

Workshop

Introduction to Google App Engine

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Introduction to Google App Engine (GAE)

- Understanding Cloud Services
- Introduction to Google App Engine
- Workshop: Create and deploy your own GAE project

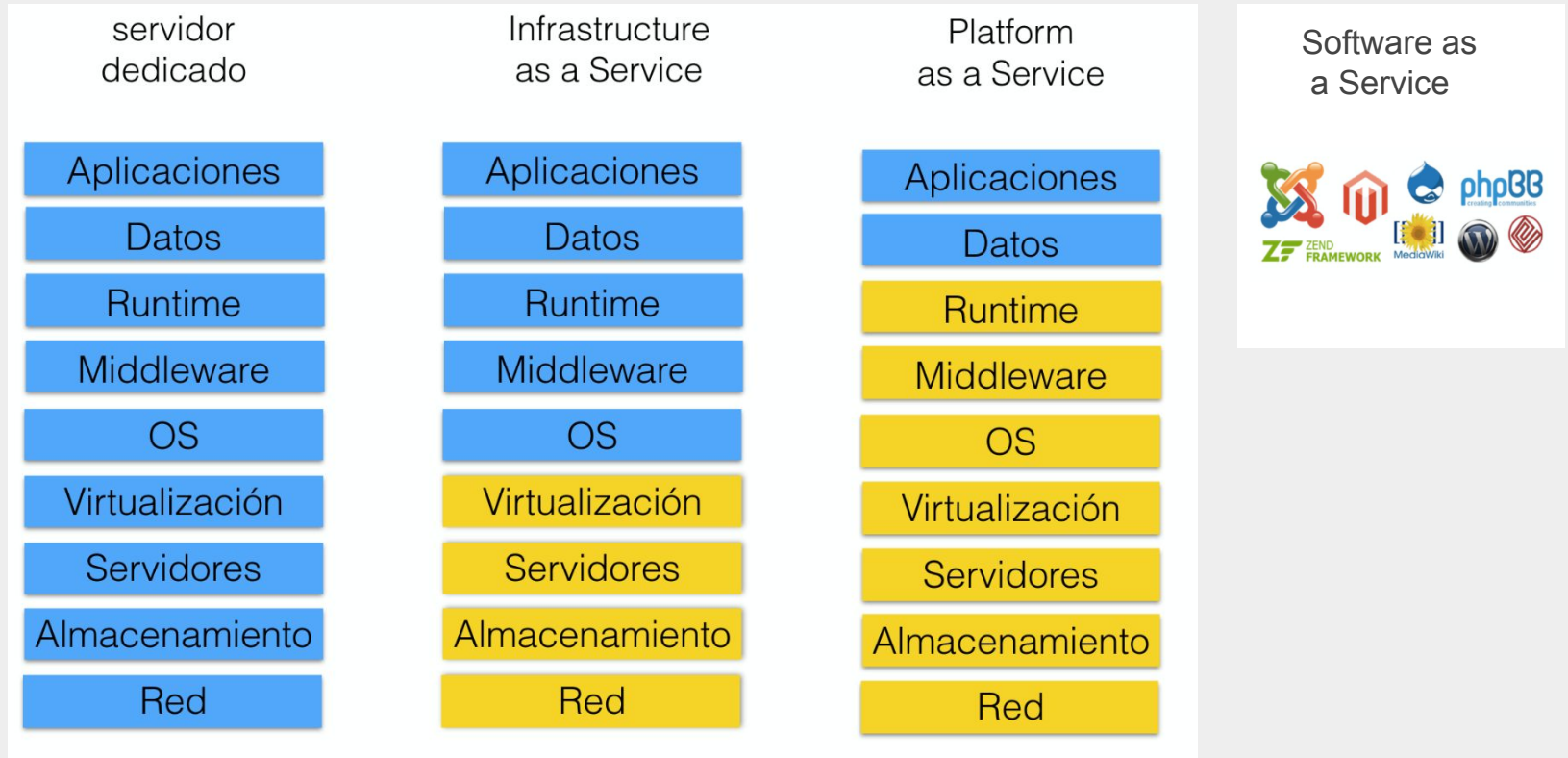


Platform as a Service (PaaS)

- Cloud Computing solution stack
- Consumer: software + configuration settings
- provider: automatized and transparent infrastructure









Cloud services: dedicated server, IaaS, PaaS, SaaS





PaaS: Google App Engine

- Web applications on Google's infrastructure
- Focus on your code: Easy to create, maintain and update
- Multiple storage options
- Powerful and familiar development tools
- Develop with popular frameworks and languages

						
Standard environment	Python 2.7	Java 7	PHP	Go	—	—
Flexible environment ^{Beta}	Python 2.7/3.4	Java 8	—	Go	Node.js	Custom Runtimes



