

Cloud Computing CSE4001 Title: HOSTING A GAME WEBSITE IN AWS

Submitted by

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Abstract:

Highly available and scalable web hosting can be a complex and expensive proposition. Traditional scalable web architectures have not only needed to implement complex solutions to ensure high levels of reliability, but they have also required an accurate forecast of traffic to provide a high level of customer service. Dense peak traffic periods and wild swings in traffic patterns result in low utilization rates of expensive hardware. This yields high operating costs to maintain idle hardware, and an inefficient use of capital for underused hardware. Amazon Web Services (AWS) provides a reliable, scalable, secure, and highly performing infrastructure for the most demanding web applications. This infrastructure matches IT costs with customer traffic patterns in real time. This whitepaper is for IT managers and system architects who look to the cloud to help them achieve the scalability to meet their on-demand computing needs.

Introduction:

In the traditional hosting model, you have to provision servers to handle peak capacity. Unused cycles are wasted outside of peak periods. Web applications hosted by AWS can leverage on-demand provisioning of additional servers, so we can constantly adjust capacity and costs to actual traffic patterns. Business have led to build and maintain infrastructure to run on-premises applications. With the Software as a service(SaaS) model, business can consume applications that are hosted online, enabling them to lower their costs by paying only for they use, enjoy seamless and painless upgrades in functionality, and integrate easily with their existing data and systems. Application providers who are building SaaS-based applications quickly learn that owning and operating the infrastructure on which these solutions are hosted can be expensive and complex, especially when customer demand is uncertain. Whether you are an enterprise looking for a cloud environment in which to deploy your existing on-premises solutions, or an application vendor evaluating a cloud platform on which to deploy a new application or SaaS offering, you should consider a lot of things in your mind before implementing.

Process Steps:-

LAUNCHING A VIRTUAL MACHINE INSTALLATION IN AWS STEPS:

Step 1: Choose an Amazon Machine Image (AMI)

An AMI is a template that contains the software configuration (operating system, application server, and applications) required to launch your instance.

AMI:

Amazon Linux 2 AMI (HVM), SSD Volume Type - ami-08f63db601b82ff5f (64-bit x86) / ami-0e502bbbe5de26d28 (64-bit Arm)

Step 2: choose instance type

Amazon EC2 provides a wide selection of instance types optimized to fit different use cases. Instances are virtual servers that can run applications. They have varying combinations of CPU, memory, storage, and networking capacity, and give you the flexibility to choose the appropriate mix of resources for your applications.

Currently selected: t2.micro (- ECUs, 1 vCPUs, 2.5 GHz, -, 1 GiB memory, EBS only)

Step 3: Configure Instance Details

Configure the instance to suit your requirements. You can launch multiple instances from the same AMI, request Spot instances to take advantage of the lower pricing, assign an access management role to the instance, and more.

Number of instances

Step 4: Add Storage

Your instance will be launched with the following storage device settings. You can attach additional EBS volumes and instance store volumes to your instance, or edit the settings of the root volume. You can also attach additional EBS volumes after launching an instance, but not instance store volumes.

Step 5: Add Tags

A tag consists of a case-sensitive key-value pair. For example, you could define a tag with key = Name and value = Webserver.

A copy of a tag can be applied to volumes, instances or both.

Tags will be applied to all instances and volumes

Step 6: Configure Security Group

A security group is a set of firewall rules that control the traffic for your instance. On this page, you can add rules to allow specific traffic to reach your instance. For example, if you want to set up a web server and allow Internet traffic to reach your instance, add rules that allow unrestricted access to the HTTP and HTTPS ports.

Step 7: Review and launch

We need to have a keypair value, which we can setup in the step6, then download the key pair value which is saved as .pem file.

we use puttygen to change the file format from .pem to .ppk and then using the public ip of the instance we can access the ec2 instance and then upload the html file.

