

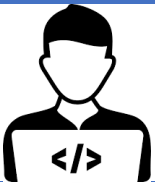


Google Cloud

Google cloud platform project

Deploy your flask app on Google Cloud
(App Engine)

Creator information



Abdullah Alowaydi



<https://github.com/3abd787>



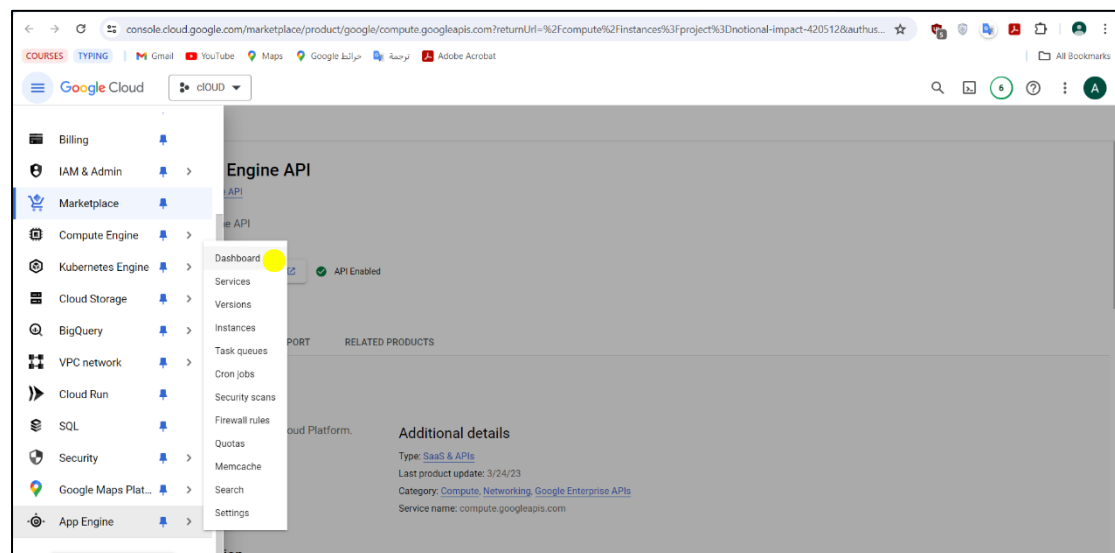
<https://www.linkedin.com/in/abdullah-alowaydi>

Guidelines:

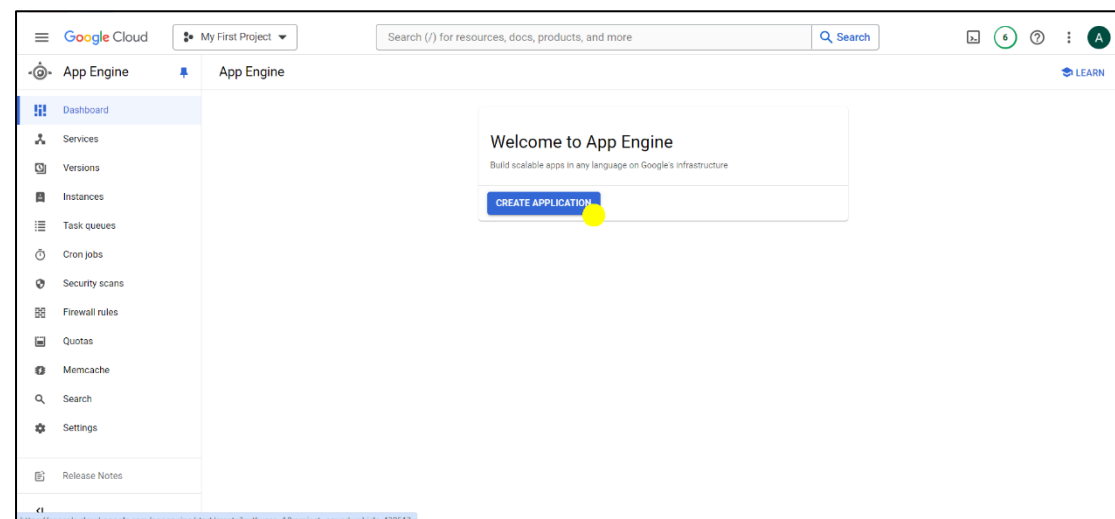
- 1- Make your own GCP account. Through URL: <https://cloud.google.com/>
- 2- After you make your account go to the app engine and create your application.
- 3- Deploying your flask app.

App Engine settings:

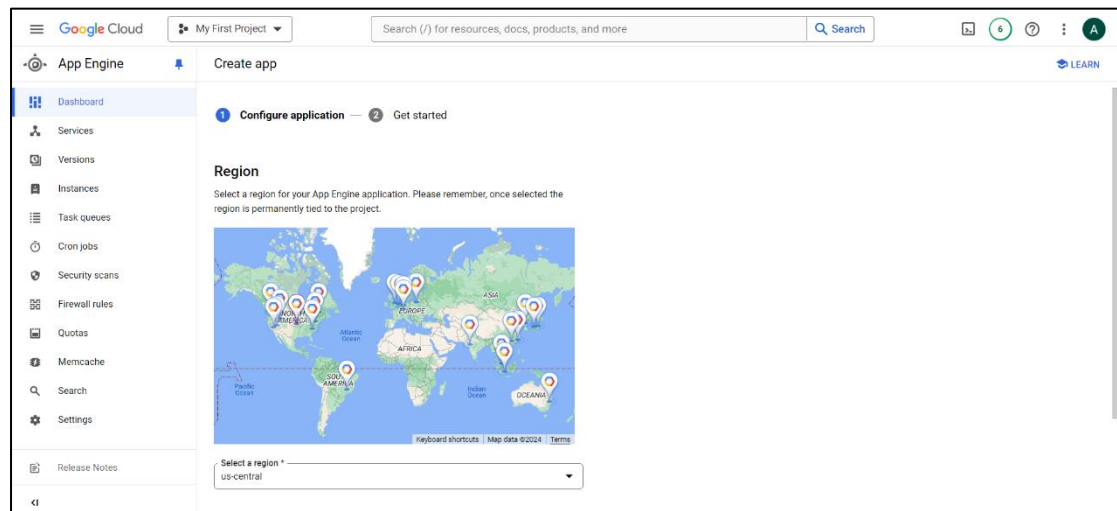
here you make your first application.



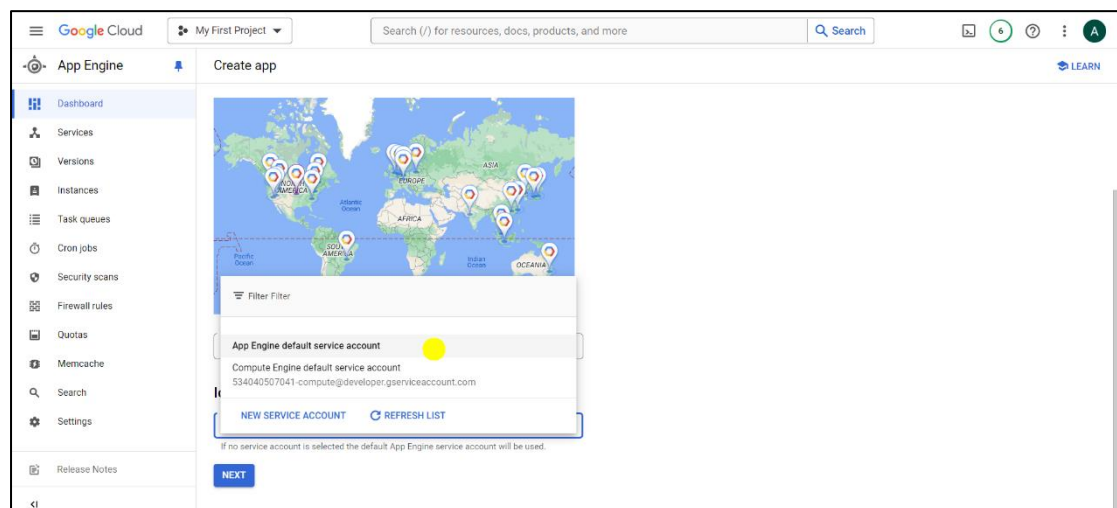
And click on create.



