PROJECT: PERSONAL BLOG ON IBM CLOUD STATIC WEB APPS

PHASE 5: PROJECT DOCUMENTATION AND SUBMISSION

THINKING PROCESS AND DEVELOPMENT PHASE ON

1. **Project Objective:**

The project’s objective is a clear and concise statement of what you aim to achieve. It should be specific, measurable, and aligned with the organization’s goals. For example, the objective could be to develop a mobile app for a food delivery service to increase user engagement and boost sales.

1. **Design Thinking Process:**

* Design thinking is an iterative problem-solving approach that involves empathizing with users, defining problems, ideating solutions, prototyping, and testing. Here’s a breakdown:

**3 Empathize**:

* Understand user needs, behaviors, and pain points through interviews, surveys, and observations.

**4 Define**:

* Define the problem or opportunity based on insights from the empathy phase.

**5 Ideate**:

* Brainstorm potential solutions without judgment.

**6 Prototype**:

* Create low-fidelity prototypes (sketches, wireframes) to visualize and test ideas.

**7 Test**:

* Gather user feedback by testing prototypes, iterate on the design, and refine the solution.

1. **Development Phases:**

* The development phases can vary depending on the project’s nature, but here’s a general outline:

**9 Planning**:

* Define project scope, requirements, budget, and timeline. Assemble a project team and allocate resources.
  1. **Analysis**:
* Conduct a detailed analysis of user needs, technical feasibility, and risks.
* Create user stories or use cases
  1. **Design**:
* Develop user interface (UI) and user experience (UX) design.
* Create high-fidelity prototypes or mockups.
* Architect the system and database structure.
  1. **Development**:
* Write and test the code according to the design.
* Implement features and functionality.
  1. **Testing**:
* Conduct rigorous testing, including unit, integration, and user acceptance testing.
* Identify and fix defects and issues.
* Deployment:
* Deploy the solution to a staging environment for final testing.
* Prepare for production deployment.
  1. **Launch**:
* Deploy the solution to the production environment.
* Monitor for issues and ensure a smooth launch.
  1. **Post-launch:**
* Continuously monitor and maintain the system.
* Gather user feedback for future enhancements.
  1. **Iterate**:
* Based on user feedback and analytics, iterate and improve the solution.
  1. **Closure**:
* Evaluate the project’s success against the initial objective.
* Document and share key learnings.
* This outline provides a structured approach to project development, which can be adapted to fit the specific needs and scale of the project.

UPLOAD CONTENT TO YOUR BUCKET:-

The content of your hosted static website files focuses naturally on information and media. A popular approach to creating content for static websites are open source generators listed at StaticGen. For the purpose of this tutorial, we only need two files:

An Index page, typically written in HTML and named index.html, that loads by default for visitors to your site

An error page, also in HTML and here named error.html; typically the error page is loaded when a visitor tries to access an object that isn’t present or doesn’t have public access.

Upload files:-

For the rest of the tutorial, we will assume that the object key for the index page is index.html and the key for the error document is error.html although any appropriate filename can be used for the suffix or key.

CONFIGURATION OPTIONS:-

There are more options than this tutorial can describe, and for the purpose of this tutorial we only need to set the configuration to start using the static website feature.

You may have completed this step during the creation of your bucket, as the basic configuration for your hosted static website determines when and how content is shown. For visitors to your website who fail to provide a key, or webpage, the default file will be shown instead. When your users encounter an error, the key for the error page determines what content visitors will receive. The configuration options for the default and error pages are repeated for reference.

{

“ErrorDocument”: {

“Key”: “error.html”

},

“IndexDocument”: {

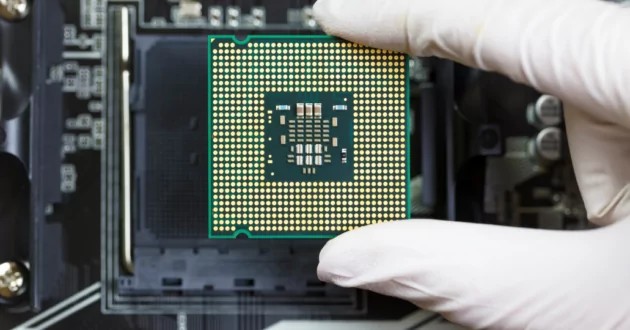
“Suffix”: “index.html”

}

}

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HOSTING STATIC WEBSITES ON IBM CLOUD:-



STATIC WEBSITE HOSTING WITH IBM STAGE:

CONCLUSION:- IBM Cloud Object Storage is easy to start small and can grow seamlessly with investment protection from TB to EB of capacity. IBM Cloud Object Storage is a parallel storage system and provides concurrent access from anywhere with an any-to- any-to any architecture.Hosting a static website on IBM Cloud® Object Storage starts with creating a bucket and configuring it for public access. Then, upload your website content to your bucket. Finally, configure the website to use your documents as an index for the site and to potentially display errors.