Commands used for hosting the html file into instance cloudgame :

```
yum update -y
#Install apache
yum install httpd -y
cd/var/www/html
```

HTML CODE:-

```
<!DOCTYPE html>
<html>
<head>
 <title>Basic Snake HTML Game</title>
 <meta charset="UTF-8">
 <style>
 html, body {
  height: 100%;
  margin: 0;
 }
 body {
  background: black;
  display: flex;
  align-items: center;
  justify-content: center;
 }
 canvas {
  border: 1px solid white;
 }
 </style>
</head>
<body>
<canvas width="400" height="400" id="game"></canvas>
<script>
var canvas = document.getElementById('game');
var context = canvas.getContext('2d');
var grid = 16;
```

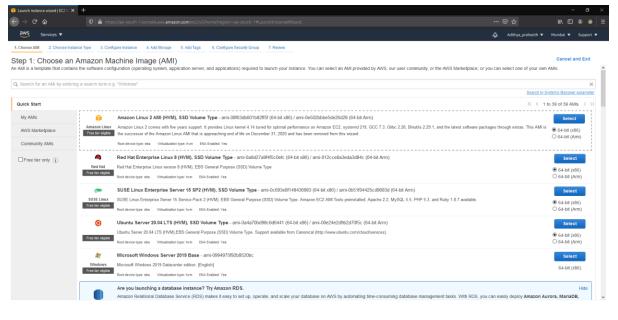
```
var count = 0;
var snake = {
 x: 160,
 y: 160,
 // snake velocity. moves one grid length every frame in either the x or y direction
 dx: grid,
 dy: 0,
 // keep track of all grids the snake body occupies
 cells: [],
 // length of the snake. grows when eating an apple
 maxCells: 4
};
var apple = {
 x: 320,
 y: 320
};
// get random whole numbers in a specific range
// @see https://stackoverflow.com/a/1527820/2124254
function getRandomInt(min, max) {
 return Math.floor(Math.random() * (max - min)) + min;
}
// game loop
function loop() {
 requestAnimationFrame(loop);
 // slow game loop to 15 fps instead of 60 (60/15 = 4)
 if (++count < 4) {
  return;
 }
 count = 0;
 context.clearRect(0,0,canvas.width,canvas.height);
 // move snake by it's velocity
 snake.x += snake.dx;
 snake.y += snake.dy;
 // wrap snake position horizontally on edge of screen
```

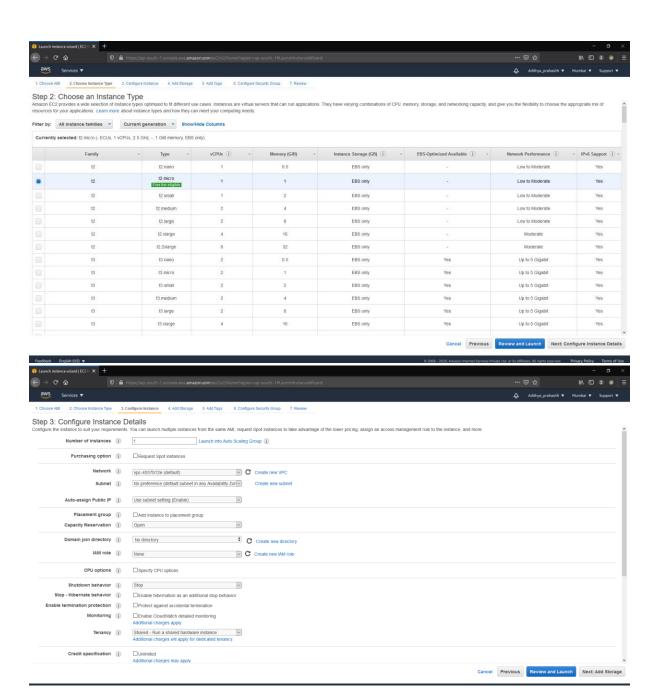
```
if (snake.x < 0) {
  snake.x = canvas.width - grid;
 else if (snake.x >= canvas.width) {
  snake.x = 0;
 }
 // wrap snake position vertically on edge of screen
 if (snake.y < 0) {
  snake.y = canvas.height - grid;
 else if (snake.y >= canvas.height) {
  snake.y = 0;
 // keep track of where snake has been. front of the array is always the head
 snake.cells.unshift({x: snake.x, y: snake.y});
 // remove cells as we move away from them
 if (snake.cells.length > snake.maxCells) {
  snake.cells.pop();
 }
 // draw apple
 context.fillStyle = 'red';
 context.fillRect(apple.x, apple.y, grid-1, grid-1);
 // draw snake one cell at a time
 context.fillStyle = 'green';
 snake.cells.forEach(function(cell, index) {
  // drawing 1 px smaller than the grid creates a grid effect in the snake body so you can see
how long it is
  context.fillRect(cell.x, cell.y, grid-1, grid-1);
  // snake ate apple
  if (cell.x === apple.x && cell.y === apple.y) {
    snake.maxCells++;
   // canvas is 400x400 which is 25x25 grids
    apple.x = getRandomInt(0, 25) * grid;
   apple.y = getRandomInt(0, 25) * grid;
  }
```

