

How to Convert Cloud Foundry to Code Engine in 3 Easy Steps

#codeengine #cloudfoundry #ibmcloud

Cloud foundry is a great platforms and I have used it a lot in recent years but I was interested in simplifying the deployment of my multitiered apps. Naturally I was thinking Kubernetes but I settled on the [IBM Cloud® Code Engine](#) which is a fully managed, serverless platform built on Kubernetes.

I recently posted about a Savings Bond Wizard conversion app that is deployed using a combination of Cloud Foundry and OpenWhisk. Don't worry if you don't know what a Saving Bond Wizard is. It not important here but its a nice little app to show the three steps I used to move from Cloud Foundry to Code Engine.

Step 1- Create a project

The cloud foundry apps that make up the tiers of my web app are deployed separately. I have them in different resource groups and tagged with different keywords but there is nothing in the deployment that intrinsically marks them as part of a single system. Compared to my cloud foundry deployment, code engine deployments are cleaner. With code engine my tiers are logically grouped as part of a **project** which is basically a Kubernetes namespace. Once I have a project, I can deploy the app tiers as containerized apps.

Step 2 – Create Container app images

In my original code I used the nginx buildpack to deploy the Vue.js front-end. That buildpack is really just creating an image for me and I can still use that strategy with [Code Engine and Cloud Native Buildpacks](#) but I wanted to take more control over this process so I created a Dockerfile to build and run my front-end. The advantage for me is that both parts of my app now use Dockerfiles so there is an internal consistency. There is a not a build pack that covers the one-off setup I need for the C++ and node setup I use for the backend.

The Red Hat registry has great set of curated and secured base images so for the build phase of the front-end I chose the [Node.js 14 image](#) which runs “yarn build” to generate the deployment files. To run the front-end I chose the [Nginx 1.20 image](#) which matches my original cloud foundry choice. I also refactored the reverse proxy config I used to with cloud foundry so that I could use it with this Nginx image.

For my services tier, I chose the CentOS base image from docker.io for the build phase which made it easy to add the compiler and build tools I need to create the “sbw2csv” tool that the services tier uses. To run the services tier I chose the [Node.js 14 Minimal image](#) from Red Hat and set the entry point to “yarn start”.

After creating both of these images I [pushed them to the IBM registry](#).

Step 3 – Deploy applications

In the [code engine web site](#) I selected my project, clicked “Applications” and “Create”. From there I chose “services” as the name and set the image reference to the services image I pushed in step 2. I took the defaults for all the other settings. My services layer also needs access to a Cloudant db and a Cloud Object Storage bucket. I set those up on the command line using “ibmcloud ce app bind”. See the README in git for those details.

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Next I went back to “Applications” and clicked “Create” again. I chose a name for my application and set the image reference to the UI image I pushed in step 2. I also expanded the “Environment variables (optional)” section and set a value for “COS_DOWNLOAD” URL which is the same value I used in the cloud foundry version of the app.

Done

That was it. Much easier than I anticipated. The cloud foundry site has a comparison between itself and Kubernetes where it says “By way of analogy, one can imagine that Cloud Foundry is a doll’s house, and Kubernetes is a box of building blocks from which you can create a doll’s house.” Using that same analogy, Code Engine is a doll’s house built on Kubernetes.

All the code is on GitHub [here](#).

You can see the running app [here](#).