## **Deployment 4 - Documentation**

First I started my EC2 Instance that has Jenkins

I then logged into my AWS account w/ Admin Privileges and **created an IAM user**. I went to IAM aws service and selected users section

Access management

User groups

Users

I then added a new user

I called it "Jenkins-user" and gave it Programmatic access

Select AWS access type

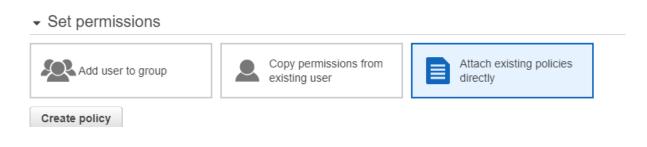
Select how these users will access AWS. Access keys and autogenerated passwords are provided in the last step. Learn more

Access type\*

Programmatic access
Enables an access key ID and secret access key for the AWS API, CLI, SDK, and other development tools.

AWS Management Console access
Enables a password that allows users to sign-in to the AWS Management Console.

I then selected Attach existing policies directly

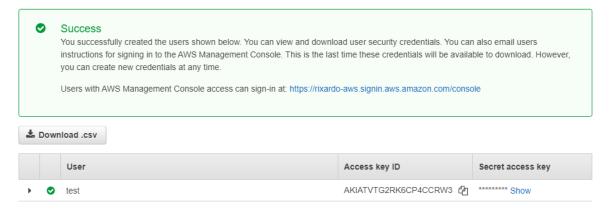


## And Selected

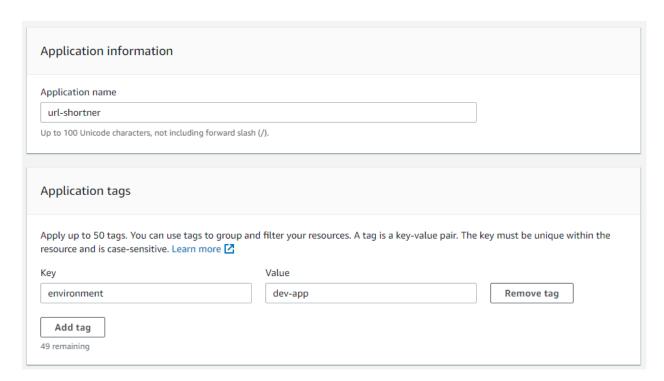


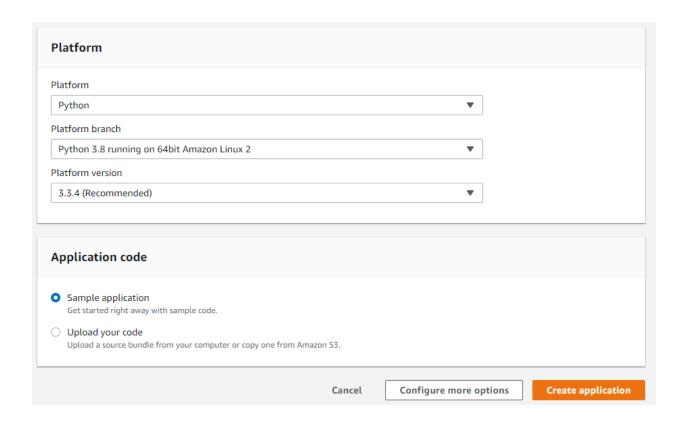
Tags are not necessary

Once you create the user, download the .csv that has the user name, Access Key ID and secret access key



## Create an Elastic Beanstalk next

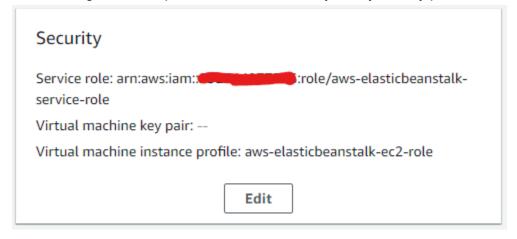


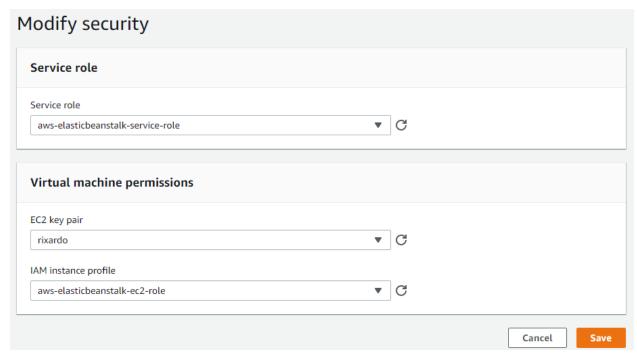


## **OPTIONAL**

Configure more options

Select configure more options and select Security. Add your Key pair to SSH into beanstalk EC2