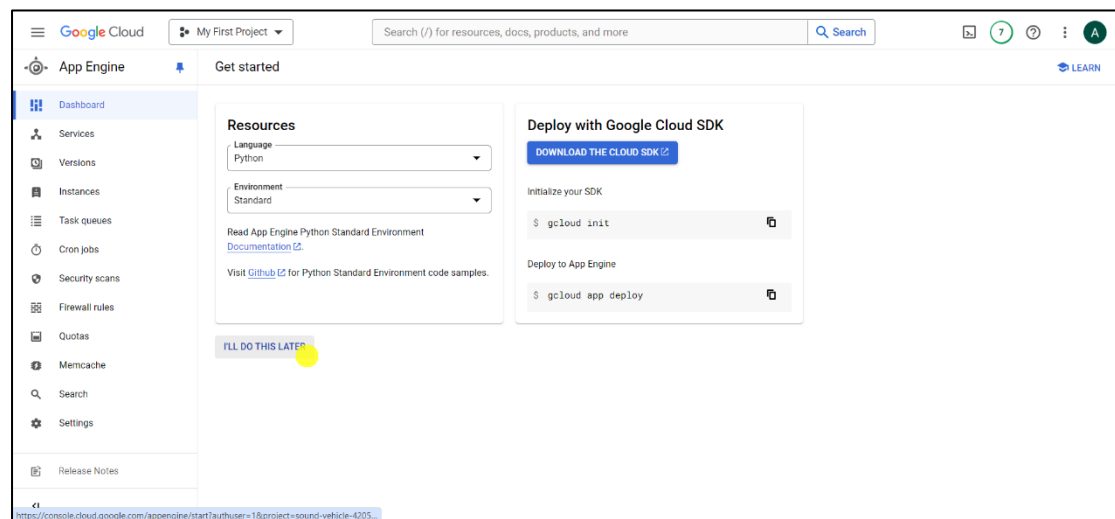
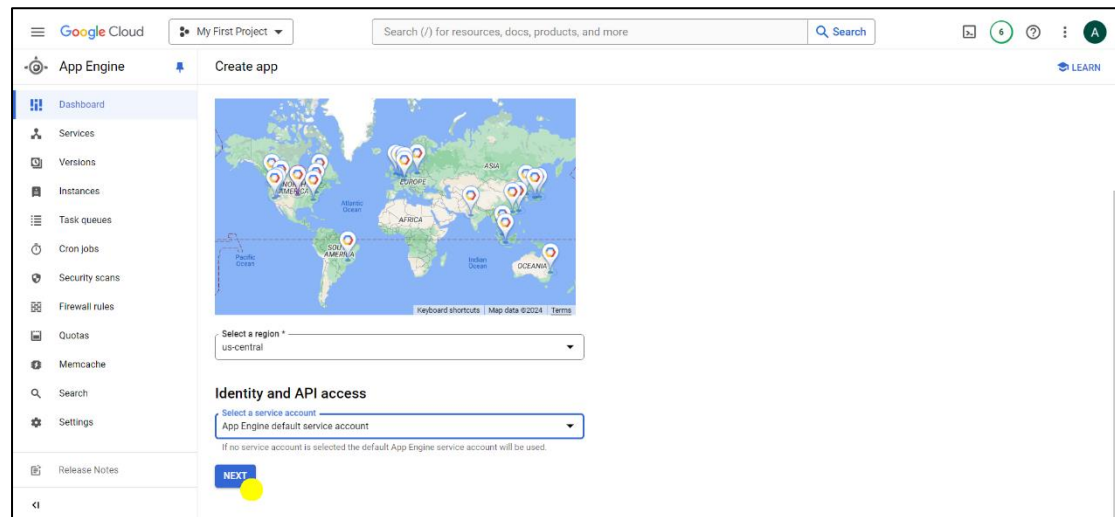
The application settings.



Choose the API access.

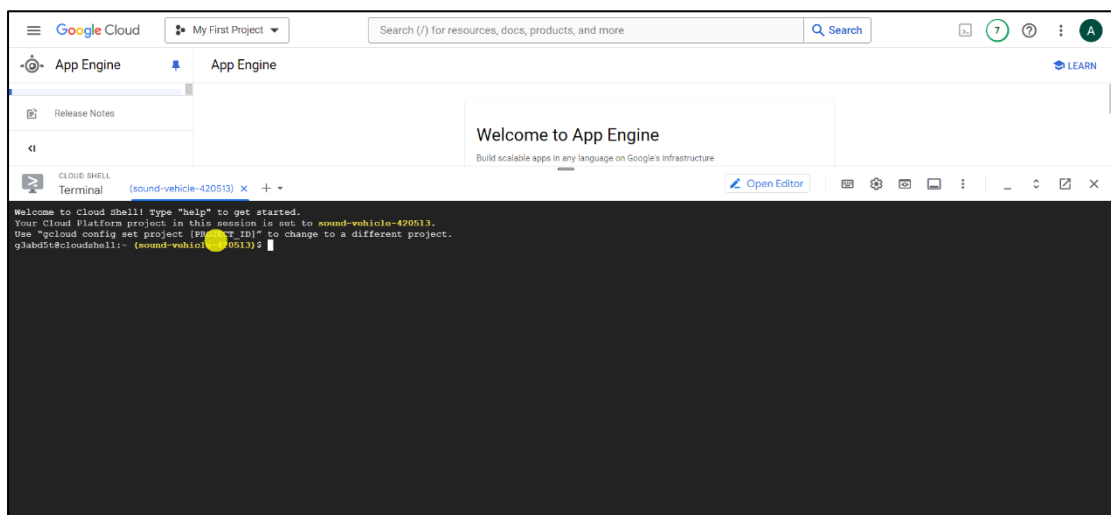
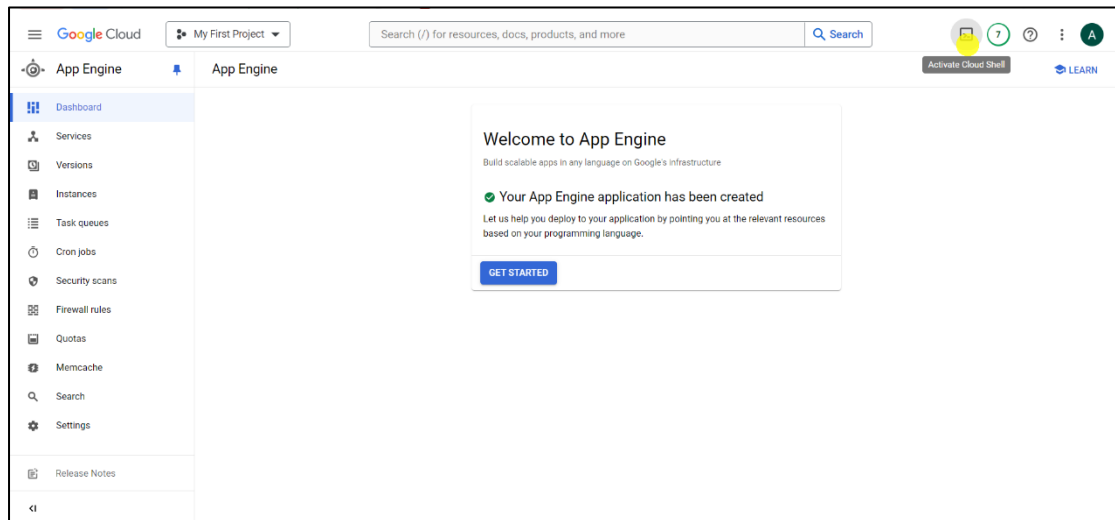


Now click NEXT.

