Practical TastyPie

For the Modern Djangonaut

Here's the plan.

1. Model resourcefully.

2. URLs are queries.

3. Non-modeled data.

4. When things go awry.

Let’s get this

party started.

1. Model resourcefully.

models.py

```
class Team(models.Model):
    name = models.CharField(max_length=255)
    city = models.CharField(max_length=255)
    ...

class Player(models.Model):
    team = models.ForeignKey(Team)
    first_name = models.CharField(max_length=255)
    last_name = models.CharField(max_length=255)
    ...

class Game(models.Model):
    teams = models.ManyToManyField(Team)
    date_and_time = models.DateTimeField()
    ...
```

OMFG

CODE

LOL

models.py

```
class Team(models.Model):
    name = models.CharField(max_length=255)
    city = models.CharField(max_length=255)
    ...

class Player(models.Model):
    team = models.ForeignKey(Team)
    first_name = models.CharField(max_length=255)
    last_name = models.CharField(max_length=255)
    ...

class Game(models.Model):
    teams = models.ManyToManyField(Team)
    date_and_time = models.DateTimeField()
    ...
```

api.py

```
from tastypie.resources import ModelResource
from tastypie import fields
from tastypie.api import Api
from tastypie.constants import ALL
from tastypie.constants import ALL_WITH_RELATIONS
```

api.py

```
...

class TeamResource(ModelResource):
    class Meta:
        queryset = Team.objects.all()
        resource_name = 'teams'
        allowed_methods = [ 'get' ]
        filtering = {
            'name' : ALL,
            'city' : ALL,
        }
        ordering = filtering

...
```

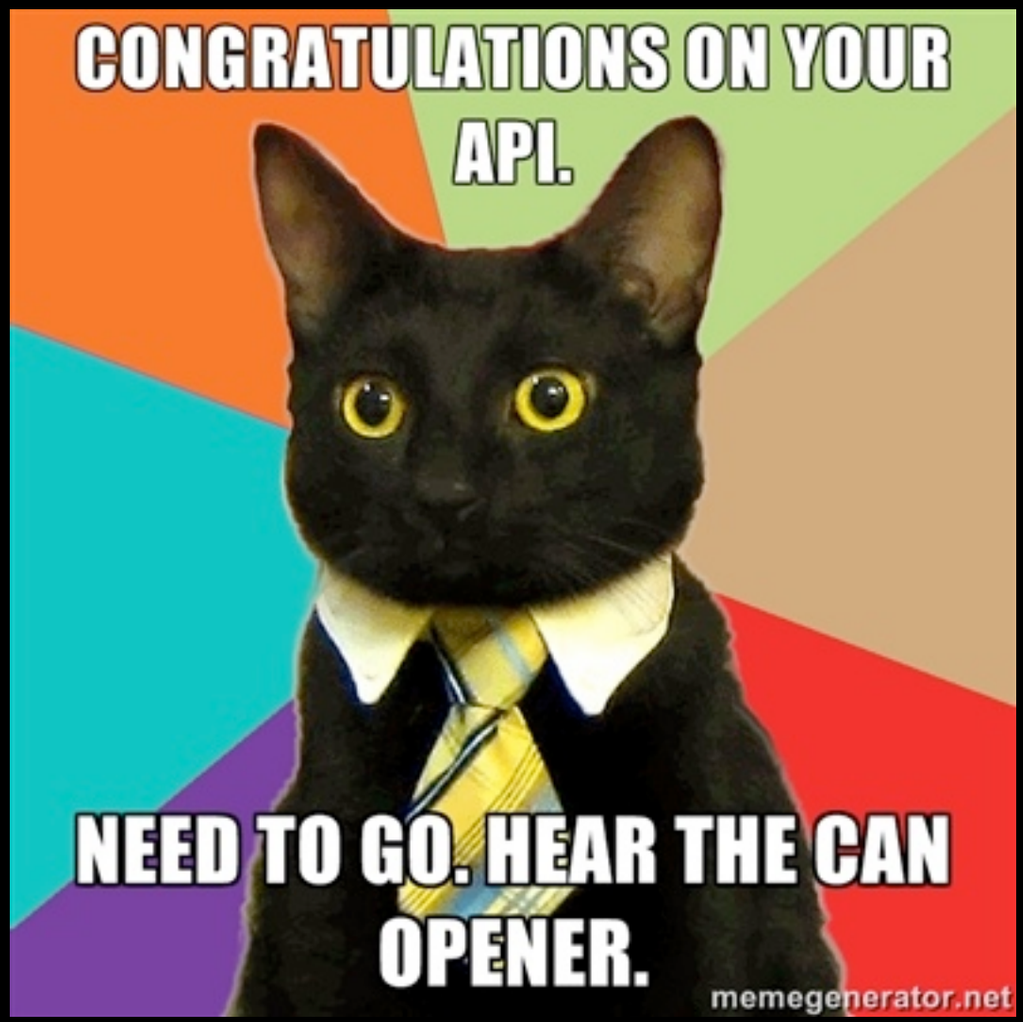
api.py

```
...

class PlayerResource(ModelResource):
    team = fields.ForeignKey(my_app.TeamResource, 'team')
    class Meta:
        queryset = Player.objects.all()
        resource_name = 'players'
        allowed_methods = [ 'get' ]
        filtering = {
            'first_name' : ALL,
            'last_name' : ALL,
            'team' : ALL_WITH_RELATIONS
        }
        ordering = filtering

...
```