Save and then press create APP

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Go into Jenkins and manage Jenkins -> manage Plugins Install the following plugins

AWSEB Deployment Plugin CloudBees Credentials Plugin

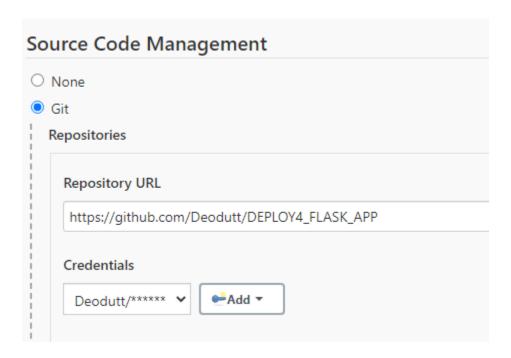
I then created a Deployment 4 folder that has 3 separate folders inside with each name based on the application.

## **Useful Commands**

python3 -m venv venv pip freeze > requirements.txt source ./Scripts/Activate

FLASK\_APP=app.py flask run

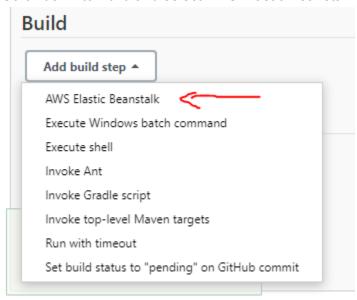
Now create a Freestyle Project inside the corresponding application folder.



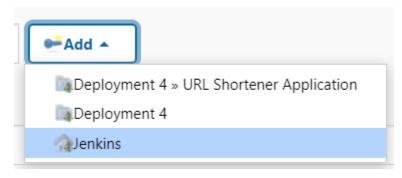
Make sure the branch is set correctly. (If its master, change it to master)



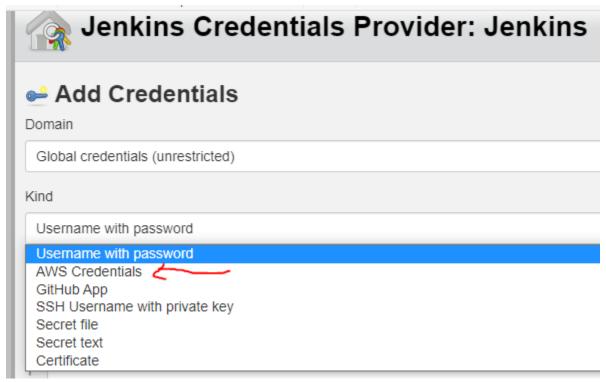
## Scroll down to Build and select AWS Elastic Beanstalk



## To create a new credentials select Jenkins



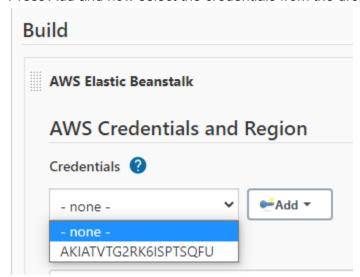
Under kind, select AWS Credentials



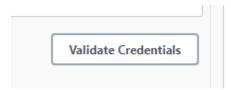
For ID just put a "Jenkins-user"

For **Access KEY ID** and **Secret Access Key** - Use the credentials from the IAM user you downloaded.

Press Add and now select the credentials from the dropdown



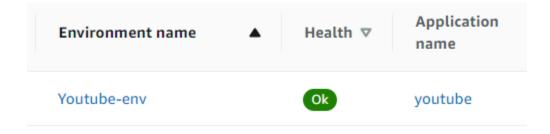
Select the AWS Region where the Elastic BeanStalk was created Then press **Validate Credentials** in the bottom right



You should see a response like this...