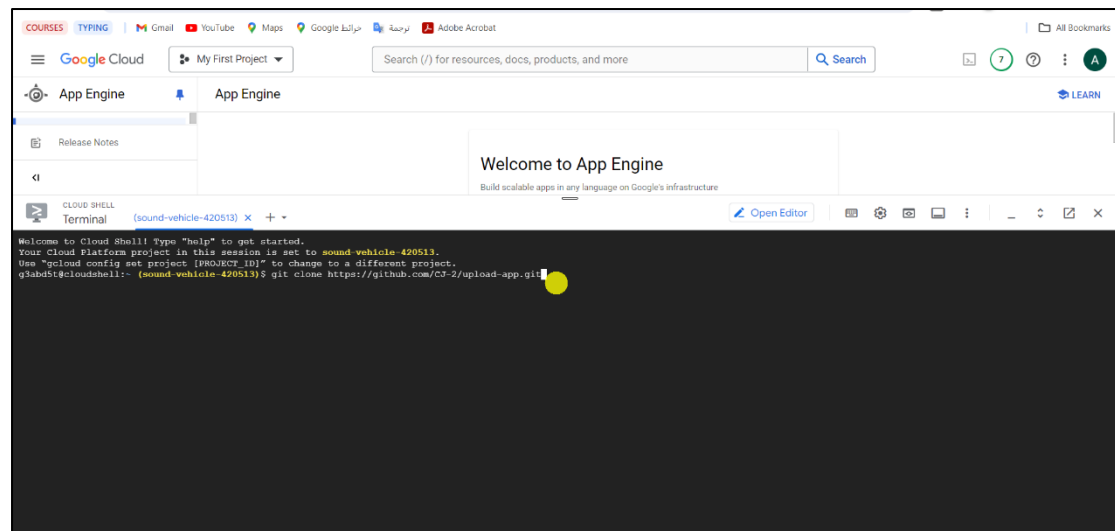


Cloud Shell:

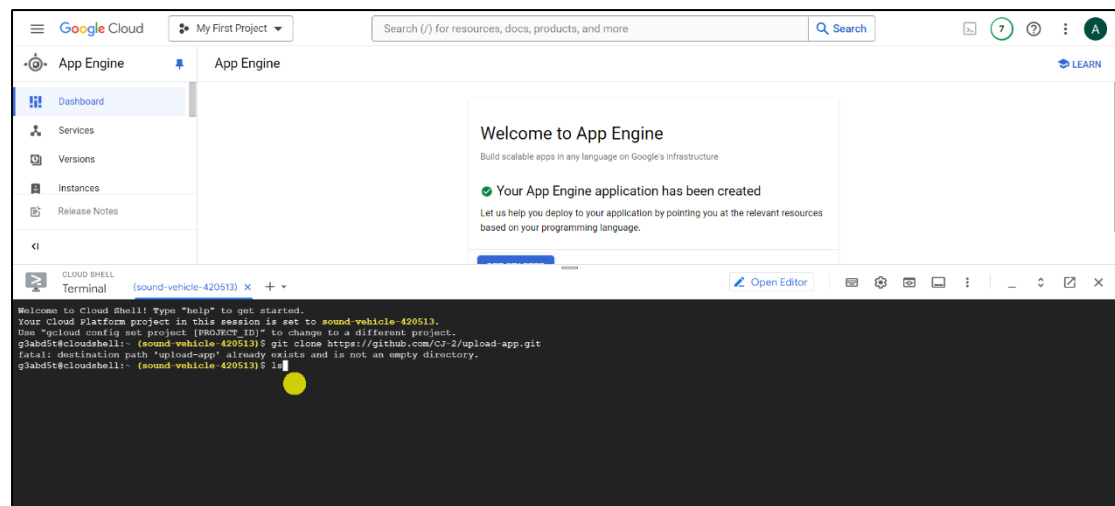
After we created our first application click on Activate Cloud Shell icon in the right corner.



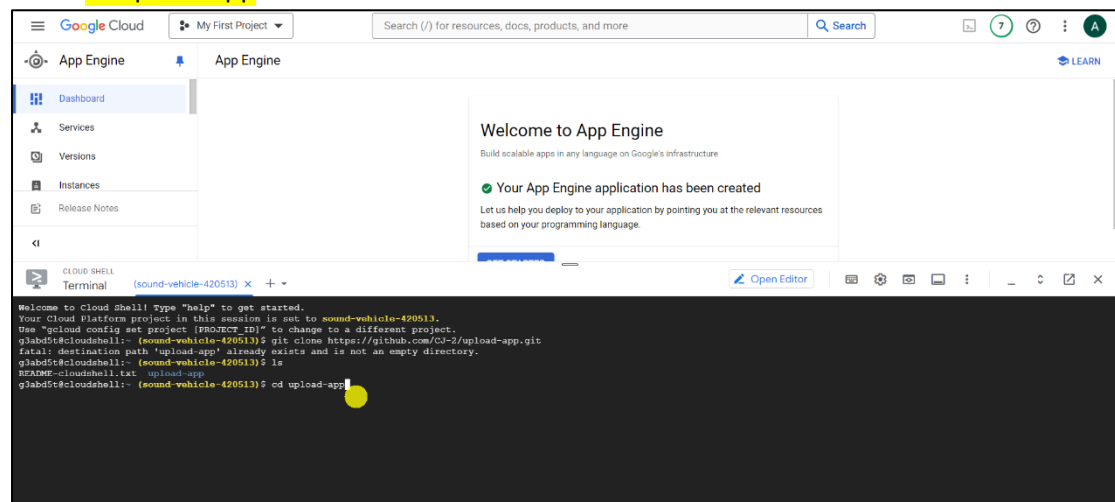
After we open the shell cmd: `git clone https://github.com/CJ-2/upload-app.git`



