

The App Arcade

Autodeploying Django web applications

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Deployment via Django testserver

Command:

```
$ python manage.py testserver initial_data.json
```

Result:

HTTP server, filled database and a running webapp

Cool.

Deployment Concept

```
deployment = {  
  
    # Python code ("django project")  
    'webapp': ('django',  
              'svn://host/svn/myapp/trunk'),  
  
    # Initial data ("fixtures")  
    'data': ('json',  
            'file:///Users/me/data/myapp/initial_data.js',  
            'sqlite3'),  
  
    # Static stuff ("media"), mostly for the browser  
    'static': ('files', 'git://host/git/static/media.git',  
              '/media/'),  
  
}
```

Steps before Running

1. Create virtual environment (optional)
2. Checkout all resources via cp, wget, svn, hg, git
3. Import data via "manage.py loaddata" or similar
4. Run init routines ("booting up", optional)
5. Run tests (unit tests, check for HTTP 200, etc., optional)
6. Start app server
7. Make app-aware reverse proxy available to user

Arcade Data Model

- Sources file system, http, hg, git, svn
- Checkouts webapp, data, statics
- Servers apache, on-demand daemon process

Applications for The Arcade

- Functional testing
- Performance testing
- Bug filing: reference to complete deployment config (reproducable!)
- Private demos: controlled environments
- Public demos: show off Django apps to the community
- What would you do with it?

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Thanks!