, try [TextWrangler](#). In Ubuntu Linux you can stick with the pre-installed [gedit](#) text editor.

3.3 Python

Python is a computer programming language, like many others you may have heard of like Ruby or PHP or Java. It is free and open source. To continue to with this class, you will need to have version 2.7 installed.

3.3.1 For Apples

If you are using Mac OSX, Python version 2.7 is probably already installed and you can test to see what version, if any, is already available by typing the following into your terminal.

```
$ python -V
```

Note: You'll note that the example above begins with a "\$". You do not need to type this. It is only a generic symbol commonly used by geeks to indicate a piece of code should be run from the command line. On Windows, this prompt could even look quite different, likely starting with a phrase like `C:\`.

You should see something like this after you hit enter:

```
$ python -V
Python 2.7.12
```

If you get an error instead, Mac users should install Python by following [these instructions](#) offered by The Hitchhikers Guide to Python.

If your version is 2.7.11 or 2.7.13 or some other slight variation from what's above, that's okay. If it's Python 3, that's another issue and you should try to install Python 2.7 instead. If you continue with Python 3, this class may largely work, but you could encounter some small problems you'll need to sort out on your own.

3.3.2 For Windows

Just like Apple users, Windows people should open their command prompt and investigate whether Python is already installed.

```
python -V
```

You should see something like this after you hit enter:

```
python -V
Python 2.7.12
```

If not Windows users can find a similar installation guide [here](#) which will have you try downloading and installing Python from [here](#). After that's done, ensure Python is installed by reopening the command prompt and running the command above again.

3.4 pip and virtualenv

The [pip package manager](#) makes it easy to install open-source libraries that expand what you're able to do with Python. Later, we will use it to install everything needed to create a working web application.

If you don't have it already, you can get pip by following [these instructions](#).

Verify pip is installed with the following command:

```
$ pip -V
```

The [virtualenv environment manager](#) makes it possible to create an isolated corner of your computer where all the different tools you use to build an application are sealed off.

It might not be obvious why you need this, but it quickly becomes important when you need to juggle different tools for different projects on one computer. By developing your applications inside separate virtualenv environments, you can use different versions of the same third-party Python libraries without a conflict. You can also more easily recreate your project on another machine, handy when you want to copy your code to a server that publishes pages on the Internet.

You can check if virtualenv is installed with the following command:

```
$ virtualenv --version
```

If you don't have virtualenv, install it with pip.

```
# On Windows:  
$ pip install virtualenv  
# On a Mac or Linux you will need to install it as a superuser with the sudo command.  
# When you are prompted for a password, use the same one that logs you into your  
→computer  
$ sudo pip install virtualenv
```

If that doesn't work, try following [this advice](#).

CHAPTER 4

Act 1: Hello Django

Start by creating a new development environment with virtualenv. Name it after our application.

```
# You don't have to type the "$" It's just a generic symbol
# geeks use to show they're working on the command line.
$ virtualenv first-django-admin
```

Jump into the directory it created.

```
$ cd first-django-admin
```

Turn on the new virtualenv, which will instruct your terminal to only use those libraries installed inside its sealed space. You only need to create the virtualenv once, but you'll need to repeat these “activation” steps each time you return to working on this project.

```
# In Linux or Mac OSX try this...
$ . bin/activate
# In Windows it might take something more like...
$ cd Scripts
$ activate
$ cd ..
```

Use pip on the command line to install Django, a Python “framework” we’ll use to put together our website.

```
$ pip install Django
```

Now use Django’s django-admin command to create a new “project” that will be organized according to the framework’s rules.

```
$ django-admin startproject project
```

Now jump into the project and we’ll start setting it up.

```
$ cd project
```

Note: Run the `ls` command (`dir` on Windows), which lists the files in your current location. Wonder what all those weird files are in your new directory? We'll only need a couple for this tutorial, but you can read about all of them in the [official Django documentation](#).

There is a lot of [configuration](#) that could be done at this point, but we're going to advance with all of the Django defaults in place.

The first step is creating your database, which will appear as a new [SQLite](#) file named `db.sqlite3`.

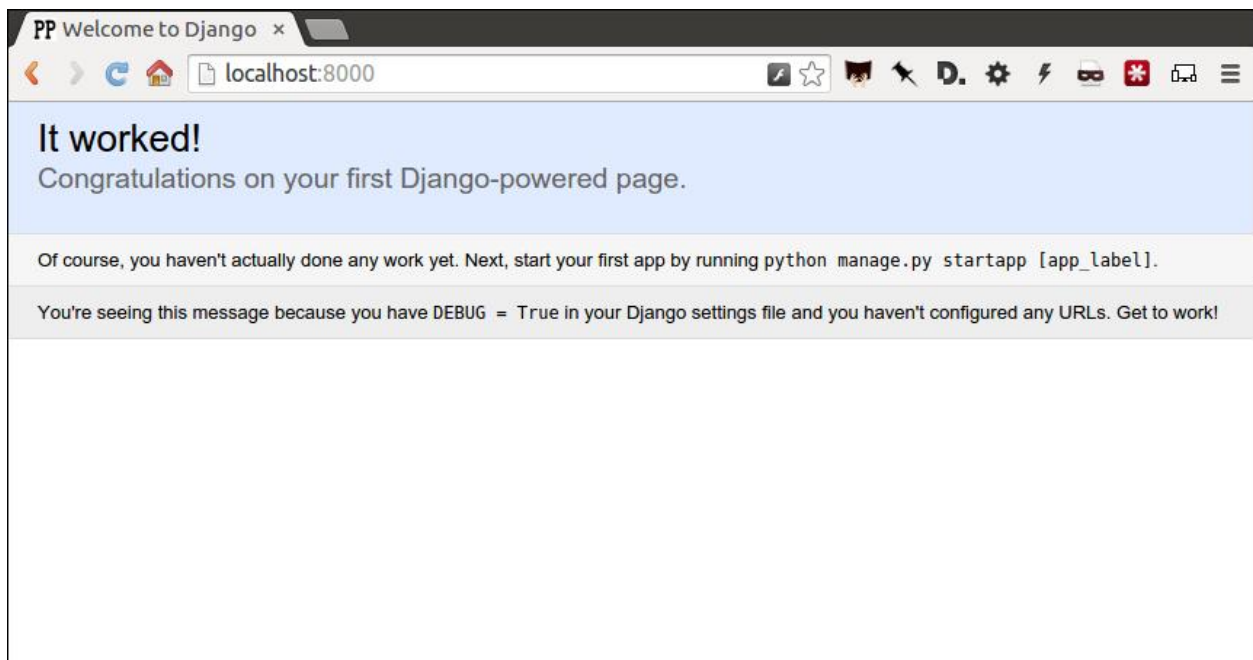
To do that, we will start using the `manage.py` file created by `startproject`. It is a utility belt we can use to make Django a wide range of things. The command we want now, `migrate`, can create database tables.

```
$ python manage.py migrate
```

Fire up Django's built-in web server.

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

Visit `localhost:8000` in your browser to see Django in action. Here's what you should see.



Congratulations. You've installed Django and have a blank site started up and running. Now the real work begins.

Act 2: Hello models

Now we create our app. In Django terms, an app is a collection of files that does something, like publish a blog or store public records. A project, like we made above, collects those apps and organizes them into a working website.

You can create a new app with Django's `startapp` command. Since we are aiming to make a list of people invited to join the academy, naming this one isn't too hard.

Return to your terminal and hit the combination of `CTRL-C`, which will terminal your test server and return you to the command line. Then use our friend `manage.py` to create our app.

```
$ python manage.py startapp academy
```

There should now be a new `academy` folder in your project. If you look inside you will see that Django created a series of files common to every app.

```
academy/  
  __init__.py  
  admin.py  
  apps.py  
  migrations/  
  models.py  
  tests.py  
  views.py
```

We will only be using two of them in this tutorial. The file called `models.py` is where we will design our database tables. Another called `admin.py` is where we will configure the panels where reporters will be able to enrich the source data.