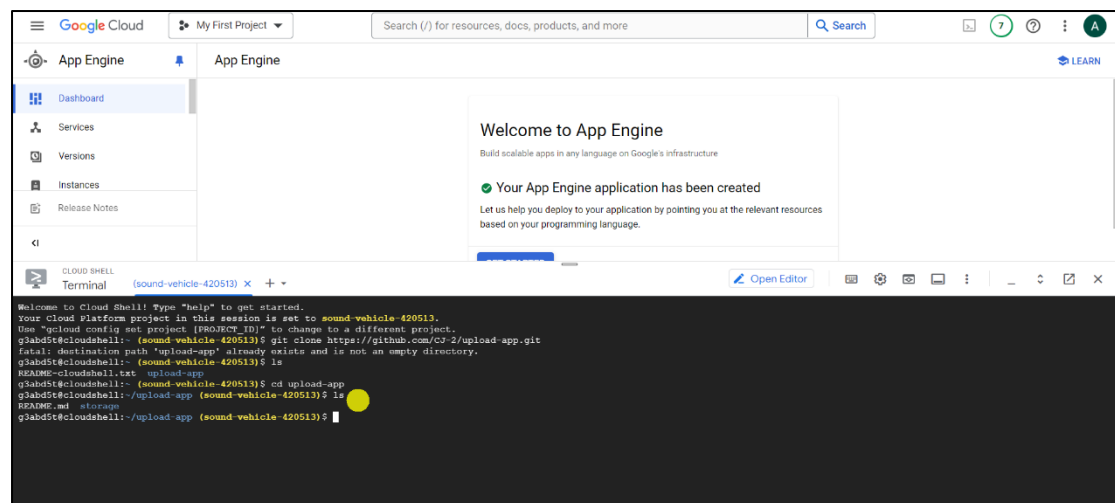
cmd: `ls`



cmd: `cd upload-app`



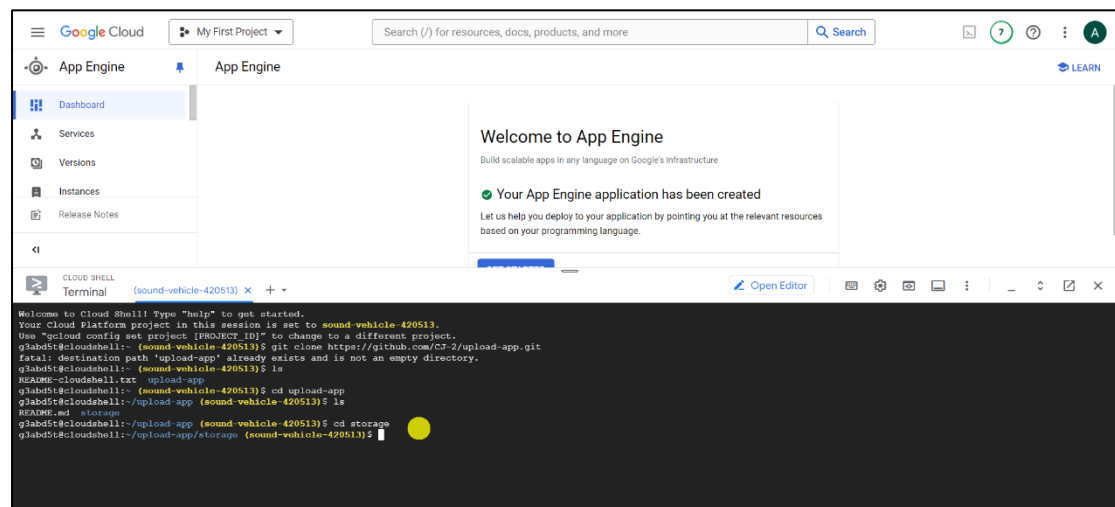
cmd: **ls**



The screenshot shows the Google Cloud App Engine dashboard for 'My First Project'. The 'Welcome to App Engine' message states that an application has been created. Below the dashboard, a terminal window is open, showing the following commands and output:

```
Welcome to Cloud Shell! Type "help" to get started.
Your Cloud Platform project in this session is set to sound-vehicle-420513.
Use "gcloud config set project [PROJECT_ID]" to change to a different project.
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ git clone https://github.com/CJ-2/upload-app.git
fatal: destination path 'upload-app' already exists and is not an empty directory.
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ ls
README-cloudshell.txt  upload-app
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ cd upload-app
g3abd5t@cloudshell:~/upload-app (sound-vehicle-420513)$ ls
README.md  storage
g3abd5t@cloudshell:~/upload-app (sound-vehicle-420513)$
```

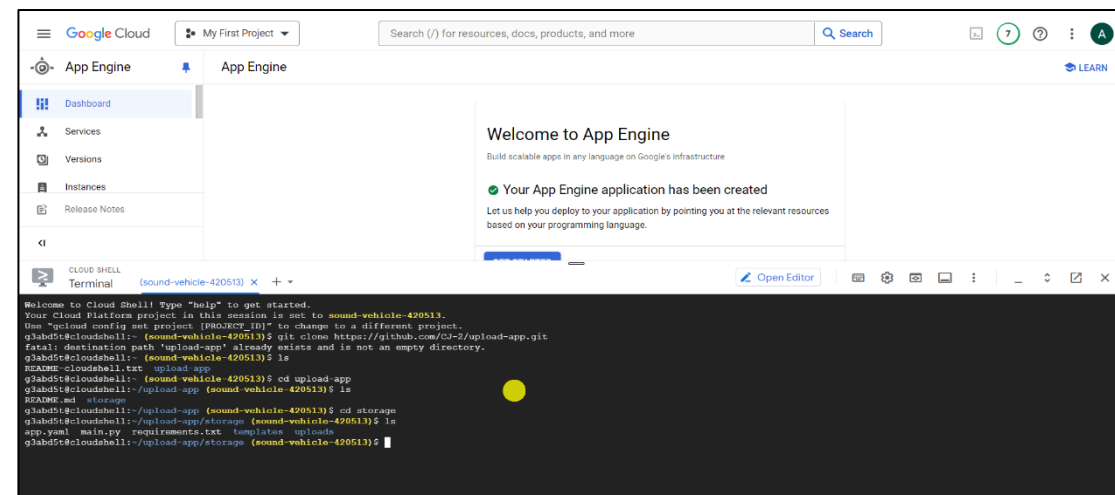
cmd: **cd storage**



The screenshot shows the Google Cloud App Engine dashboard. The terminal window displays the following commands and output:

```
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ git clone https://github.com/CJ-2/upload-app.git
fatal: destination path 'upload-app' already exists and is not an empty directory.
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ ls
README-cloudshell.txt  upload-app
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ cd upload-app
g3abd5t@cloudshell:~/upload-app (sound-vehicle-420513)$ ls
README.md  storage
g3abd5t@cloudshell:~/upload-app (sound-vehicle-420513)$ cd storage
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$
```

