
GorillaML Plugins

Release dev-0.x-0.1

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This is the analytical tools which allow individual, organization, developer, publisher to present, manage, publish their architectural design, machine learning api, custom form builder for input data capturing, live code editor and many more active development very easily.

CHAPTER 1

Installation

```
pip install gorillaml
```


CHAPTER 2

DB Initialization

After installation to initialize the application database we have to run below command in console.

```
gorillaml-canvas init-db
```

Note: If facing any issue due to already existing db drop it from `/installed_location/Anaconda3/var/` and then try above command.

Warning: Dont ignore or forget to run this command or else application stop working properly.

CHAPTER 3

Start Application in Desktop

If it is installed on personal desktop based environment then to start GorillaML server, run below command in terminal..

```
gorillaml-canvas gui
```

Start Application Server in private cloud

To start GorillaML server run below command in terminal

```
gorillaml-canvas start-forever
```

It will expose the application in <http://localhost:5000>

CHAPTER 5

Application Login

Default username and password of the application is `admin` and `admin`. After successful login change your default password as per your convenient time.

CHAPTER 6

Plugin Development

GorillaML is created on top of Flask framework and this plugins are created based on Flask blueprint framework. You have full control to play with gorillaml plugins using Flask blueprint for more details start reading <https://flask.palletsprojects.com/en/1.1.x/blueprints/>

You will found sample plugins here https://github.com/washim/GorillaML_Plugins

Warning: Plugin name and blueprint name should be same inside plugin.py. This **plugin.py** and **__init__.py** is the mandatory to create gorillaml plugins. Dont change **gorillaml** variable inside plugin.py

CHAPTER 7

DB Update

This is recommended to execute below command always after installing new release.

```
gorillaml-canvas db-update
```