But before we do any of that, we need to configure our project to include our new app. Use your text editor to open the file `settings.py` in the project directory. Add our app, `academy`, to the `INSTALLED_APPS` list you find there.

```
INSTALLED_APPS = (  
    'django.contrib.admin',  
    'django.contrib.auth',  
    'django.contrib.contenttypes',
```

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```
'django.contrib.sessions',
'django.contrib.messages',
'django.contrib.staticfiles',
'academy',
)
```

Note: Python, like most programming languages, is very strict. When you add a new word to a list, as we did above, it always needs to be followed by a comma and surrounded by quotes. The indentations are also very strict and need to be consistent from line to line. Also, lines starting with # or surrounded by "" quotes are comments that will not be run as code and are instead there only as documentation.

Next open up the `models.py` file in the `academy` app's directory. Here we will use Django's built-in `models` system to design a database table to hold the source data.

Each table is defined using a Python `class` that inherits special powers from Django. Those special powers allow it to synchronize with an underlying database. Our work begins by creating our class and naming it after the data we'll put inside.

```
from __future__ import unicode_literals

from django.db import models

# Create your models here.
class Invite(models.Model):
```

Note: Don't know what a class is? Don't stress out about it. It's a little tricky to explain, but a class is basically a blueprint for designing how information in your code is structured. In our case, we're creating a blueprint that will link up our data with a traditional database table (this is often called a schema).

Next, like any good database table, it needs some fields.

If you open the source CSV, you will see that it has only two columns: name and branch.

Django has some fancy tricks for defining fields depending on what kind of data they hold. Now we'll use the `CharField` to expand our models to hold the name and branch data from our source. It just so happens, that `CharFields` have a maximum length that must always be set. We're going to pick a couple big numbers for that.

```
from __future__ import unicode_literals

from django.db import models

# Create your models here.
class Invite(models.Model):
    name = models.CharField(max_length=500)
    branch = models.CharField(max_length=500)
```

Note: Watch out. You'll need to carefully indent your code according to Python's very strict rules for this to work.

Now let's add a few more fields that we will ask the reporters to figure out and fill in. We'll use another Django trick, the `choices` option, to make some of them multiple-choice fields rather than free text.

First gender.

```

from __future__ import unicode_literals

from django.db import models

# Create your models here.
class Invite(models.Model):
    name = models.CharField(max_length=500)
    branch = models.CharField(max_length=500)
    GENDER_CHOICES = (
        ("M", "Male"),
        ("F", "Female"),
        ("O", "Other"),
        ("?", "Unknown")
    )
    gender = models.CharField(
        max_length=1,
        choices=GENDER_CHOICES,
        default="?"
    )

```

Note: When you create a choices list each option needs to have two values. The first one is what is written into the database, and is often more compact. The second one is what is displayed for the user, and is often more verbose.

Then the invitee's date of birth. Since this type of field will start off empty we need to instruct the database to: 1) allow null values with `null=True` and 2) allow entrants to leave it empty when they update records later with `blank=True`.

```

from __future__ import unicode_literals

from django.db import models

# Create your models here.
class Invite(models.Model):
    name = models.CharField(max_length=500)
    branch = models.CharField(max_length=500)
    GENDER_CHOICES = (
        ("M", "Male"),
        ("F", "Female"),
        ("O", "Other"),
        ("?", "Unknown")
    )
    gender = models.CharField(
        max_length=1,
        choices=GENDER_CHOICES,
        default="?"
    )
    date_of_birth = models.DateField(null=True, blank=True)

```

Race.

```

from __future__ import unicode_literals

from django.db import models

# Create your models here.

```

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```
class Invite(models.Model):
    name = models.CharField(max_length=500)
    branch = models.CharField(max_length=500)
    GENDER_CHOICES = (
        ("M", "Male"),
        ("F", "Female"),
        ("O", "Other"),
        ("?", "Unknown")
    )
    gender = models.CharField(
        max_length=1,
        choices=GENDER_CHOICES,
        default="?"
    )
    date_of_birth = models.DateField(null=True, blank=True)
    RACE_CHOICES = (
        ("ASIAN", "Asian"),
        ("BLACK", "Black"),
        ("LATINO", "Latino"),
        ("WHITE", "White"),
        ("OTHER", "Other"),
        ("?", "Unknown"),
    )
    race = models.CharField(
        max_length=10,
        choices=RACE_CHOICES,
        default="?"
    )
)
```

Finally, an open-ended text field for reporters to leave notes about their decisions.

```
from django.db import models

# Create your models here.
class Invite(models.Model):
    name = models.CharField(max_length=500)
    branch = models.CharField(max_length=500)
    GENDER_CHOICES = (
        ("M", "Male"),
        ("F", "Female"),
        ("O", "Other"),
        ("?", "Unknown")
    )
    gender = models.CharField(
        max_length=1,
        choices=GENDER_CHOICES,
        default="?"
    )
    date_of_birth = models.DateField(null=True, blank=True)
    RACE_CHOICES = (
        ("ASIAN", "Asian"),
        ("BLACK", "Black"),
        ("LATINO", "Latino"),
        ("WHITE", "White"),
        ("OTHER", "Other"),
        ("?", "Unknown"),
    )
)
```

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```
race = models.CharField(
    max_length=10,
    choices=RACE_CHOICES,
    default="?"
)
notes = models.TextField(blank=True)
```

Congratulations, you've written your first model. But it won't be created as a real table in your database until you run what Django calls a "migration." That's just a fancy word for syncing our models with our database.

Make sure to save your `models.py` file. Then we'll `manage.py` to prepare the changes necessary to create your new model.

```
$ python manage.py makemigrations academy
```

Now run the `migrate` command to execute it.

```
$ python manage.py migrate academy
```

That's it. You've made your database table.

CHAPTER 6

Act 3: Hello loader

Our next challenge is to load the source CSV file into the model.

We are going to do this using Django's system for [management commands](#). It allows us to make our own `manage.py` commands like `migrate` and `startapp` that take advantage of Django's bag of tricks and interact with the database.

To do this, add a `management/commands` directory in our `academy` app, complete with empty `__init__.py` files required by Python. You can do this in your operating system's file explorer, or on the command line. From a Linux or OSX prompt that would look something like this.

```
# The -p flag here makes both new directories
$ mkdir -p academy/management/commands
# This creates the empty files on Macs or in Linux
$ touch academy/management/__init__.py
$ touch academy/management/commands/__init__.py
```

From Windows something more like this:

```
# If you're in Windows create them with your text editor
$ start notepad++ academy/management/__init__.py
$ start notepad++ academy/management/commands/__init__.py
```

When you're done the app's directory should look something like this.

```
academy/
  __init__.py
  admin.py
  apps.py
  models.py
  management/
    __init__.py
    commands/
      __init__.py
  migrations/
```

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```
tests.py
views.py
```

Create a new file in the `management/commands` directory where the new command will go. Let's call it `loadacademycsv.py`.

```
# Mac or Linux
$ touch academy/management/commands/loadacademycsv.py
# Windows
$ start notepad++ academy/management/commands/loadacademycsv.py
```

Open it up and paste in the skeleton common to all management commands.

```
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Loading CSV"
```

Running it is as simple as invoking its name with `manage.py`.

```
$ python manage.py loadacademycsv
```

Download the [source CSV file](#) from GitHub and store it in your base directory next to `manage.py`.

Return to the management command and introduce Python's built-in `csv` module, which can read and files CSV files.

```
import csv
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Loading CSV"
```

Next add a variable beneath the `print` command that contains the path to where you've saved the CSV file. If you've saved it next to `manage.py`, that is as simple as starting off with `./`.

```
import csv
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Loading CSV"
        csv_path = "./academy_invites_2014.csv"
```

Note: In case you don't already know, a "variable" is a fancy computer programming word for a named shortcut where we save our work as we go.

Now access the file at that path with Python's built-in `open` function.

```
import csv
from django.core.management.base import BaseCommand
```

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```
class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Loading CSV"
        csv_path = "./academy_invites_2014.csv"
        csv_file = open(csv_path, 'rb')
```

Feeding the file object it creates into the `csv` module's `DictReader` will return a list with each row read to work with.