- · Building Client (credentialld: 'Jenkins-user', region: 'us-east-1')
- · Testing Amazon S3 Service (endpoint: https://s3.amazonaws.com)
- Buckets Found: 4
- Testing AWS Elastic Beanstalk Service (endpoint: https://elasticbeanstalk.us-east-1.amazonaws.com)
- Applications Found: 1 (youtube)

Go back to AWS Beanstalk and find the environment you created. Make a note of the **Environment name** and **application name** 



Scroll down to Application and Environment and enter the correct info from AWSEB,



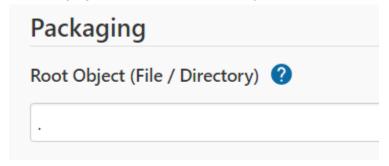
Then press validate coordinates



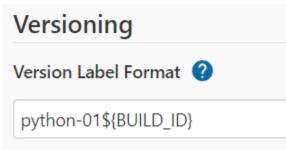
You should see something like this..

Environment found (environmentId:

In Packaging, add a "." to the Root object



In versioning put python-01\${BUILD\_ID}



Then press SAVE and BUILD NOW



Should take about ~5 minutes to build successfully

Once you have a successful build, Go back to AWS Elastic Bean and click on the **URL** for your environment.

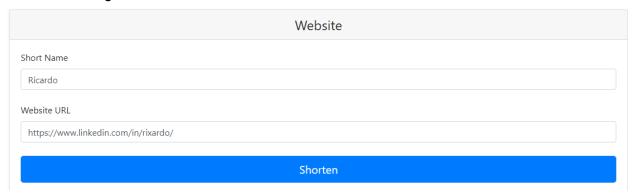
## **URL Shortener**

Souce: https://github.com/Deodutt/DEPLOY4\_FLASK\_APP

## Successful Build:



# Default Web Page:



Web page once I enter information and press shorten

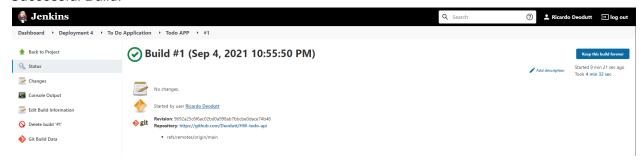


This takes me to my Linkedin Page

#### Todo

Source: https://github.com/Deodutt/HW-todo-api

#### Successful Build:



## Route: /



Hello World!

#### Route: /item/new



# Method Not Allowed

The method is not allowed for the requested URL.

#### Route: /item/all

#### Route: /item/status



To update the database run the following commands...

```
curl -X POST
http://todo-env.eba-qmasp7jh.us-east-1.elasticbeanstalk.com/item/new -d
'{"item": "Implement POST endpoint"}' -H 'Content-Type: application/json'
```

```
robin@robin MINGW64 ~
$ curl -X POST http://todo-env.eba-qmasp7jh.us-east-1.elasticbeanstalk.com/item/new -d '{"item": "Implement POST endpoint"}' -H 'Content-Type: applica tion/json'
% Total % Received % Xferd Average Speed Time Time Time Current
Dload Upload Total Spent Left Speed
100 95 100 60 100 35 587 342 --:-:-- --:-- 940{"item": "Implement POST endpoint", "status": "Not Started"}
```

## Route: /item/all



## Route: /item/update



# Method Not Allowed

The method is not allowed for the requested URL.

#### Route: /item/remove



# **Method Not Allowed**

The method is not allowed for the requested URL.

## Route: /item/removeall



# **Method Not Allowed**

The method is not allowed for the requested URL.

## YouTube

Source: https://github.com/Deodutt/YouTube-to-MP3-Converter-API

# Successful Build

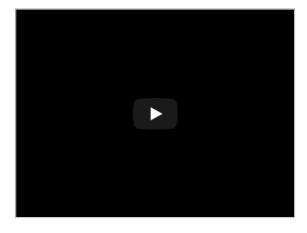


Default web page when I click on the URL from Elastic Beanstalk

# Welcome to Youtube to MP3 Converter!

Please enter a link you want to convert!





YouTube ID: None

Error: No Streams found.