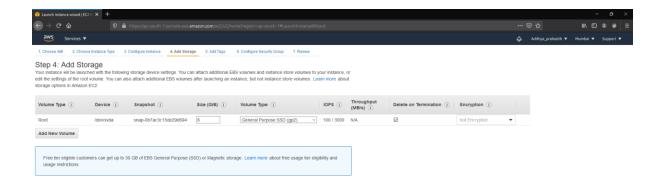
```
// check collision with all cells after this one (modified bubble sort)
  for (var i = index + 1; i < snake.cells.length; i++) {
   // snake occupies same space as a body part. reset game
   if (cell.x === snake.cells[i].x && cell.y === snake.cells[i].y) {
     snake.x = 160:
     snake.y = 160;
     snake.cells = [];
     snake.maxCells = 4;
     snake.dx = grid;
     snake.dy = 0;
     apple.x = getRandomInt(0, 25) * grid;
     apple.y = getRandomInt(0, 25) * grid;
   }
  }
});
// listen to keyboard events to move the snake
document.addEventListener('keydown', function(e) {
 // prevent snake from backtracking on itself by checking that it's
// not already moving on the same axis (pressing left while moving
 // left won't do anything, and pressing right while moving left
 // shouldn't let you collide with your own body)
 // left arrow key
 if (e.which === 37 && snake.dx === 0) {
  snake.dx = -grid;
  snake.dy = 0;
 }
 // up arrow key
 else if (e.which === 38 && snake.dy === 0) {
  snake.dy = -grid;
  snake.dx = 0;
 }
 // right arrow key
 else if (e.which === 39 && snake.dx === 0) {
  snake.dx = grid;
  snake.dy = 0;
 }
 // down arrow key
 else if (e.which === 40 && snake.dy === 0) {
  snake.dy = grid;
```

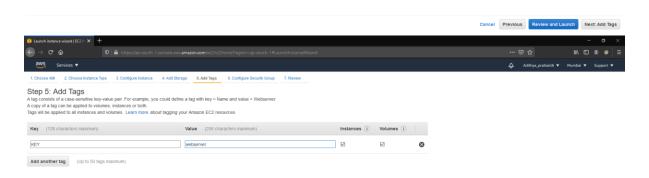
```
snake.dx = 0;
 }
});
// start the game
requestAnimationFrame(loop);
</script>
</body>
</html>
save file: ctrl+x and Y
#start apache
sudo su
service httpd start
#check status
service httpd status
# for restarting apache at reboot
chkconfig httpd on
```