```
import csv
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Loading CSV"
        csv_path = "./academy_invites_2014.csv"
        csv_file = open(csv_path, 'rb')
        csv_reader = csv.DictReader(csv_file)
```

Create a loop that walks through the list, printing out each row as it goes by.

```
import csv
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Loading CSV"
        csv_path = "./academy_invites_2014.csv"
        csv_file = open(csv_path, 'rb')
        csv_reader = csv.DictReader(csv_file)
        for row in csv_reader:
            print row
```

Run it to see what we mean.

```
$ python manage.py loadacademycsv
```

Import our model into the command and use it to save the CSV records to the database.

```
import csv
from academy.models import Invite
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Loading CSV"
        csv_path = "./academy_invites_2014.csv"
        csv_file = open(csv_path, 'rb')
        csv_reader = csv.DictReader(csv_file)
        for row in csv_reader:
            obj = Invite.objects.create(
```

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```
        name=row['Name'],
        branch=row['Branch']
    )
    print obj
```

Run it again and you've done it. The CSV is loaded into the database.

```
$ python manage.py loadacademycsv
```

CHAPTER 7

Act 4: Hello admin

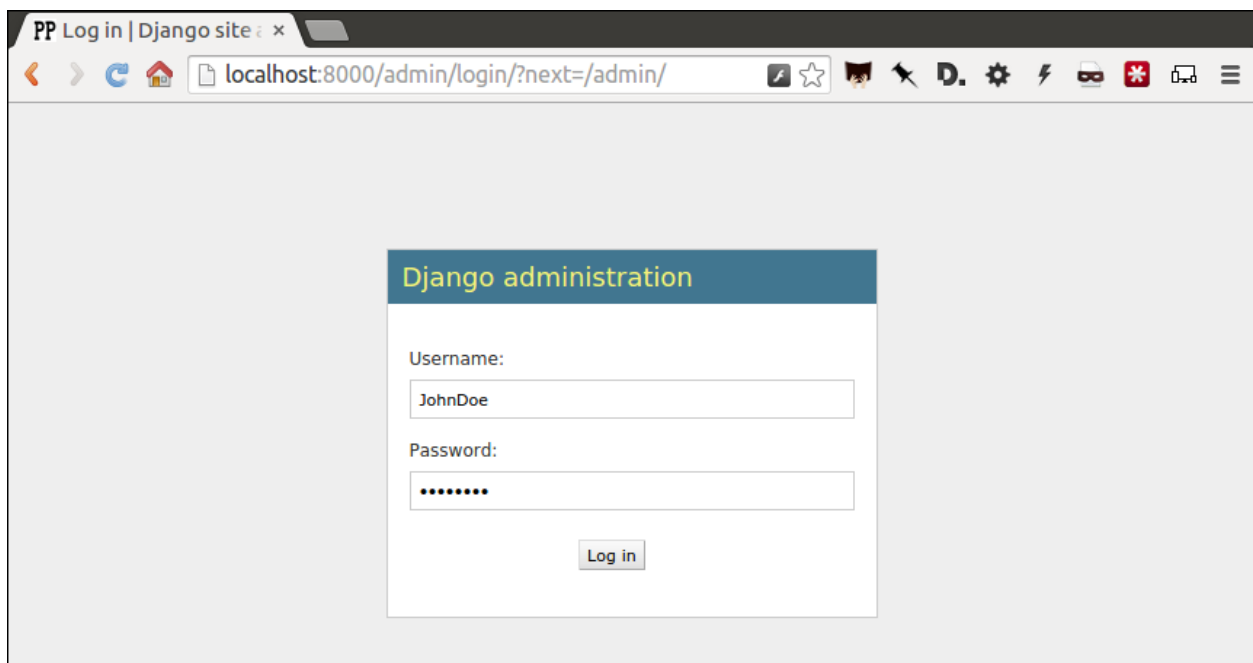
One of Django's unique features is that it comes with a custom administration that allows users to view, edit and create records. To see it in action, create a new superuser with permission to edit all records.

```
$ python manage.py createsuperuser
```

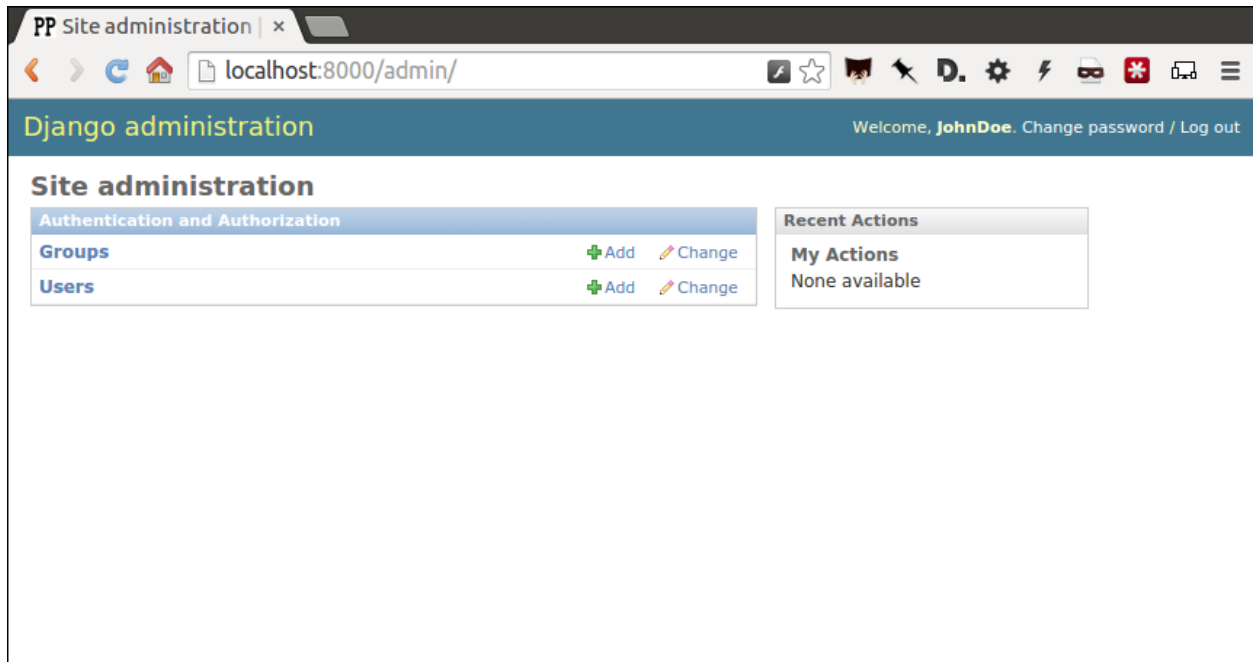
Then fire up the Django test server.

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

And visit `localhost:8000/admin/` and log in using the credentials you just created.



Without any additional configuration you will see administration panels for the apps installed with Django by default.