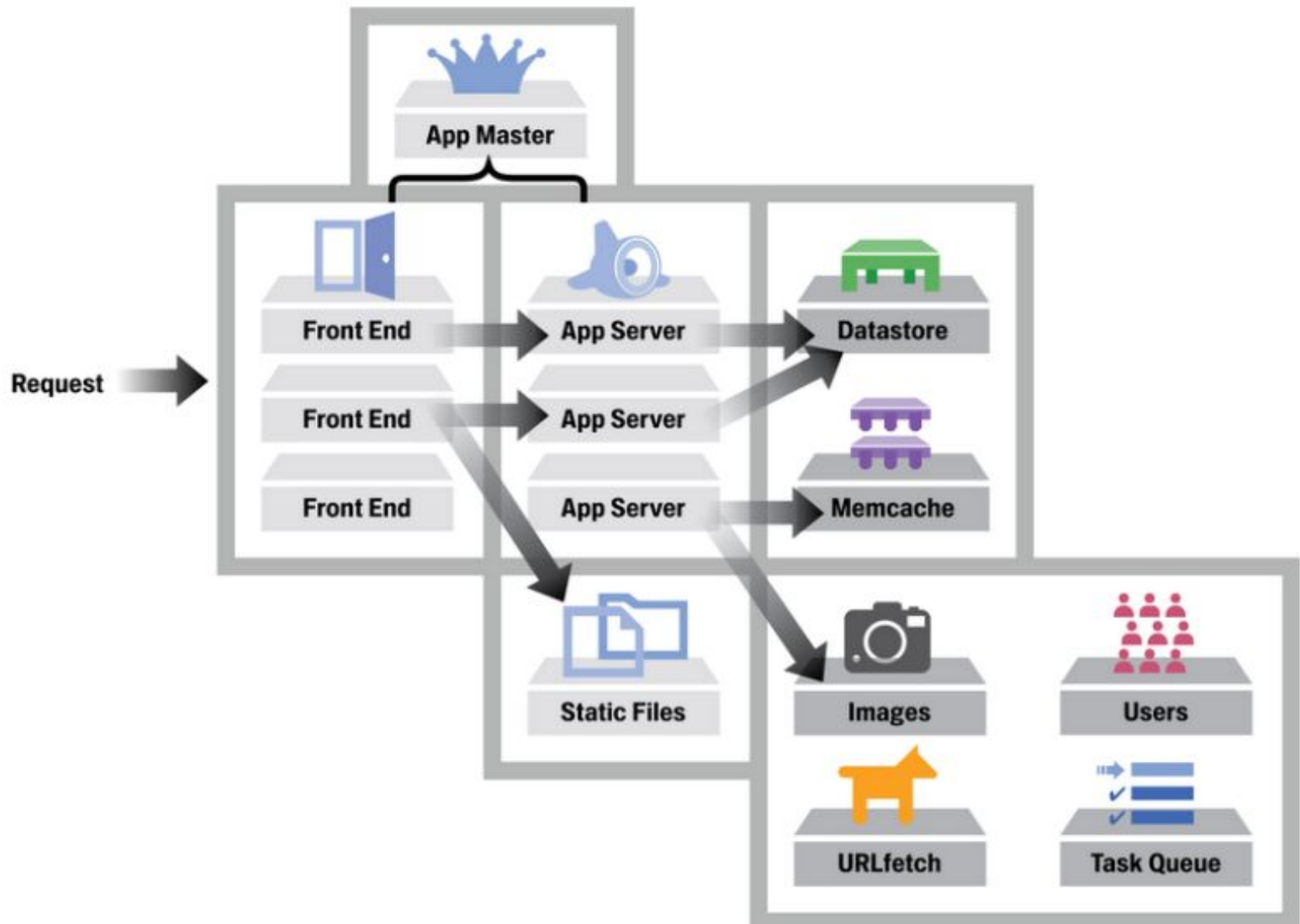
Google App Engine Services

App Engine applications scale automatically according to inbound traffic and workload. It natively supports:

- Load balancing
- Tasks, queues and cron jobs
- Authentication
- SQL and noSQL databases
- Distributed memcache
- Monitoring and logging
- Versioning
- Traffic splitting
- Security Scanner
- And much more...



Google App Engine Stack



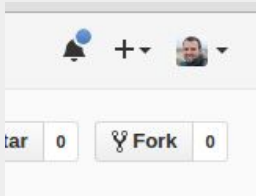
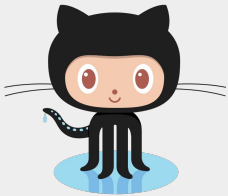


Pros & Cons



- Automatically and limitless scaling
- Easy and cheap (short term), free quotas
- agile, great fit for small projects
- Minimal management
- Google infrastructure and services
- Content Delivery Network (CDN)
- Limited environment (third-party libraries)
- Dependency on technology
- Lack of portability
- PaaS - lack of control: VMs, OS, ssh, file system, DevOps
- Pay per use of each service
- Expensive* (long term)

Let's get to work!