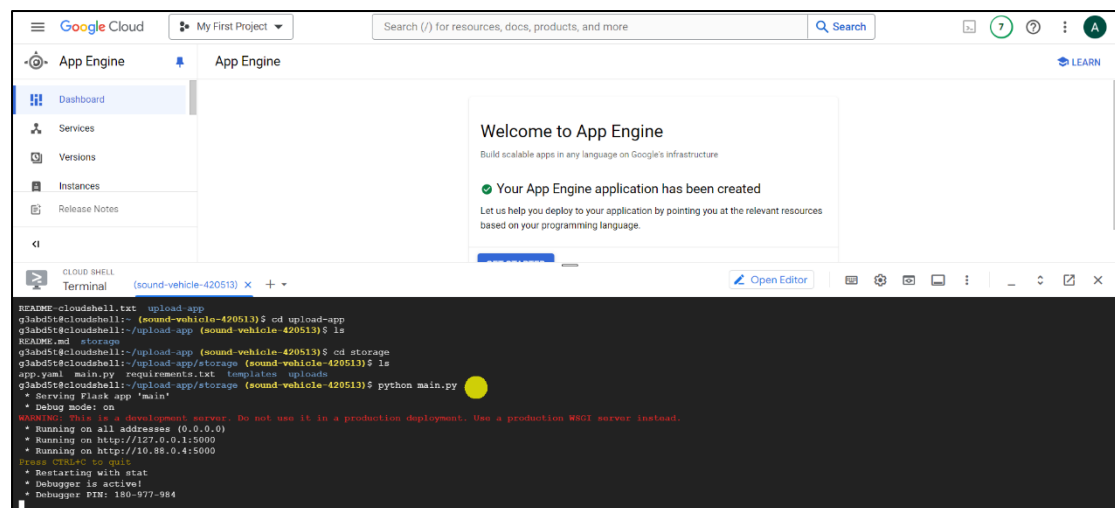
cmd: **ls**



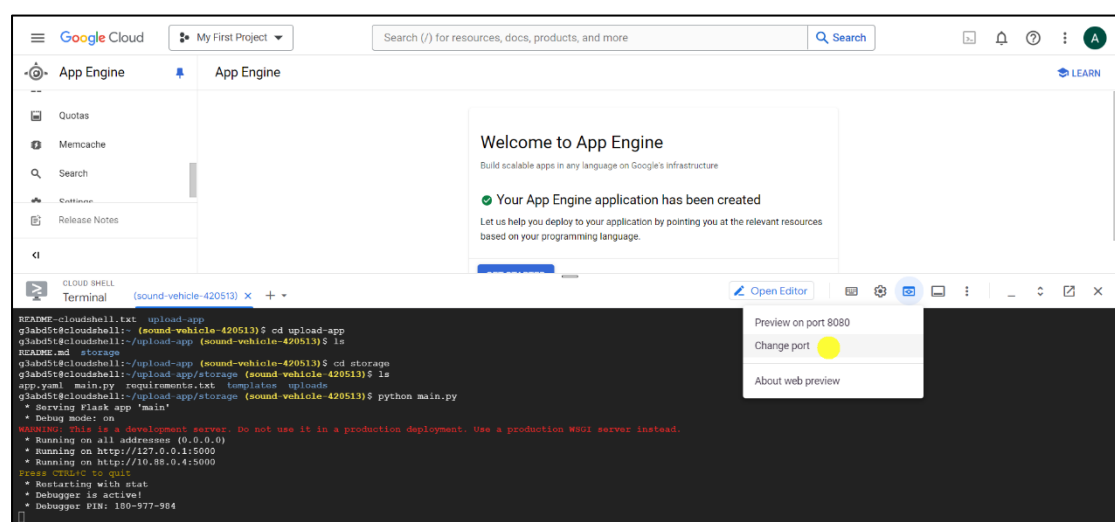
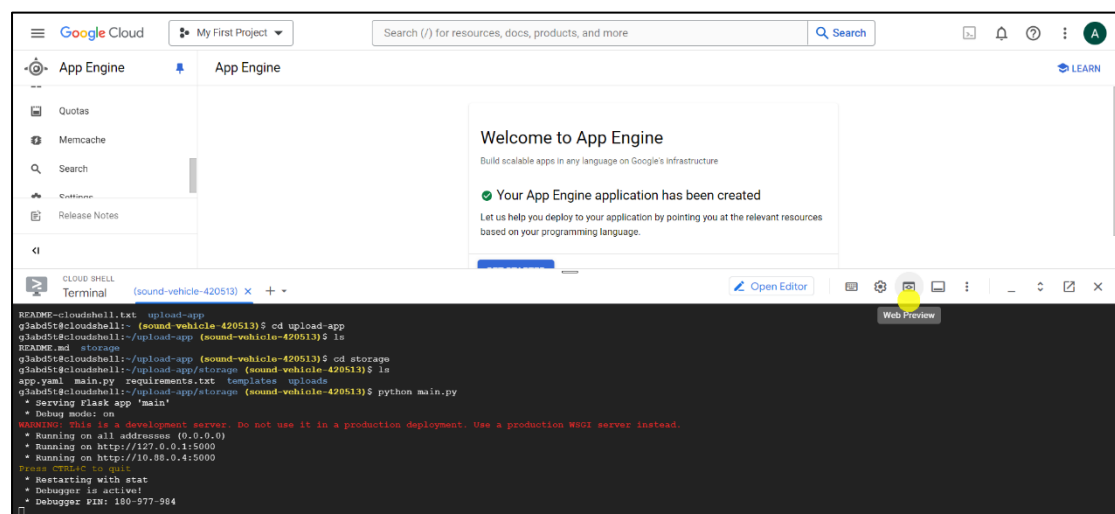
The screenshot shows the Google Cloud App Engine dashboard. The terminal window displays the following commands and output:

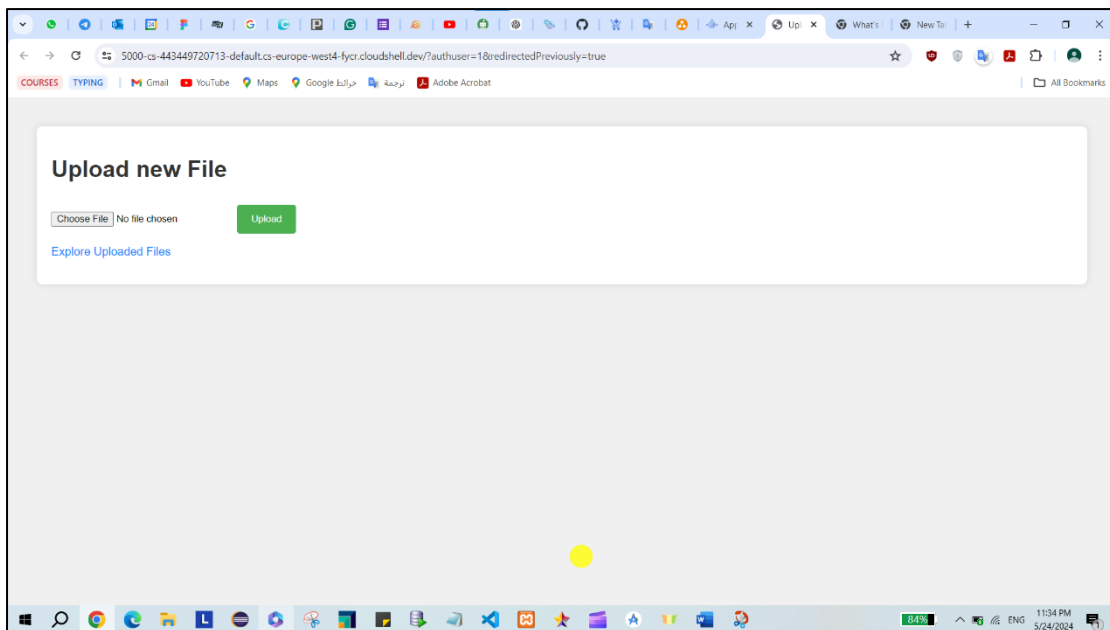
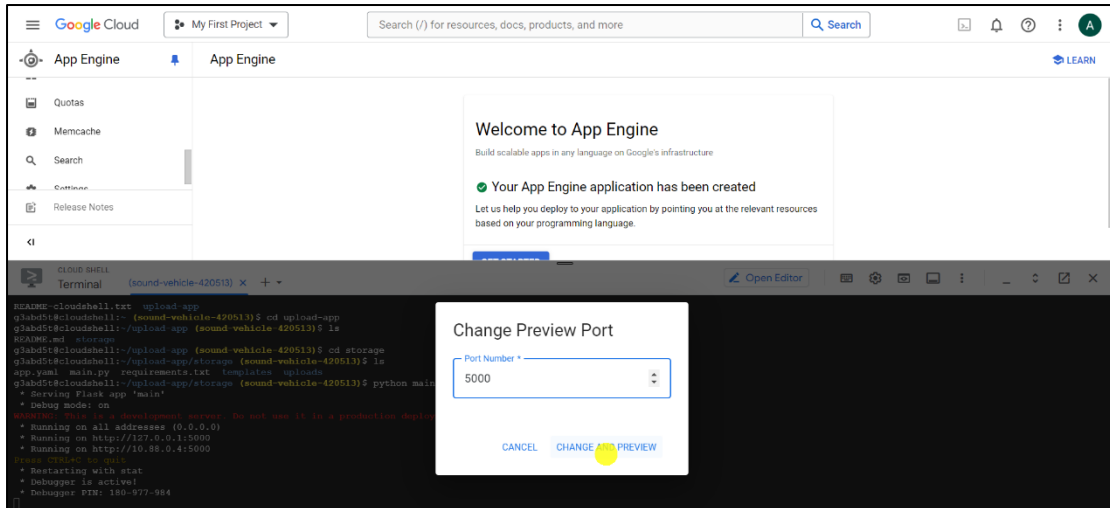
```
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ git clone https://github.com/CJ-2/upload-app.git
fatal: destination path 'upload-app' already exists and is not an empty directory.
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ ls
README-cloudshell.txt  upload-app
g3abd5t@cloudshell:~ (sound-vehicle-420513)$ cd upload-app
g3abd5t@cloudshell:~/upload-app (sound-vehicle-420513)$ ls
README.md  storage
g3abd5t@cloudshell:~/upload-app (sound-vehicle-420513)$ cd storage
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$ ls
app.yaml  main.py  requirements.txt  templates  uploads
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$
```

