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# **django-money-rates Documentation**

***Release 0.3.1***

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## django-money-rates

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Currency conversion for money

### 1.1 Documentation

The full documentation is at <http://django-money-rates.rtd.org>.

### 1.2 Quickstart

Install django-money-rates:

```
pip install django-money-rates
```

Then use it in a project:

```
import djmoney_rates
```

In order to save exchange rates to your database, add *djmoney\_rates* to your `INSTALLED_APPS` in your project's settings:

```
INSTALLED_APPS = (  
    ...  
    'djmoney_rates',  
    ...  
)
```

### 1.3 Setup the Open Exchange Rates backend

Open an account at <https://openexchangerates.org/> if you don't have one already. Then, add this to your project's settings:

```
DJANGO_MONEY_RATES = {  
    'DEFAULT_BACKEND': 'djmoney_rates.backends.OpenExchangeBackend',  
    'OPENEXCHANGE_URL': 'http://openexchangerates.org/api/latest.json',  
    'OPENEXCHANGE_APP_ID': 'YOUR APP ID HERE',  
    'OPENEXCHANGE_BASE_CURRENCY': 'USD',  
}
```

For more information on the Open Exchange Rates API, see <https://openexchangerates.org/>

## 1.4 Pull the latest Exchange Rates

Once your backend is setup, get the latest exchange rates:

```
$ ./manage.py update_rates
```

## 1.5 Convert from one currency to another

Here's an example of converting 10 Euros to Brazilian Reais:

```
from moneyed import Money
from djmoney_rates.utils import convert_money
brl_money = convert_money(10, "EUR", "BRL")
```

## 1.6 Features

- Convert money from one currency to another with an easy to use API.

## 1.7 TODO List

- Add money converter wrapper for util's *convert\_money* function.
- Add celery periodic task for getting daily exchange rates.



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# Installation

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At the command line:

```
$ easy_install django-money-rates
```

Or, if you have virtualenvwrapper installed:

```
$ mkvirtualenv django-money-rates
$ pip install django-money-rates
```



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### Usage

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To use django-money-rates in a project:

```
import djmoney_rates
```

TODO: add usages examples and step-by-step creation of a custom backend



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## Contributing

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Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

### 4.1 Types of Contributions

#### 4.1.1 Report Bugs

Report bugs at <https://github.com/evonove/django-money-rates/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

#### 4.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

#### 4.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

#### 4.1.4 Write Documentation

django-money-rates could always use more documentation, whether as part of the official django-money-rates docs, in docstrings, or even on the web in blog posts, articles, and such.

#### 4.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/evonove/django-money-rates/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 4.2 Get Started!

Ready to contribute? Here's how to set up *django-money-rates* for local development.

1. Fork the *django-money-rates* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/django-money-rates.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv django-money-rates
$ cd django-money-rates/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 djmoney_rates tests
$ python setup.py test
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 4.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 2.6, 2.7, and 3.3, and for PyPy. Check [https://travis-ci.org/evonove/django-money-rates/pull\\_requests](https://travis-ci.org/evonove/django-money-rates/pull_requests) and make sure that the tests pass for all supported Python versions.

## 4.4 Tips

To run a subset of tests:

```
$ python -m unittest tests.test_djmoney_rates
```





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**Credits**

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## 5.1 Development Lead

- Federico Frenguelli <[synasius@gmail.com](mailto:synasius@gmail.com)>

## 5.2 Contributors

- Tim Zenderman <[tzenderman@gmail.com](mailto:tzenderman@gmail.com)>



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## History

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### 6.1 0.3.0 (2013-12-30)

- *convert\_money* utility function now returns `moneyed.Money` instances

### 6.2 0.1.0 (2013-10-16)

- First release on PyPI.