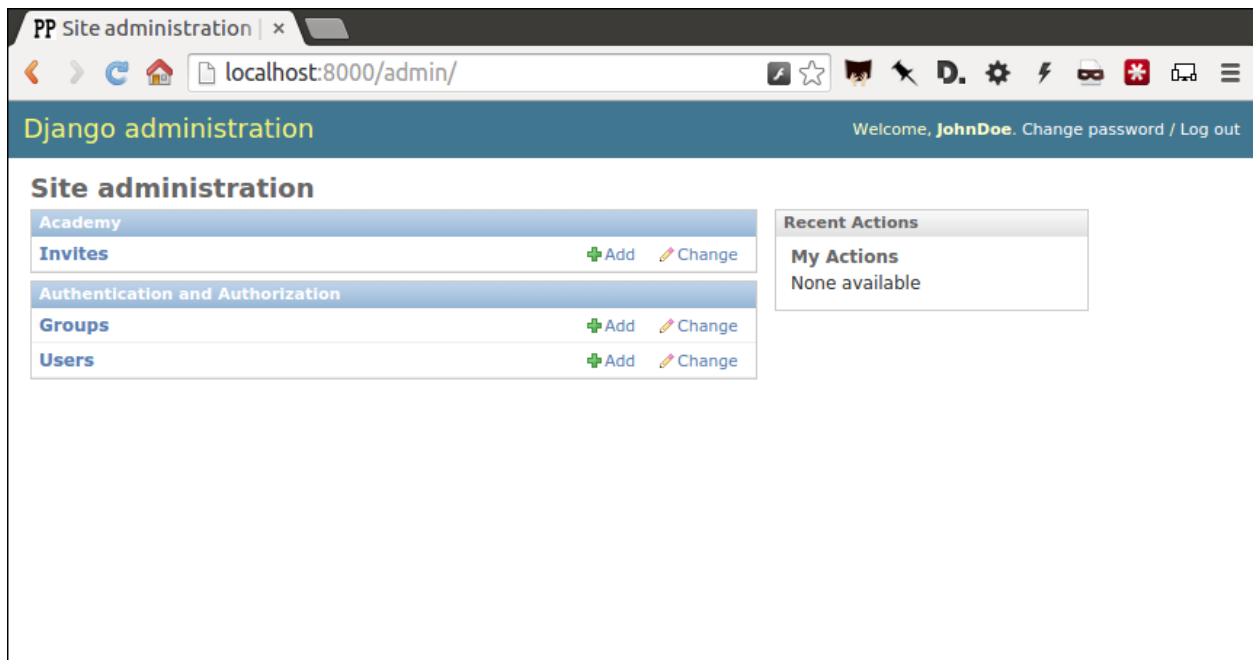


Adding panels for your own models is done in the `admin.py` file included with each app. Open `academy/admin.py` to start in.

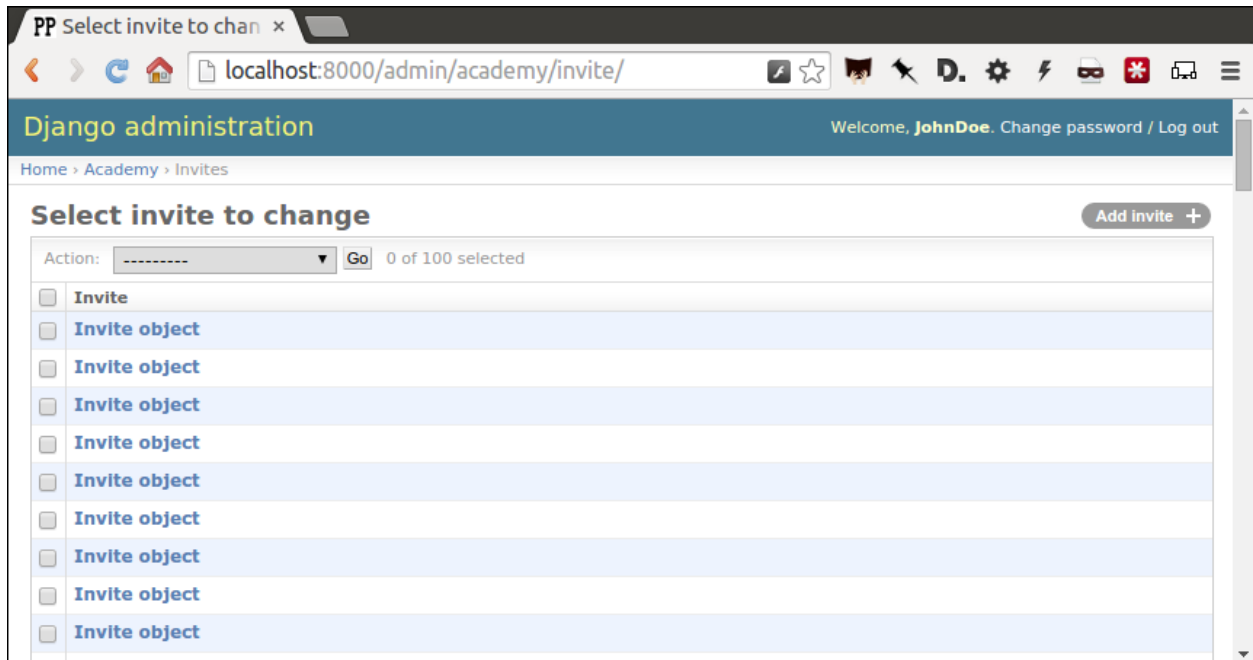
```
from django.contrib import admin
from academy.models import Invite

admin.site.register(Invite)
```

Now reload `localhost:8000/admin/` and you'll see it added to the index app list.



Click on "Invite" and you'll see all the records we loaded into the database as a list.



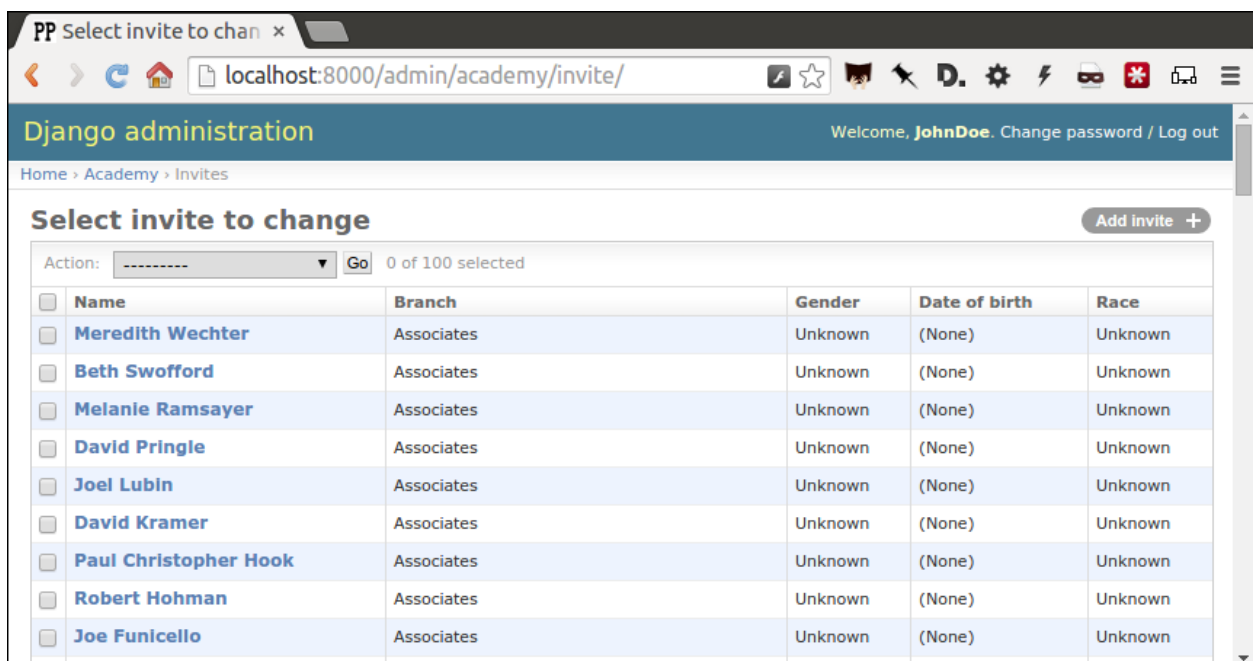
Configure the columns that appear in the list.

```
from django.contrib import admin
from academy.models import Invite

class InviteAdmin(admin.ModelAdmin):
    list_display = ("name", "branch", "gender", "date_of_birth", "race")

admin.site.register(Invite, InviteAdmin)
```

Reload.



Add a filter.

```

from django.contrib import admin
from academy.models import Invite

class InviteAdmin(admin.ModelAdmin):
    list_display = ("name", "branch", "gender", "date_of_birth", "race")
    list_filter = ("branch", "gender", "race")

admin.site.register(Invite, InviteAdmin)

```

Reload.