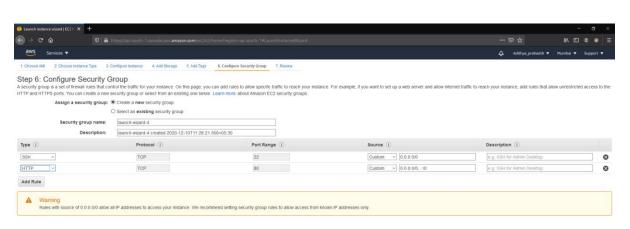
Screenshots:-

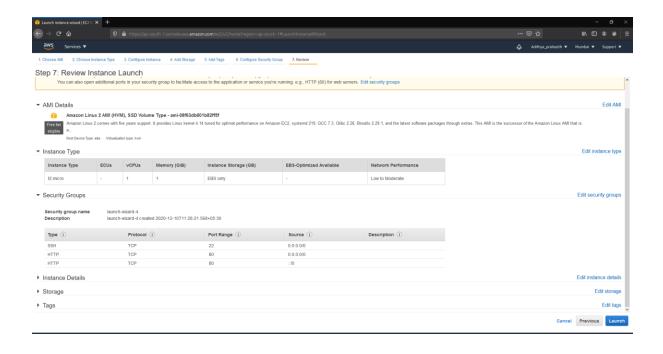


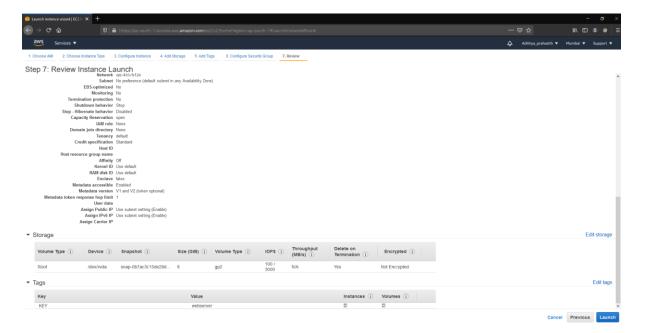


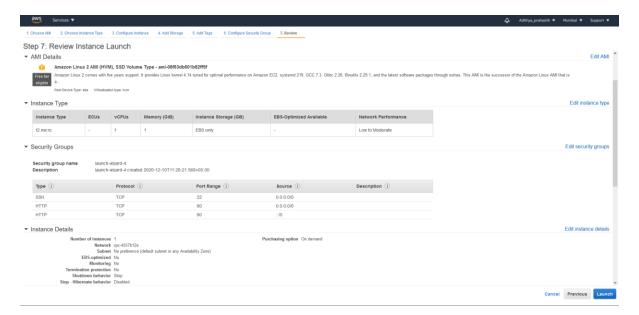


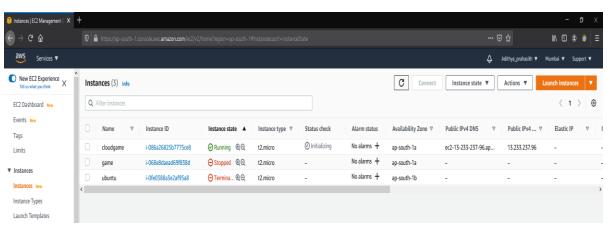


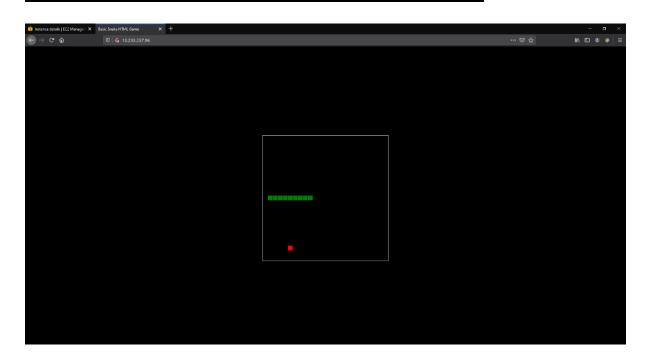


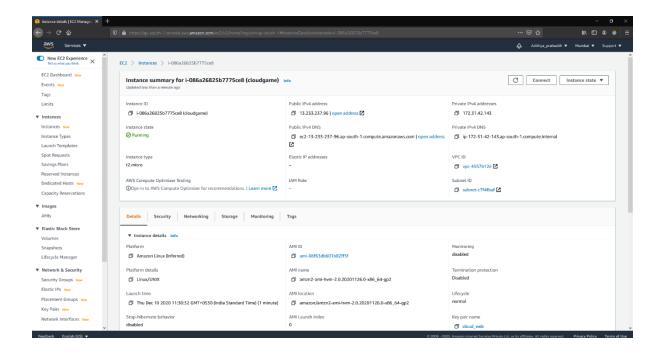












Conclusion:

There are numerous architectural and conceptual considerations when you are contemplating migrating your web application to the AWS Cloud. The benefits of having a cost-effective, highly scalable, and fault-tolerant infrastructure that grows with your business far outstrips the efforts of migrating to the AWS Cloud. One can build their own web application based on the users requirements, their conditions and restrictions.