- Download PyCharm Professional jetbrains.com/pycharm
- Github Log in/sign in github.com
- Fork repository github.com/alecdotico/blablastar
- Clone fork in local directory

```
git clone git@github.com:usuario/blablastar.git
```
- Google account accounts.google.com



Hello World *in 10 lines only*

app.yaml

```
application: blablastar-alecdotico
version: '1'
runtime: python27
api_version: 1
threadsafe: true

handlers:
- url: /*
  static_files: templates/hello.html
  upload: templates/hello.html
```

<html>Hello world</html>



```
templates
  hello.html
  app.yaml
```


Run local GAE server

```
$ <GAE-SDK>/dev_appserver.py .
```

Deploy your project

in 10 lines only

Create new project in <https://console.cloud.google.com/appengine>



Nuevo proyecto

Nombre del proyecto ?

blablastar-alecdotico

El ID del proyecto blablastar-alecdotico ? Editar

[Mostrar las opciones avanzadas...](#)

Crear Cancelar

Deploy project in production `$ <GAE-SDK>/appcfg.py update . --no_cookies`

Deployed in <https://<id-proyecto>.appspot.com>

GAE Workshop: BlaBlaStar



Save for your trips and ride-share through the galaxy, really cheap!

- web server: WSGI app
- Instances, modules, versioning
- Bootstrap
- noSQL datastore (NDB)
- Memcache
- Tasks, queues, cron jobs
- Picture uploading
- Unit Testing
- PubSub



WSGI web server

Web Server Gateway Interface using webapp2 library:

- RequestHandler: web controllers that implement HTTP methods
- WSGIApp: URL mapping with controllers
- Templates: generating dynamic and maintainable content

Move to the repository tag *step1-wsgi* to browse the example code and see how to implement a WSGI server in GAE with the following command:

```
$ git checkout step1-wsgi
```



GAE local configuration

Configure the datastore file, blobstore and search indexes in PyCharm: Run -> Edit Configurations -> Additional Options. Use any path in your filesystem.

The image shows a screenshot of the PyCharm 'Run Configuration' dialog for a configuration named 'blablastar'. The 'Configuration' tab is selected. The 'Host' is set to '127.0.0.1'. The 'Additional options' field contains the text '--datastore_path='.

Name:	blablastar
Configuration	Logs
Host:	127.0.0.1
Additional options:	--datastore_path=

```
--datastore_path=<path>/blablastar/datastore/datastore --  
blobstore_path=<path>/blablastar/datastore/blobstore --  
search_indexes_path=<path>/blablastar/datastore/searchidx
```



Storage

ndb datastore client mapping library on top of BigTable. NoSQL, highly scalable, transparent to the user

```
$ git checkout step2-ndb
```

- StarTrip model. Create and edit.
- Location a model for destinations. Create and edit
- StarTrip listing
- Filter by date, origin and destination

Proposed exercises:

1. Model Comments inside each trip, edition and deletion.
2. Model users and a recommending system: opinions and rating created by users after each trip

This is 2016! Bootstrap



```
$ git checkout step3-bootstrap
```

Advices:

1. Never write CSS from scratch. Rely on existing frameworks and/or preprocessors (SASS, LESS, ...)
2. Value the need of UX and UI in your product, it is a part of the development and requires both design and programming skills



Memcache

Caché service in memory, distributed, to speed up and save costs of frequently access data

```
$ git checkout step4-memcache
```

- Caching of locations

Proposed exercises:

1. Search caching by filters (date, origin, destiny, etc.)
2. Use ndb hooks on trip edition to delete cached searches from exercise 1

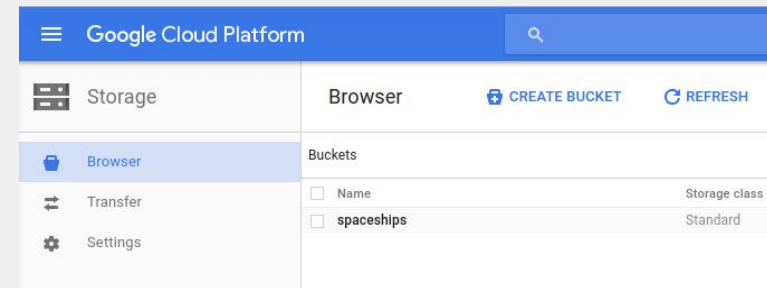


Blobs, images and CloudStorage

- GCS: library for uploading and serve files in buckets inside your application.
- Images API: picture manipulation service

```
$ git checkout step5-blobs-images
```

- Spaceship modelling, including a picture



Requiere bucket *spaceships*

Exercises:

1. Attach a Spaceship to each StarTrip on the trip creation/editon
2. Add a *picture* field to Location model, uploaded on location edition. Display origin/destination pictures in a trip



Tasks and cron jobs

Task Queue: *tasks* queueing system, asynchronously executed by application modules

```
$ git checkout step6-tasks
```

- Task: job to calculate the most frequent origins and destinations in the last 5 days
- Cron job: run this task every day on a secondary module

Exercises:

1. StarTrip price suggestion engine: cron job that calculates the average price of a trip (origin-destination) based on the latest 100 trips per permutation.
2. Calculate the most frequent destinations using a scalable algorithm that doesn't overflow the memory, for any number of trips and locations.