The screenshot shows the Django Admin interface for the 'Invite' model. The page title is "Select invite to change". The table displays a list of invites with columns for Name, Branch, Gender, Date of birth, and Race. A filter sidebar is open on the right, showing "By branch" with a list of roles: All, Actor, Associates, Casting directors, Cinematographers, Costume designers, Designers, Directors, Documentary, Executives, Film editors, Makeup Artists and Hairstylists, Members-At-Large, Music, and Producers. The URL in the browser is localhost:8000/admin/academy/invite/.

Name	Branch	Gender	Date of birth	Race
Meredith Wechter	Associates	Unknown	(None)	Unknown
Beth Swofford	Associates	Unknown	(None)	Unknown
Melanie Ramsayer	Associates	Unknown	(None)	Unknown
David Pringle	Associates	Unknown	(None)	Unknown
Joel Lubin	Associates	Unknown	(None)	Unknown
David Kramer	Associates	Unknown	(None)	Unknown
Paul Christopher Hook	Associates	Unknown	(None)	Unknown
Robert Hohman	Associates	Unknown	(None)	Unknown
Joe Funicello	Associates	Unknown	(None)	Unknown

And now a search.

```

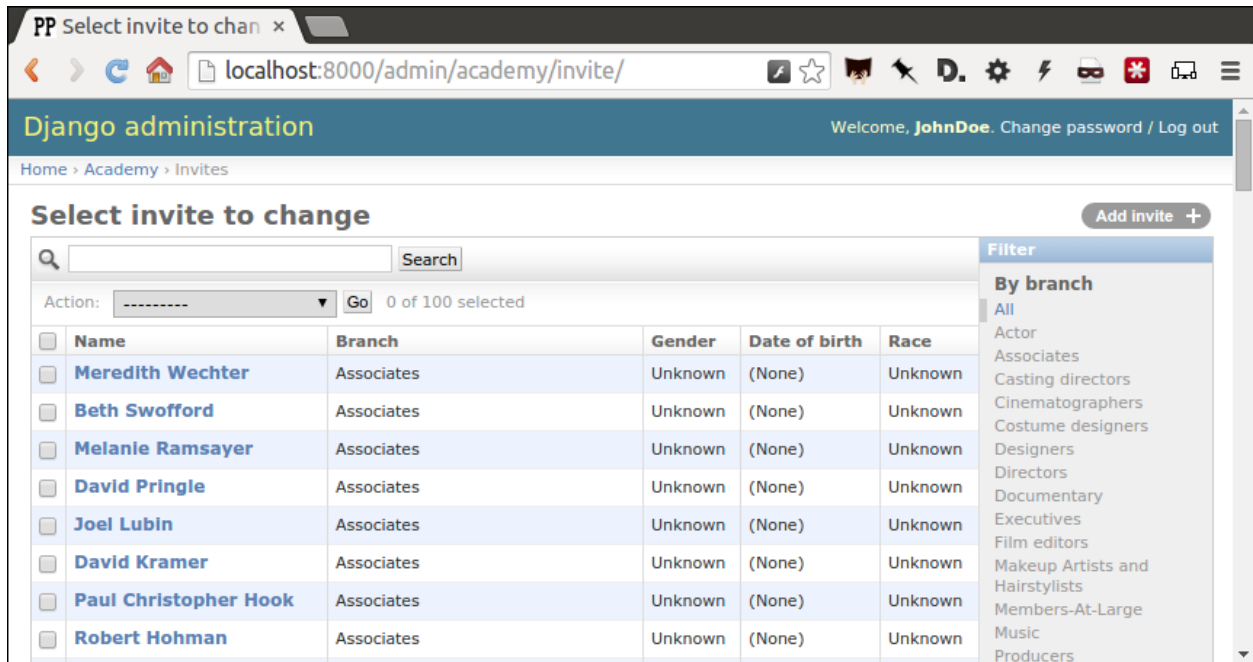
from django.contrib import admin
from academy.models import Invite

class InviteAdmin(admin.ModelAdmin):
    list_display = ("name", "branch", "gender", "date_of_birth", "race")
    list_filter = ("branch", "gender", "race")
    search_fields = ("name",)

admin.site.register(Invite, InviteAdmin)

```

Reload.



The screenshot shows the Django Admin interface for the 'academy' app, specifically the 'invite' model. The page title is 'Select invite to change'. The breadcrumb trail is 'Home > Academy > Invites'. The user is logged in as 'JohnDoe'. The interface includes a search bar, a filter sidebar, and a table of invite records.

Filter

By branch

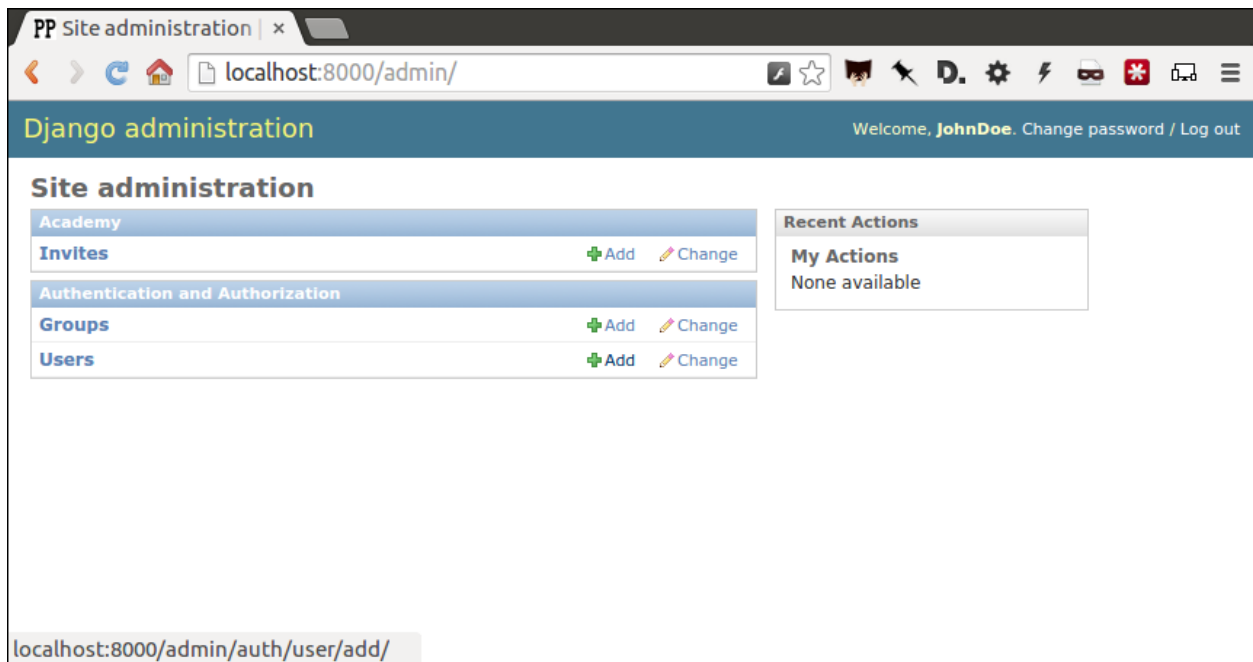
- All
- Actor
- Associates
- Casting directors
- Cinematographers
- Costume designers
- Designers
- Directors
- Documentary
- Executives
- Film editors
- Makeup Artists and Hairstylists
- Members-At-Large
- Music
- Producers

<input type="checkbox"/>	Name	Branch	Gender	Date of birth	Race
<input type="checkbox"/>	Meredith Wechter	Associates	Unknown	(None)	Unknown
<input type="checkbox"/>	Beth Swofford	Associates	Unknown	(None)	Unknown
<input type="checkbox"/>	Melanie Ramsayer	Associates	Unknown	(None)	Unknown
<input type="checkbox"/>	David Pringle	Associates	Unknown	(None)	Unknown
<input type="checkbox"/>	Joel Lubin	Associates	Unknown	(None)	Unknown
<input type="checkbox"/>	David Kramer	Associates	Unknown	(None)	Unknown
<input type="checkbox"/>	Paul Christopher Hook	Associates	Unknown	(None)	Unknown
<input type="checkbox"/>	Robert Hohman	Associates	Unknown	(None)	Unknown