cmd: **python main.py**

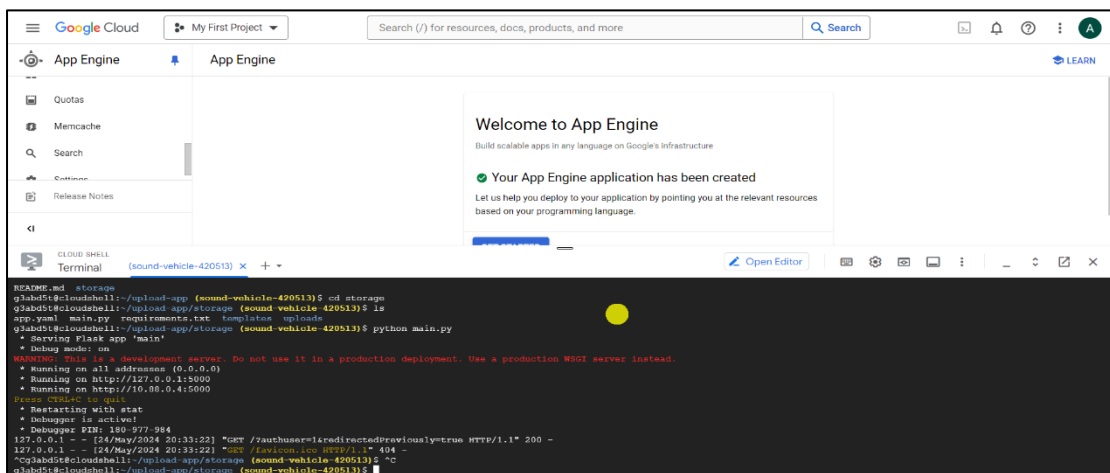


Click on web preview and follow the steps.

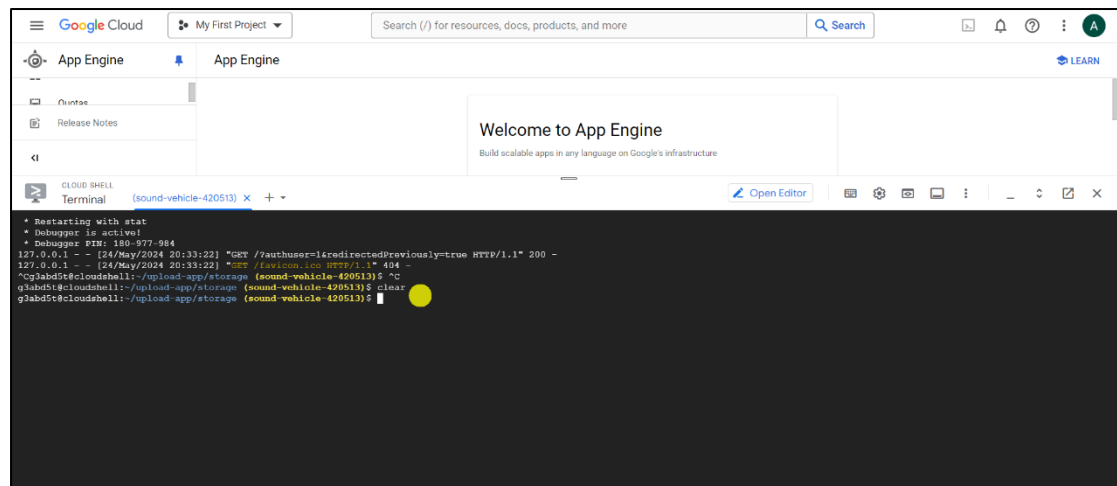




Return to shell and cmd: **CTRL+C**



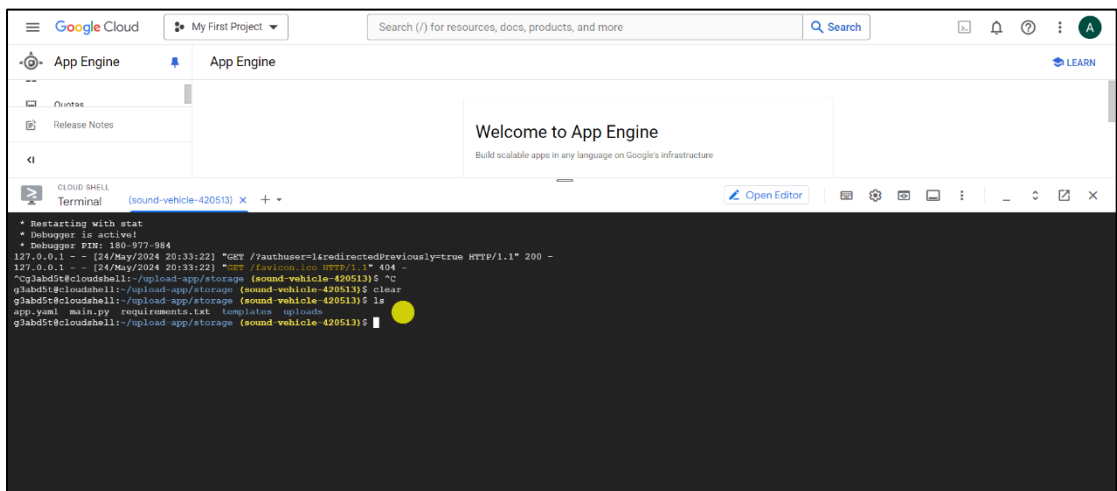
cmd: **clear**



The screenshot shows the Google Cloud App Engine console. The 'Cloud Shell' tab is active, displaying a terminal window. The terminal output shows the following commands and their results:

```
* Restarting with stat
* Debugger is active!
* Debugger PID: 180-977-984
127.0.0.1 - - [24/May/2024 20:33:22] "GET /?authuser=1&redirectedPreviously=true HTTP/1.1" 200 -
127.0.0.1 - - [24/May/2024 20:33:22] "GET /favicon.ico HTTP/1.1" 404 -
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$ clear
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$
```

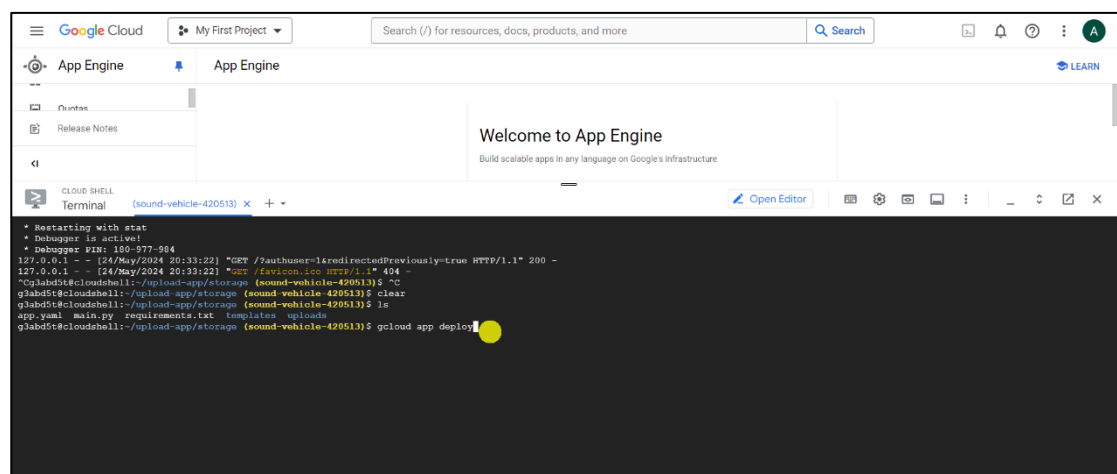
cmd: **ls**



The screenshot shows the Google Cloud App Engine console. The 'Cloud Shell' tab is active, displaying a terminal window. The terminal output shows the following commands and their results:

```
* Restarting with stat
* Debugger is active!
* Debugger PID: 180-977-984
127.0.0.1 - - [24/May/2024 20:33:22] "GET /?authuser=1&redirectedPreviously=true HTTP/1.1" 200 -
127.0.0.1 - - [24/May/2024 20:33:22] "GET /favicon.ico HTTP/1.1" 404 -
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$ clear
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$ ls
app.yaml  main.py  requirements.txt  templates  uploads
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$
```