Web page once I enter an URL and press convert.

# Welcome to Youtube to MP3 Converter!

Please enter a link you want to convert!

YouTube URL: [url Convert]

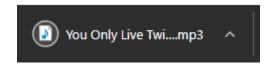


 $YouTube\ URL: https://www.youtube.com/watch?v=rmr-2HnWw80\&list=RD\_dSN9EaQotw\&index=80. The property of the p$ 

YouTube ID: rmr-2HnWw80



Successful download after selecting a download option



#### YouTube Converter

(This is for educational purposes)

As a person who listens to music a lot, I wanted to make this application to make my life a little easier. I prefer to work on projects that benefit me. For example, I made a VPN application so I can use it. I prefer to download music online and put it on my phone rather than using streaming services. I do not like paywalls so I thought this was a great project for me. It's a weird way of listening to music but I have been doing it for a long time since Limewire days.

While looking up ideas, I faced some issues. I tried looking up official YouTube APIs to download videos but I found out it's not supported because it's against their terms of services so I had to look for different options. I came across this <u>repository</u> and thought it would be great to add on. The repo creator supplies an API that I could use to embed into a website. It gives the user different options to download videos in different qualities. While creating the application, I used Ibrahima's <u>repository</u> as a template. His repository was a great way to understand how to write to HTML files and use variables in them. Everything was simple and easy to understand. While creating the application, I found this really great way of <u>getting the YouTube ID</u> and thought it would be great to incorporate it.

For my application, once a user enters the URL inside the web page and presses convert, it would do a GET method. This would then call the converter() function inside of application.py and that would get the string the user entered. The application will then call a id\_grabber function from the helper.py file, and that will use urlparse to parse the URL and extract the youtube ID from the URL. It goes to many different cases to incase the user enters a different youtube link format. Once it gets the ID it will return the ID in a variable called youtube\_id. The youtube\_id will then concat with a string to the API and be assigned to a variable called api\_converter\_link. This is then returned into a function called render\_templates() which basically renders a template from the template folder which has an index.html file. This will basically let the HTML page use variables.

#### example

```
{% if youtube_id %}
YouTube ID is {{youtube_id}}
{% endif %}
```

#### **Errors**

When I was inside my virtual environment, I kept trying to make the requirement.txt file but it kept bugging out. I didn't notice it at all because I assumed it would make the pip list correctly made. I noticed my elastic beanstalk kept degrading and the build would take long in jenkins. I made sure all my settings in jenkins and file formats (such as application.py and requirements.txt) were correct.

I then eventually checked my requirement.txt file and noticed a long list that was different from the other applications for deployment4.

```
appdirs==1.4.4
asgiref==3.4.1
atomicwrites==1.4.0
attrs==21.2.0
backcall==0.2.0
black==20.8b1
boto3==1.18.29
botocore==1.21.29
certifi==2021.5.30
charset-normalizer==2.0.4
click==8.0.1
colorama==0.4.4
debugpy==1.4.1
decorator==5.0.9
Django==3.2.6
et-xmlfile==1.0.1
Flask==2.0.1
idna==3.2
image==1.5.33
iniconfig==1.1.1
ipykernel==6.0.3
ipython==7.26.0
ipython-genutils==0.2.0
itsdangerous==2.0.1
jedi==0.18.0
Jinja2==3.0.1
jmespath==0.10.0
```

So I had to make sure the requirement.txt file had only the required dependencies in it.

```
1  click==8.0.1
2  colorama==0.4.4
3  Flask==2.0.1
4  itsdangerous==2.0.1
5  Jinja2==3.0.1
6  MarkupSafe==2.0.1
7  Werkzeug==2.0.1
```

Also I had basic errors such as my requirements.txt was missing the s.

URL Shortener Application: <a href="https://github.com/Deodutt/DEPLOY4\_FLASK\_APP">https://github.com/Deodutt/DEPLOY4\_FLASK\_APP</a>

To Do Application: <a href="https://github.com/Deodutt/HW-todo-api">https://github.com/Deodutt/HW-todo-api</a>

YouTube Converter Application: <a href="https://github.com/Deodutt/YouTube-to-MP3-Converter-API">https://github.com/Deodutt/YouTube-to-MP3-Converter-API</a>