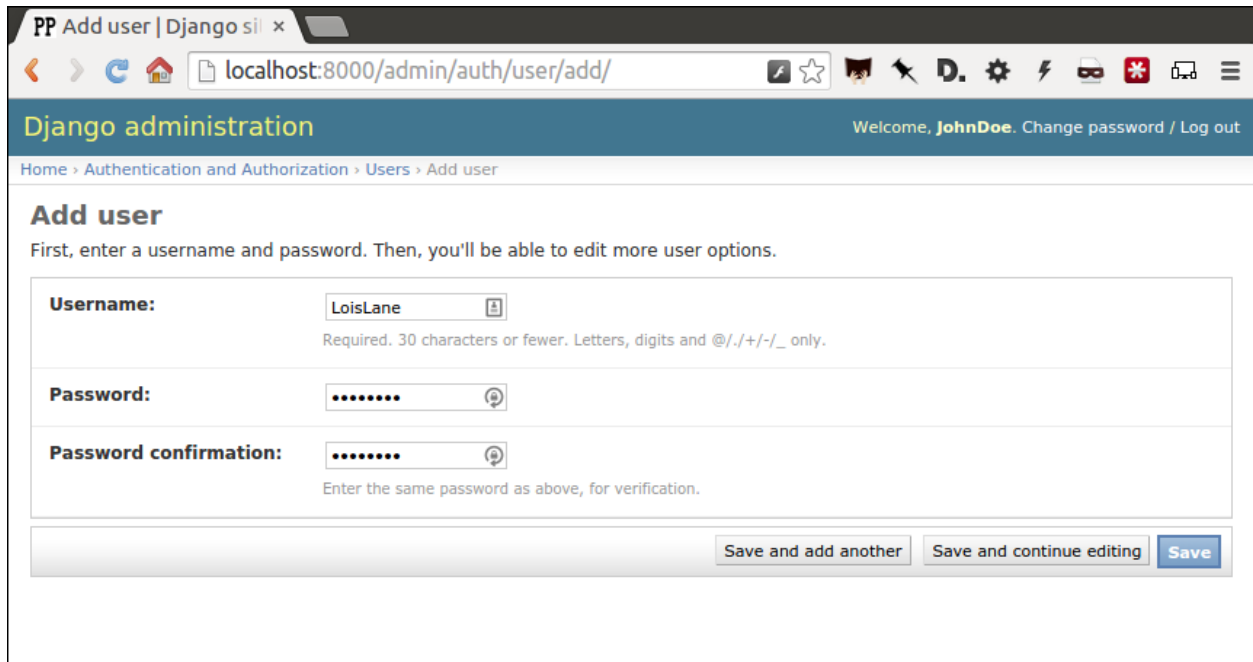
Take a moment to search, filter and sort the list to see how things work. You can even fill in a few records if you want to give that a spin.

Act 5: Hello newsroom

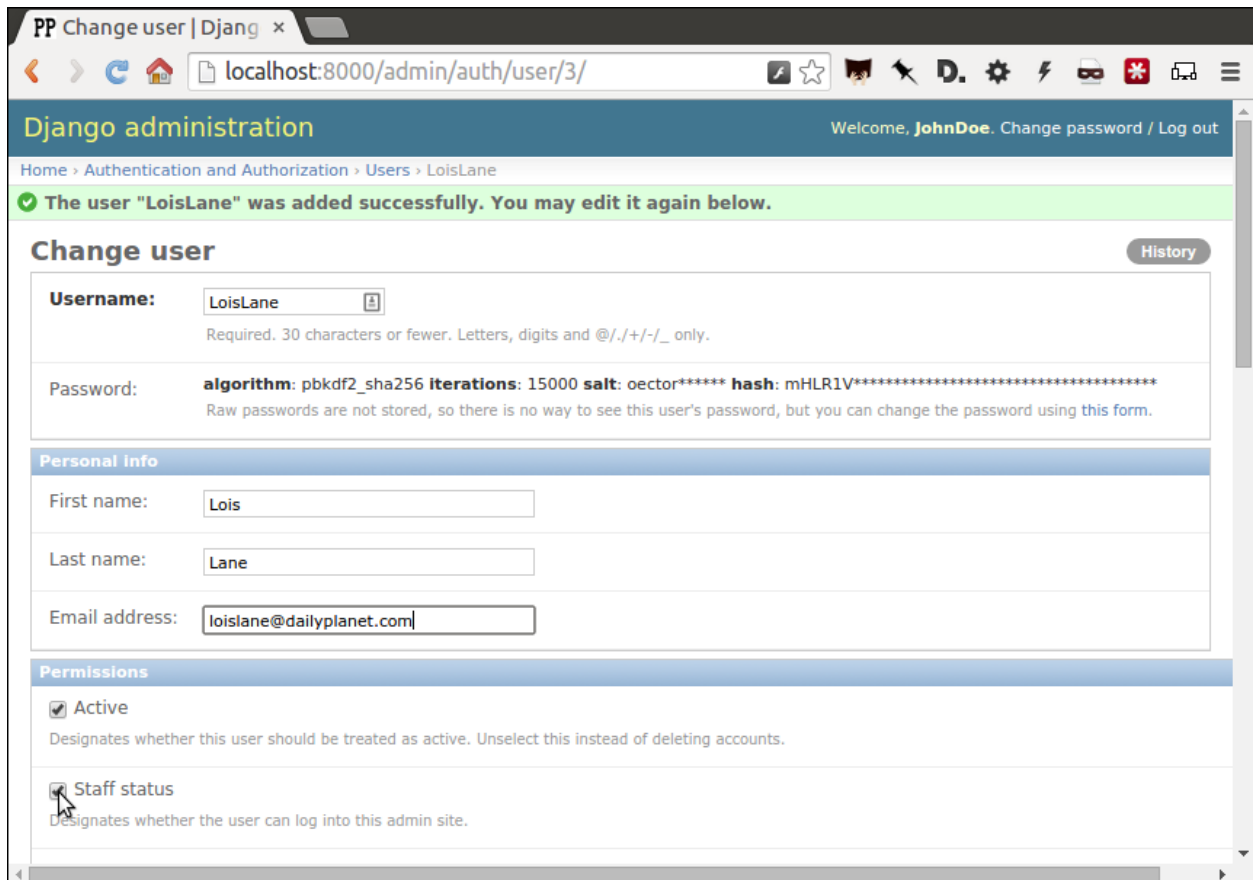
Now you're ready to get other people involved. The first thing to do is create additional users for your colleagues. Return to `localhost:8000/admin/` and click the plus button to the right of the "Users" link.



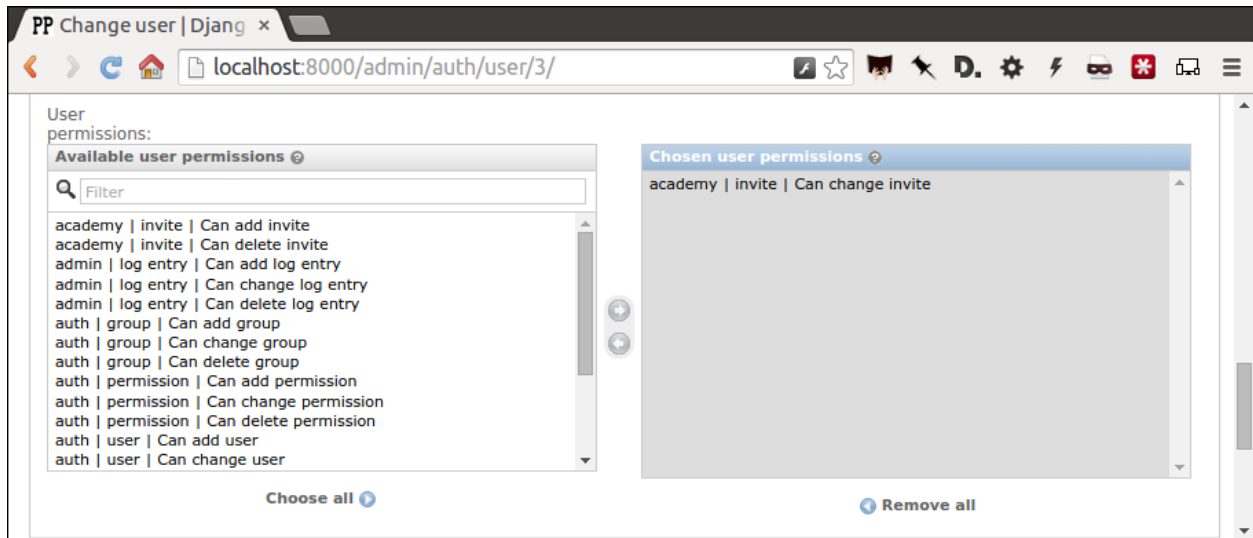
Name a user.



