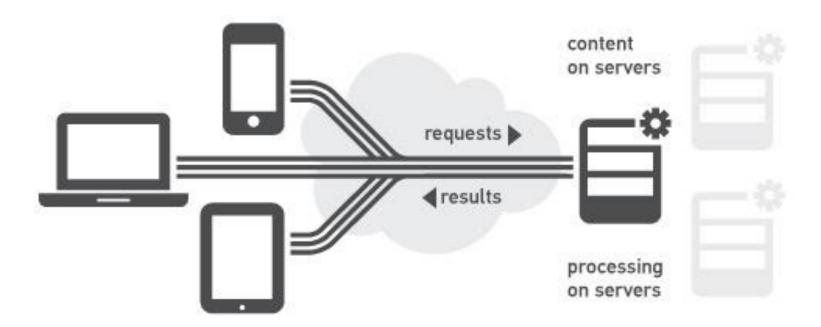
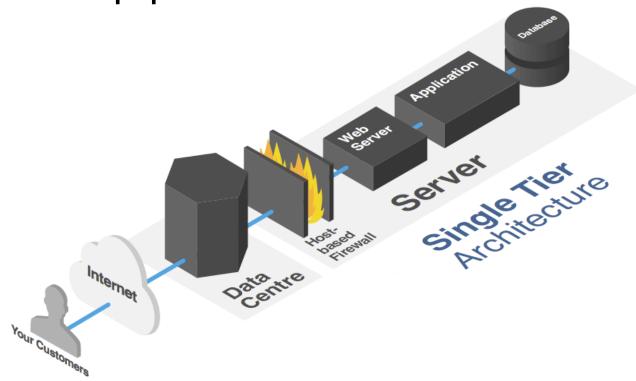


UNIX Servers and Web Apps

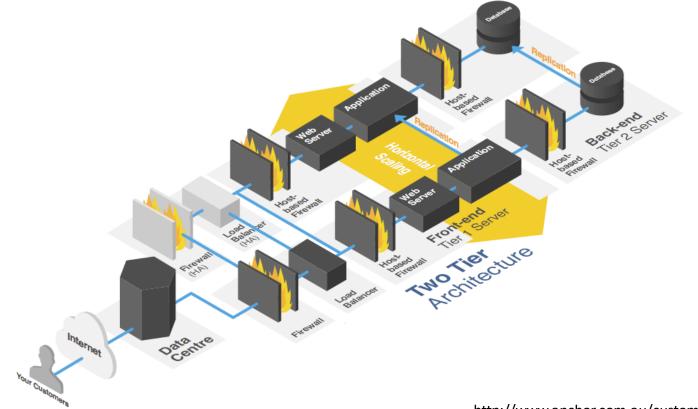








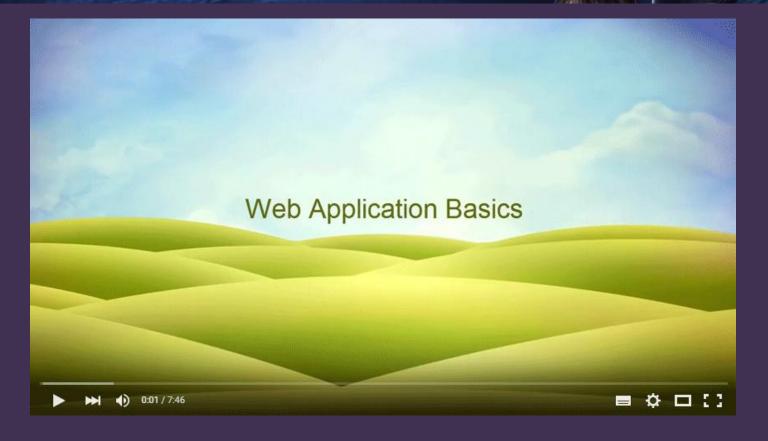






- Basic interaction between a client and a server using HTTP over the Internet
- Architectures can be made increasingly complex, depending on the requirements
 - Vertical scaling
 - Horizontal scaling
 - Additional tiers





https://www.youtube.com/watch?v=RsQ1tFLwldY



Exercise

- Draw a diagram illustrating how your high score server will interact with your mobile app
- 5 minutes
- Post your solution on Slack





Learning Objectives

- Use PuTTy to setup a database and web server on a remote cloud service using UNIX commands
- Setup a database in mySQL
- Be able to write code in Python that retrieves data from SQL and output on the web



UNIX Commands

Read Through

http://mally.stanford.edu/~sr/computing /basic-unix.html



UNIX Commands

Read Through

https://www.digitalocean.com/commu nity/tutorials/how-to-set-up-anapache-mysql-and-python-lampserver-without-frameworks-on-ubuntu-14-04/



Task

- Download PuTTy
- Login to your Ubuntu Droplet
- Install apache, mySQL, and Python3 as instructed in the DigitalOcean tutorial
- Configure CGI (common gateway interface) and a Python script to interact with your database to output a web page
- Setup a high score table, and display that data on the web page



Extension Task

Incorporate the high score table into one of your game projects in C++



HTTP GET and POST

https://www.w3schools.com/tags/ref_htt pmethods.asp



Processing Arguments in CGI

https://docs.python.org/2/library/cgi.ht ml#using-the-cgi-module



What about Client-Side C++?

https://kukuruku.co/post/a-cheat-sheetfor-http-libraries-in-c/