Unit Testing

GAE includes the unittest library and testbed module for stubbing

```
$ git checkout step7-unittest
```

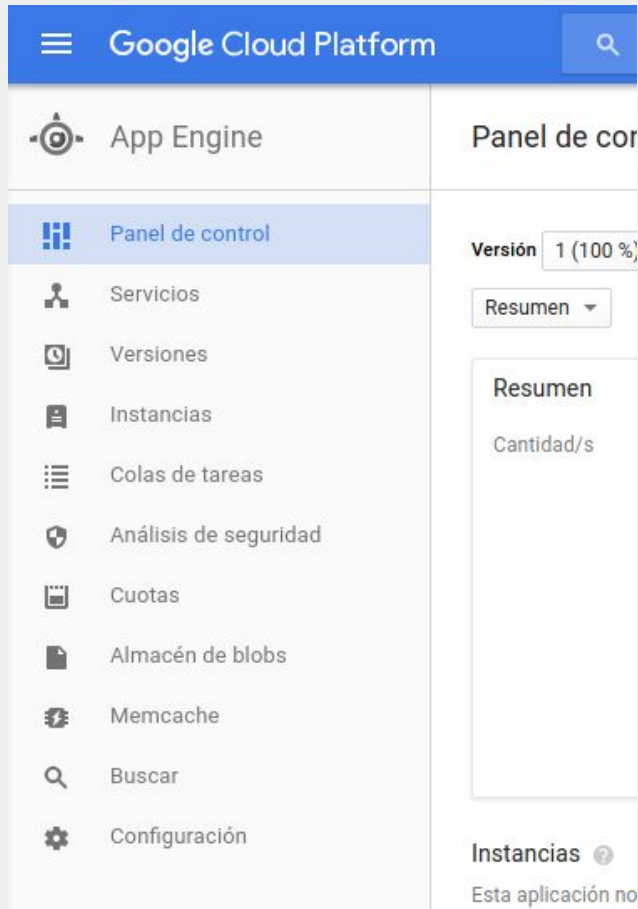
- trip_exists: validate the correct creation of a trip with valid origin and destination.

Exercises:

1. Validate the creation, edition and deletion of comments of a trip

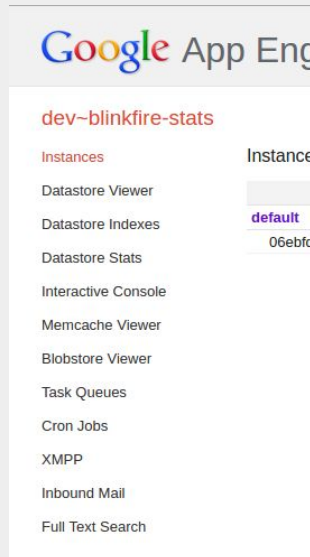


Project Management: Developers Console



Application management console with access to all App Engine and Google Cloud features

Simplified version for local environments



Starting module "default" running at:
`http://127.0.0.1:8080`
Starting admin server at: `http://localhost:8000`



Appendix: exercises

1. Model a seat booking system for StarTrips
2. Model Galaxy routes, distances and costs. User will see a map, the approximate cost and the interstellar trip time on the trip edition.
3. The Galactic Empire demands its fees! Implement 3 types of routes: with tolls (safe and fast but expensive) and without (dangerous)
4. Trip edition: There are too many locations to be contained in a combobox. Implement locations with an [autocomplete engine](#), using [search API](#) as document index
5. Model users with [users API](#). Create a log in/out system with user dashboard with *my trips*, *my bookings*, *my messages*, *rating system* and *user profile*.
6. Implement a payment gateway to pay trip bookings through PayPal, adding a commission for BlaBlaStar on top of the price.
7. Back-office: create an administration module for BlaBlaStar team. Statistics, users, trip edition.
8. Implement a [PubSub](#) system that notifies (push) new trips to any user that is using the search
9. Upon user actions, add notification messages on the next screen, stored in the cookie session



Share your journey to Alderaan, the soul of the Galaxy, and enjoy those beautiful mountains before they disappear!!



That's all, folks!

Questions, suggestions?

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