When filling in their profile, be **certain** to click on the “staff status” checkbox that gives users authorization to access the admin.



Lower down, choose which permissions to give this user. In this example, since the source data are already loaded the reporter will only have authorization to edit records, not create or delete them.



We're getting close. One problem, though. That `localhost` address we've been using isn't on the Internet. It only exists on your machine.

There are numerous ways to deploy your Django application so other people can access it. You could use the [Apache](#) webserver. You could try a cloud service like [Heroku](#).

But if all you need is for other people inside your office network (often referred to as an "Intranet") to log in, here's a simple trick that will work in most cases.

Return to your command line, hit `CTRL-C` and try this.

```
$ python manage.py runserver 0.0.0.0:8000
```

Now all you need to do is find your computer's IP address and others in your office will soon be able to access it. The method varies depending on your operating system. Good instructions are [available here](#). Though it mostly boils down to opening a new command line terminal and typing in one of the following.

```
# In OSX or Linux
$ ifconfig
# In Windows
$ ipconfig
```

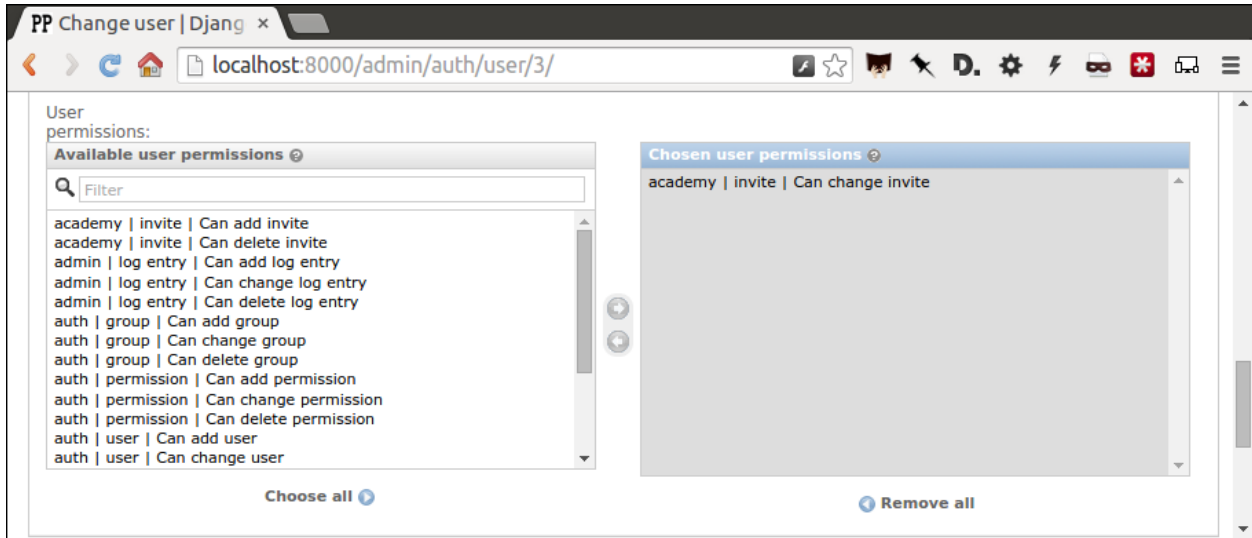
Then within the code that comes out you'll see a series of numbers formatted something like `172.19.131.101` after a label like "inet" or "IPv4 Address".

Copy and paste that into your clipboard. Open up the `settings.py` file and add it, along with `localhost`, to the empty `ALLOWED_HOSTS` setting. This list controls what web addresses are able to access your database.

```
ALLOWED_HOSTS = [
    'localhost',
    '192.168.1.79',
]
```

Save that file and then go to your browser and paste that same IP address into a pattern like `http://xxx.xx.xxx.xx:8000/admin/` and see what happens. If your Django site appears, you're off to a good start.

Now visit your colleagues' computers across the newsroom and if the same address works. If it does, you're ready to roll.



Now as long as the runserver command is up and running back at your computer, your data entry website is online. Congratulations!

Act 6: Hello homework

There are two constants in this kind of work: 1) Your models will change. 2) Reporters need to be told what to do.

With that in mind, let's alter our model so we have a place for a reporter's name. Then we will assign each invitee to a reporter to finish.

First, let's add a character field and some choices for the reporter's name. Open your `models.py` file and add them.

```
from django.db import models

# Create your models here.
class Invite(models.Model):
    name = models.CharField(max_length=500)
    branch = models.CharField(max_length=500)
    GENDER_CHOICES = (
        ("M", "Male"),
        ("F", "Female"),
        ("O", "Other"),
        ("?", "Unknown")
    )
    gender = models.CharField(
        max_length=1,
        choices=GENDER_CHOICES,
        default="?"
    )
    date_of_birth = models.DateField(null=True, blank=True)
    RACE_CHOICES = (
        ("ASIAN", "Asian"),
        ("BLACK", "Black"),
        ("LATINO", "Latino"),
        ("WHITE", "White"),
        ("OTHER", "Other"),
        ("?", "Unknown"),
    )
    race = models.CharField(
        max_length=10,
```

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```

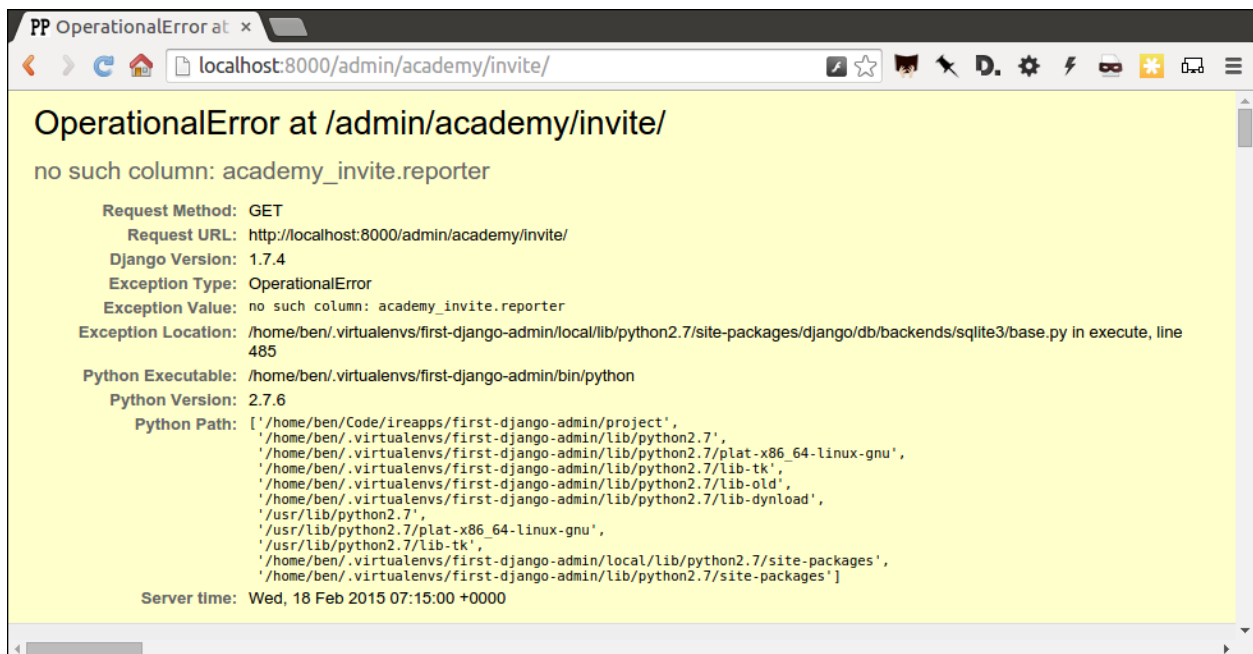
        choices=RACE_CHOICES,
        default="?"
    )
    notes = models.TextField(blank=True)
    REPORTER_CHOICES = (
        ("lois-lane", "Lois Lane"),
        ("clark-kent", "Clark Kent"),
        ("jimmy-olson", "Jimmy Olson")
    )
    reporter = models.CharField(
        max_length=255,
        choices=REPORTER_CHOICES,
        blank=True
    )

```

Great. Save it and let's run:

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

Now go to <http://localhost:8000/admin/> and click on 'Invites.' You should see this:



Uh oh. What happened? Well, in Django parlance, we are missing a migration. While your `models.py` file describes your database tables, simply changing the file won't change your database. Django needs some instructions on how to create, delete or migrate fields in an explicit way. This is where migrations come in. Migrations explain how to modify your database, including the ability to "roll back" your database tables to a previous state.

Thankfully, in newer versions of Django, this feature is built in. Kill your `runserver` by hitting `ctrl-c`, and run a command:

