Day 09-3

Assignment:

Projects - Update Wiki by Tuesday

Today's Topics:

- install.sh and setup.sh
- tmux
- Log files
- autostart

09-3 Before You Ship

What to do when you think you are done

Once things are working...

- install.sh and steup.sh
- Long term testing
- Log files
- autostart

Install and setup

- Create an install.sh: touch install.sh
 - ► Make it executable: **chmod** +x **install.sh**
 - Put in it instructions for installing additional software needed by your project. Things that are only done once
 - apt install this and that
 - npm -g install bone
 - wget http://my.software.com/
- Create stepup.sh and make it executable
 - Put in it instructions for running your project. Things that are only done every time you reboot the Bone, etc.
 - export MYPATH=/root/here
 - cp project.js /var/run/cloud9/autorun

Long Term Testing

- What happens when you:
 - Connect via ssh
 - ► Start your project: start.sh &
 - Then quit ssh?
- Your project is killed

Run in background

Long Term Testing

- Use tmux
- Demo...
- Google tmux tutorial
- I like: https://danielmiessler.com/study/tmux/

Once things are working...

- install.sh and steup.sh
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Log files - logger

■ logger is a simple way of writing message to a log file

bone\$ logger "This is a test"

Puts your message in /var/log/messages and /var/log/user.log

bone\$ cat /var/log/user.log

Nov 2 09:41:34 bone-0834 debian: This is a test

Log file are automatically rotated and compressed

bone\$ wc /var/log/messages

4368 62100 442752 messages

bone\$ ls -sh /var/log/messages*

440K messages 4.0K messages.2.gz 36K messages.4.gz

76K messages.1 52K messages.3.gz

logger and crontab

```
# Record ping times
NODE_PATH=/usr/local/lib/node_modules
# m h dom mon dow user command
* * * * * root /root/exercises/iot/phant/tmp101.js 2>&1 | logger
```

Log both stdin and stderr

Look in /var/log/messages and /var/log/user.log

Log files - Winston

- You can use console.log to record your project's activities
- But there are better ways...
- Try Winston: https://www.npmjs.com/package/winston
- npm install -g winston

```
var winston = require('winston');
winston.log('info', 'Hello distributed log files!');
winston.info('Hello again distributed logs');
```

Displayed on console

Logging levels and output

- Or turn it off
 - winston.remove(winston.transports.Console);
- See https://www.npmjs.com/package/winston for details
- Or google winston tutorial node

Autostart

- Most project should autostart once the Bone is powered up
- Three ways to autostart:
 - systemd
 - /var/lib/cloud/autorun
 - crontab

systemd

- Covered earlier
- ► See: https://elinux.org/EBC Exercise 21b systemd
- Or google systemd tutorial

/var/lib/cloud9/autorun

- ► Any files placed in /var/lib/cloud9/autorun will automatically run
- If the file is edited, the program will be restarted
- Files ending with .js, .py or .ino all work

/etc/crontab

■ The file /etc/crontab is a way to schedule things to be run

```
PATH=/usr/local/sbin:/usr/local/bin:/sbin:/usr/sbin:/usr/sbin:/usr/bin

# m h dom mon dow user command

17 * * * * * root cd / && run-parts --report /etc/cron.hourly

25 6 * * * root test -x /usr/sbin/anacron || ( cd / && run-parts --report /etc/cron.daily )

47 6 * * 7 root test -x /usr/sbin/anacron || ( cd / && run-parts --report /etc/cron.weekly

52 6 1 * * root test -x /usr/sbin/anacron || ( cd / && run-parts --report /etc/cron.monthly

# My Stuff

NODE PATH=/usr/local/lib/node_modules

* * * * * root /root/exercises/phant/weather.js

* * * * * root echo "Test message" 2>&1 |logger
```

Once things are working...

- install.sh and steup.sh
- Long term testing tmux
- Log files winston
- autostart
- Assign someone on your team to look into each one of these