cmd: **gcloud app deploy**

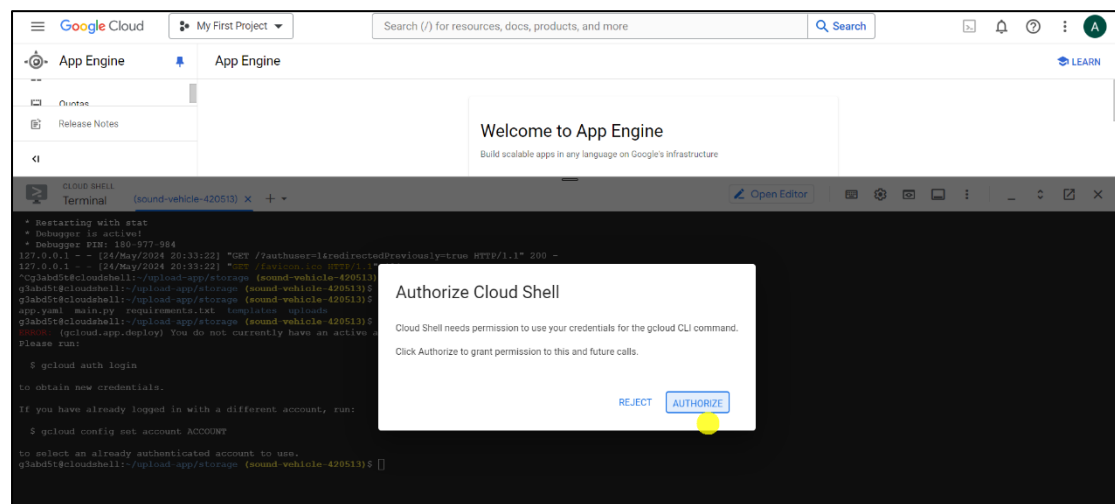


The screenshot shows the Google Cloud App Engine console. The 'Cloud Shell' tab is active, displaying a terminal window. The terminal output shows the following commands and their results:

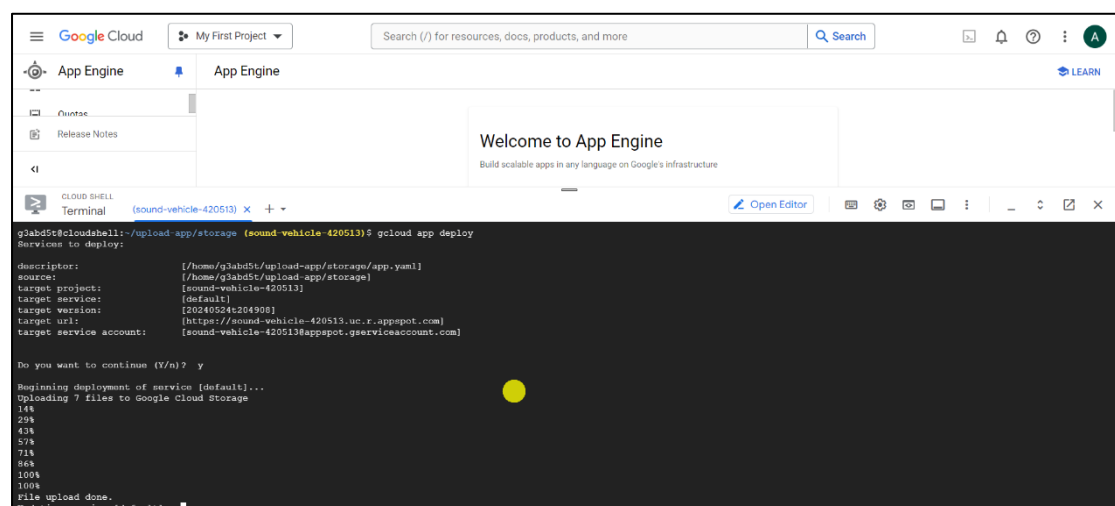
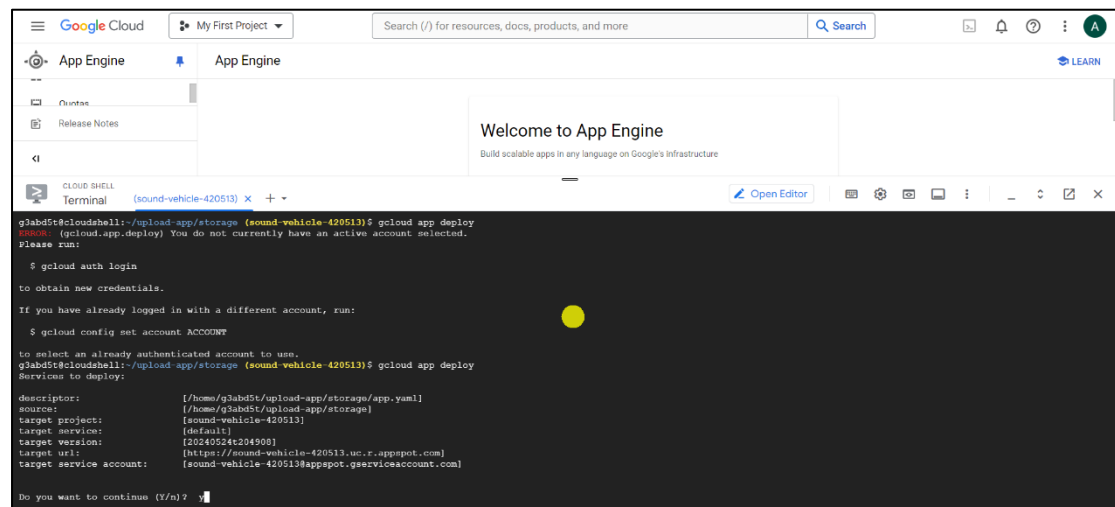
```
* Restarting with stat
* Debugger is active!
* Debugger PID: 180-977-984
127.0.0.1 - - [24/May/2024 20:33:22] "GET /?authuser=1&redirectedPreviously=true HTTP/1.1" 200 -
127.0.0.1 - - [24/May/2024 20:33:22] "GET /favicon.ico HTTP/1.1" 404 -
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$ clear
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$ ls
app.yaml  main.py  requirements.txt  templates  uploads
g3abd5t@cloudshell:~/upload-app/storage (sound-vehicle-420513)$ gcloud app deploy