```
# Create a migration
$ python manage.py makemigrations academy
```

This creates a file that says we want to add a reporter field to our database. Let's check to see what we did. List the contents of `academy/migrations/`

```
# In OSX or Linux
$ ls academy/migrations/
# In Windows
$ dir academy/migrations
```

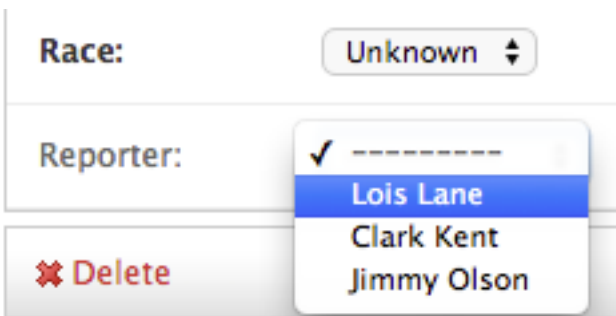
You should see that there are two migration files there: `0001_initial.py` and `0002_invite_reporter.py`. When you created your table before, you ran the `makemigrations` command as well, which created the initial file. Every time you make a migration, Django will add another file to this folder.

Note: If you're using `git` to track your project, it's important to add these migrations to your git repository. Otherwise people collaborating with you won't know what changes you have made to the database.

Now we have to apply the migration. Your changes won't be applied to the database until you run `migrate`, so let's do that now

```
# Actually apply the migrations
$ python manage.py migrate academy
```

Excellent. Run your server and check out an invite now. You should see a dropdown like this:



Wouldn't it be great if you could see this information at a glance, though? Pop open your `admin.py` file and let's do just that. We will add "reporter" to the end of our `list_display` list.

```
from django.contrib import admin
from academy.models import Invite

class InviteAdmin(admin.ModelAdmin):
    list_display = ("name", "branch", "gender", "date_of_birth", "race", "reporter",)
    list_filter = ("branch", "gender", "race",)
    search_fields = ("name",)

admin.site.register(Invite, InviteAdmin)
```

Now fire up your runserver again and check out the invite list:

Select invite to change

<input type="checkbox"/>	Name	Branch	Gender	Date of birth	Race	Reporter
<input type="checkbox"/>	Meredith Wechter	Associates	Unknown	(None)	Unknown	(None)
<input type="checkbox"/>	Beth Swofford	Associates	Unknown	(None)	Unknown	(None)
<input type="checkbox"/>	Melanie Ramsayer	Associates	Unknown	(None)	Unknown	(None)
<input type="checkbox"/>	David Pringle	Associates	Unknown	(None)	Unknown	(None)
<input type="checkbox"/>	Joel Lubin	Associates	Unknown	(None)	Unknown	(None)

That’s a whole lot of Nones though, and do you really want to go into each page and select the name from a dropdown to assign it? No, you do not. Let’s make one quick change to the `admin.py` file to speed this up. We are going to use a feature called `list_editable` to make changes directly from the invite list:

```

from django.contrib import admin
from academy.models import Invite

class InviteAdmin(admin.ModelAdmin):
    list_display = ("name", "branch", "gender", "date_of_birth", "race", "reporter",)
    list_filter = ("branch", "gender", "race",)
    list_editable = ("reporter",)
    search_fields = ("name",)

admin.site.register(Invite, InviteAdmin)

```

Ready? Save the file and open up the invite list again.

Gender	Date of birth	Race	Reporter
Unknown	(None)	Unknown	Lois Lane
Unknown	(None)	Unknown	Clark Kent
Unknown	(None)	Unknown	<div style="border: 1px solid gray; padding: 2px;"> <input checked="" type="checkbox"/> ----- Lois Lane Clark Kent Jimmy Olson ----- </div>
Unknown	(None)	Unknown	-----

Now you can edit the reporter field directly from the admin list! Select a few reporters from a few dropdowns and then scroll to the bottom of the page and hit Save. Congratulations, you’ve just doled out some work.

The admin’s `list_editable` is a powerful little option that lets you do a lot of work in a little time. When you’ve assigned enough people, you can turn the feature back off by removing or commenting out the `list_editable` line in the admin.

If you want to go further and filter by reporter so, for example, you could see all of Jimmy Olson’s assignments at a glance, simply add “reporter” to the `list_filter` list.

```

from django.contrib import admin
from academy.models import Invite

```

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```
class InviteAdmin(admin.ModelAdmin):
    list_display = ("name", "branch", "gender", "date_of_birth", "race", "reporter",)
    list_filter = ("branch", "gender", "race", "reporter",)
    list_editable = ("reporter",)
    search_fields = ("name",)

admin.site.register(Invite, InviteAdmin)
```


CHAPTER 10

Epilogue: Hello dumper

Alright, so let's assume you work with some industrious reporters. They roll through all the records and you've got the gender, race and age entered for everybody in the database.

Here's how you can get the data back out as a CSV. We'll start by creating a new management command much like the one we made for the loader.

```
# Mac or Linux
$ touch academy/management/commands/dumpacademycsv.py
# Windows
$ start notepad++ academy/management/commands/dumpacademycsv.py
```

Open it up and paste in the barebones of a management command.

```
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Dumping CSV"
```

Import our Invite model and create a loop that runs through all the records and prints out each field.

```
from academy.models import Invite
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Dumping CSV"
        for obj in Invite.objects.all():
            row = [obj.name, obj.branch, obj.gender, obj.date_of_birth, obj.race, obj.
↵notes, obj.reporter]
            print row
```

Save the file and run the command. You should see all the data printed out in lists.

```
$ python manage.py dumpacademycsv
```

Now introduce the csv module to output those rows to a new file.

```
import os
import csv
from django.conf import settings
from academy.models import Invite
from django.core.management.base import BaseCommand

class Command(BaseCommand):

    def handle(self, *args, **options):
        print "Dumping CSV"
        csv_path = os.path.join(settings.BASE_DIR, "dump.csv")
        csv_file = open(csv_path, 'wb')
        csv_writer = csv.writer(csv_file)
        csv_writer.writerow(['name', 'branch', 'gender', 'date_of_birth', 'race',
↪ 'notes', 'reporter'])
        for obj in Invite.objects.all():
            row = [obj.name, obj.branch, obj.gender, obj.date_of_birth, obj.race, obj.
↪ notes, obj.reporter]
            csv_writer.writerow(row)
```

Run our new command once more.

```
$ python manage.py dumpacademycsv
```

Now open up `dump.csv` in your base directory and your export should be good to go.