hello-cloud-989.appspot.com

1. The cloud provider I used and will be using for this term is Google Application Engine. I plan to develop in the python programming language within this web application development platform.

2. The provider, Google Application Engine, specifically provides a platform as a service as opposed to a product. This platform as a service exists as a cloud service and as such is accessible to end users without any hardware being supplied. The Google Application Engine is a platform for developing web applications, which allows the developer to maintain focus on developing the application rather than worrying about setting up and maintaining a server.

Google App Engine is a framework, aka platform, wherein users may develop web applications by utilizing Google's robust and powerful infrastructure. Some of the features of this platform as a service may cost the developer some money, however the 60 day free trial and $300 of free credits should solve this issue of monetary investment for the duration of this class.

3. There are a low of options available as far as non-relational databases go. There are tons of “flavors” to choose from. I have previous experience using a MEAN stack which utilizes Mongodb non-relational database. I am planning on using this MEAN stack and Mongodb for the project(s) in this course as I liked working with those technologies and Google App Engine seems to support it well.

While perusing the tutorials, READMEs and FAQs on Google App Engine, I noticed that you can easily deploy stacks of your choosing from within Google App Engine. Included was the MEAN stack which utilizes Mongodb. I plan to do that for storing complex data for my dynamic web pages.

4.

Idea 1: Pickup Game Venues

A web application that interfaces with Google Maps, and allows users to create locations which are then stored within the database. Locations will be able to have pictures uploaded, ratings given (0-5 stars), comments, and basic description information. All of the aforementioned data will be stored in a non-relational database. These locations will specifically be places where pick up sports games can be played. An example would be a city park in your home town.

Idea 2: Strava Avatar Builder

A web application that interfaces with Strava mobile application and allows users to upload activities from Strava to the web app. The data from uploaded activities will be stored in a non-relational database and then used to upgrade avatars on the web application. Users avatars will be persistent and as they upload more and more activities from strava, their avatars will dynamically change and grow accordingly. Data about the avatars will also be stored in a database and include all types of attributes like Strength, Endurance, Mental Fortitude, Name, etc.