```

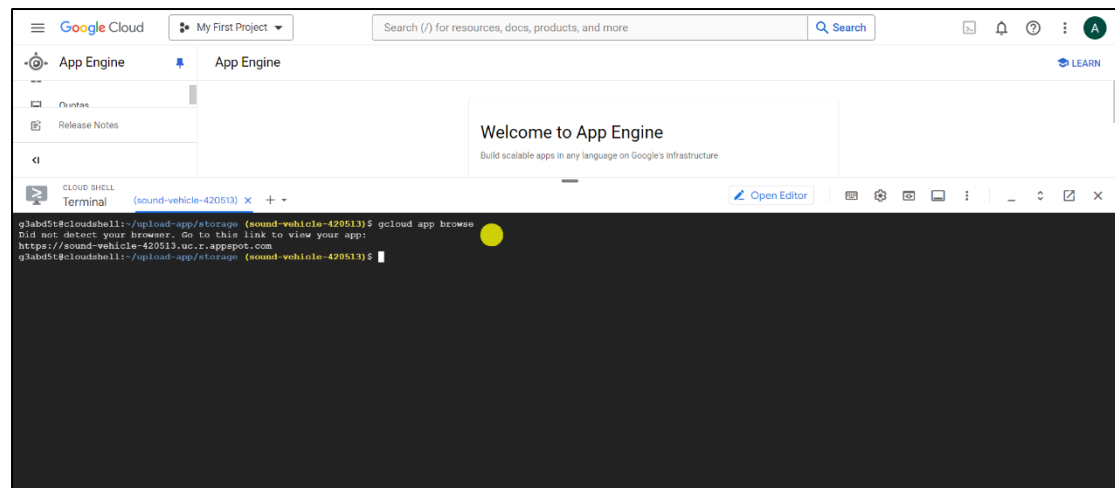
Click AUTHORIZE



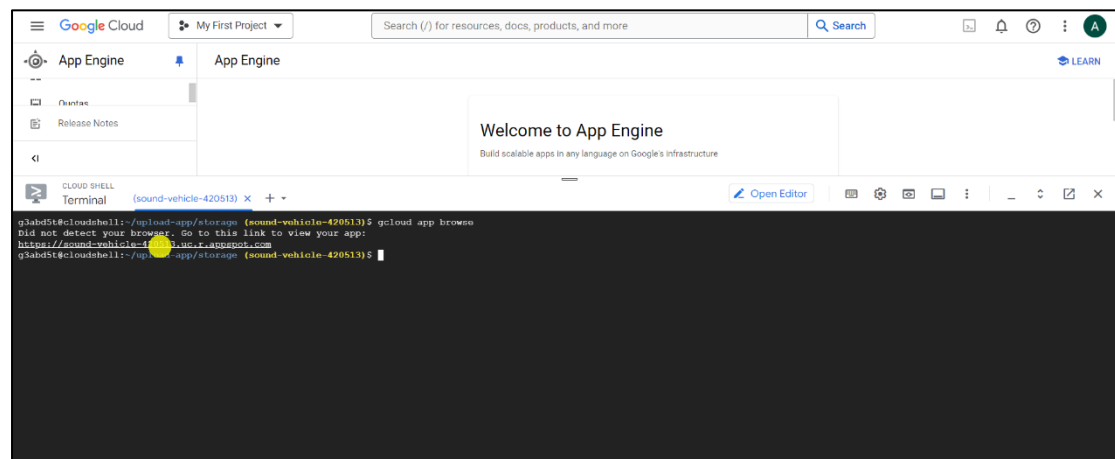
Cmd: **enter y**



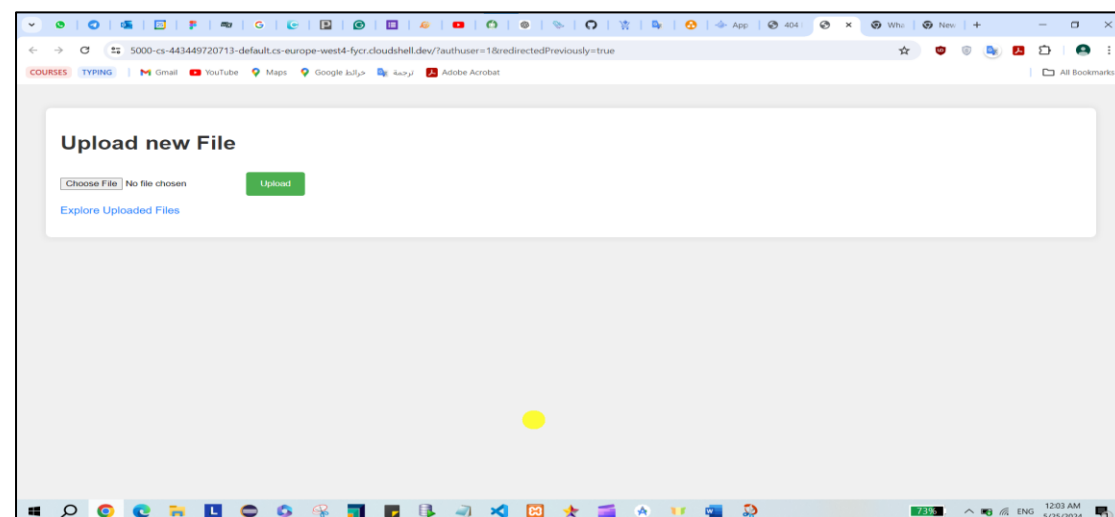
cmd: **gcloud app browse**



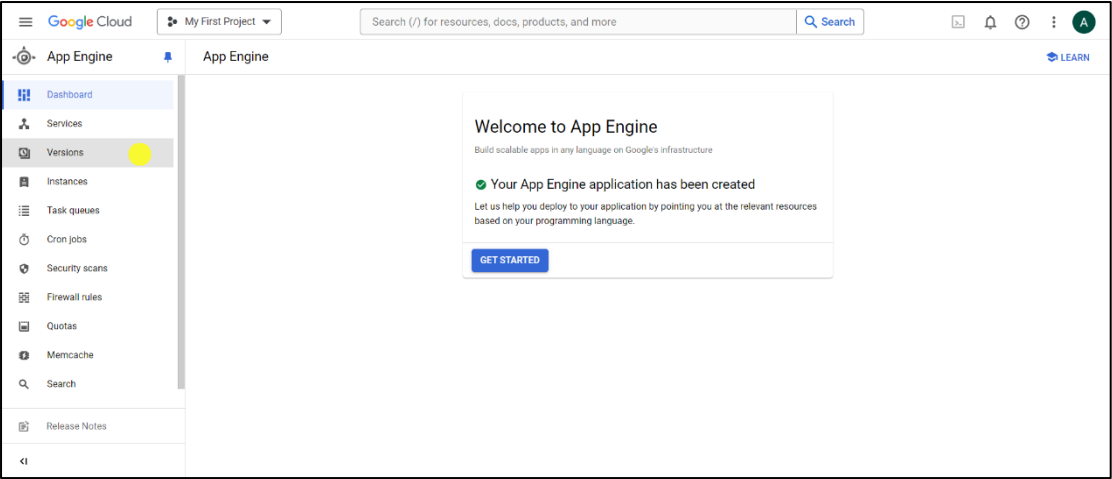
After that click on the link.



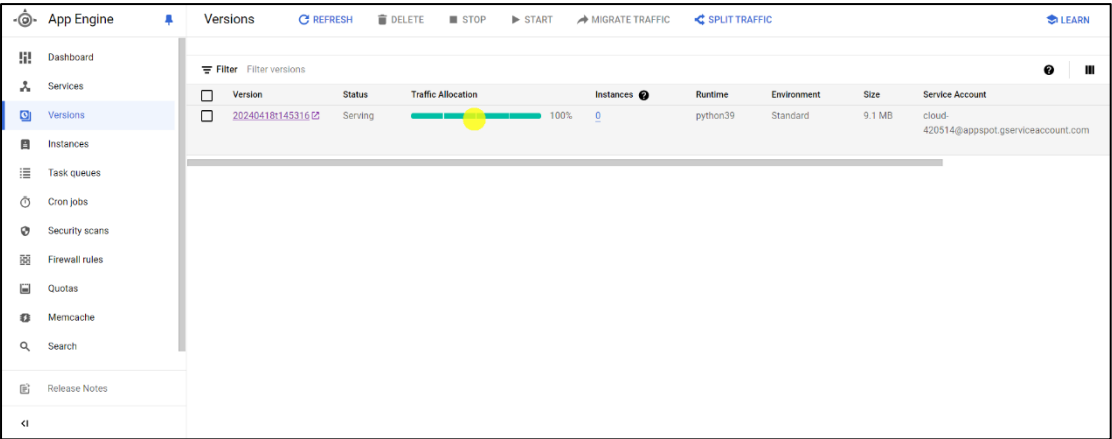
And now your app is deployed congratulations.



Go back to dashboard and select Versions.



Here's your version.



I hope that the project will help you.