/api/v1/**players**/

/api/v1/**teams**/

MEME


CONGRATULATIONS ON YOUR API.
NEED TO GO. HEAR THE CAN OPENER.
memegenerator.net

2. URLs are queries.

api.py

```
...

class PlayerResource(ModelResource):
    team = fields.ForeignKey(my_app.TeamResource, 'team')
    class Meta:
        queryset = Player.objects.all()
        resource_name = 'players'
        allowed_methods = [ 'get' ]
        filtering = {
            'first_name' :  ALL,
            'last_name' :  ALL,
            'team' :  ALL_WITH_RELATIONS
        }
        ordering = filtering

...
```

All players on a team?

/api/v1/players/?team__name=Redskins

api.py

```
...

class PlayerResource(ModelResource):
    team = fields.ForeignKey(my_app.TeamResource, 'team')
    class Meta:
        queryset = Player.objects.all()
        resource_name = 'players'
        allowed_methods = [ 'get' ]
        filtering = {
            'first_name' : ALL,
            'last_name' : ALL,
            'team' : ALL_WITH_RELATIONS
        }
        ordering = filtering

...
```

Order alphabetically?

/api/v1/players/?order_by=last_name


NINE AND NINETY QUANDARIES I DO POSSESS
BUT ARBITRARILY FILTERED DATA DOES NOT FIGURE AMONGST THEM
memegenerator.net

3. Non-modeled data.

api.py

```
...

class GameResource(ModelResource):
    teams = fields.ManyToMany(my_app.TeamResource, 'team')
    class Meta:
        queryset = Player.objects.all()
        resource_name = 'players'
        allowed_methods = [ 'get' ]
        filtering = {
            'game_date_time' : ALL,
            'teams' : ALL_WITH_RELATIONS
        }
        ordering = filtering

...
```

api.py

```
...

class GameResource(ModelResource):
    teams = fields.ManyToMany(my_app.TeamResource, 'team')
    day_of_the_week = fields.CharField()
    class Meta:
        queryset = Player.objects.all()
        resource_name = 'players'
        allowed_methods = [ 'get' ]
        filtering = {
            'game_date_time' : ALL,
            'teams' : ALL_WITH_RELATIONS
        }
        ordering = filtering

...
```

api.py

```
...

class GameResource(ModelResource):
    teams = fields.ManyToMany(my_app.TeamResource, 'team')
    day_of_the_week = fields.CharField()
...

    def dehydrate_day_of_the_week(self, bundle):
        return bundle.obj.game_date_time.strftime("%a")
```


DEHYDRATE
ALL OF THE
THINGS
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4. When things go awry.

Or, when you code

like @jasonbartz.

Avoid

/foo/?limit=0

Avoid

/foo/?non_indexed_field__icontains=foo

Avoid

/foo/?callback=*a_long_ever_changing_number*

May the power of Bradlee compel you.