





lab title

Creating a Low Cost Sync Database for JavaScript Applications with AWS V1.00



Course title

AWS Certified Developer Associate



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About the Lab

These lab notes are to support the instructional videos on Creating a Low Cost Sync Database for JavaScript

Applications with AWS in the BackSpace AWS Certified Developer course.

This tutorial will focus on using S3 with the AWS Javascript SDK for Browser. This could be used with apps that access files on an S3 bucket and also require user information to be stored. I have chosen Facebook as the identity provider but a similar process applies for Amazon and Google. I would recommend only using one identity provider for your app so that your users don't produce multiple S3 buckets.

Please refer to the AWS JavaScript SDK documentation at:

http://docs.aws.amazon.com/AWSJavaScriptSDK/latest/AWS/S3.html

Please note that AWS services change on a weekly basis and it is extremely important you check the version number on this document to ensure you have the lastest version with any updates or corrections.

Creating an Amazon S3 bucket to Host a Static Website

In this section we will use the S3 service to create a bucket for hosting a static website. We will not be using it with a domain name to simplify the lab (this will be explained in the S3 lab). We will then enable Cross Origin Resource Sharing (CORS) which allows AWS resources to be requested from another domain outside the domain from which the resources originated, without being blocked by the browser.

Select the S3 Console.

Create a bucket and give it a unique name such as lab.your.domain.name

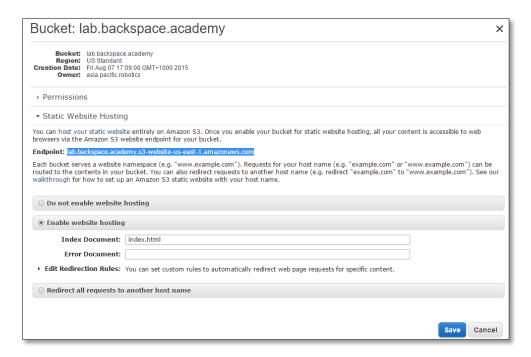
Select the bucket and click "Properties"

Expand "Static Website Hosting"

Check "Enable website hosting"

Enter "index.html" for the index document.

Take note of the endpoint for the website as we will need this later when registering with Facebook.



Click "Save".

Click properties again.

Click to expand permissions.

Select "Add CORS Configuration"

Replace with the following XML:

Click "Close"

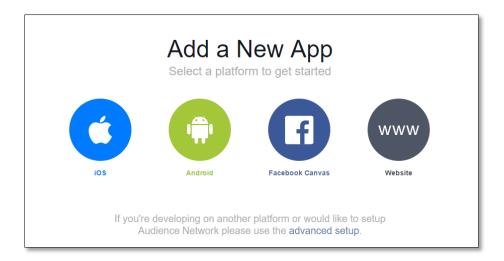
Click "Save"

Creating a Facebook App and Getting the App ID

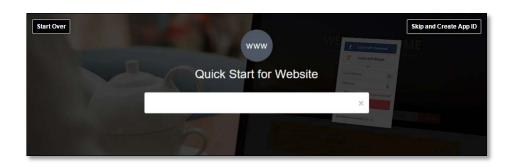
In this section we will create a Facebook App for our web application and get the App ID for our application to reference.

Go to https://developers.facebook.com/apps/.

Select "My Apps" then click "Add a new App"



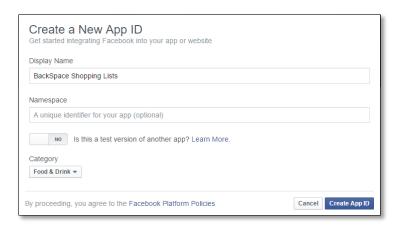
Select "Website"



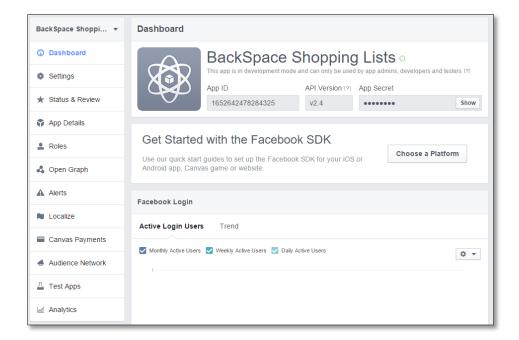
Click "Skip and Create App ID"

Give your app a unique name.

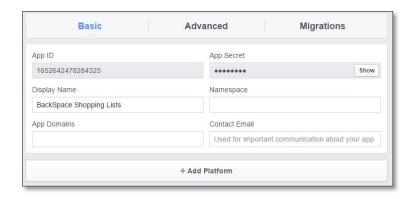
Select "Food and Drink" for category.



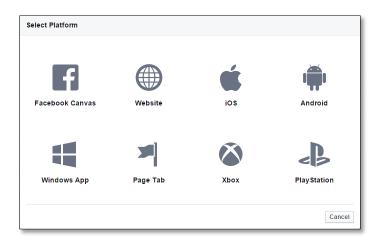
Click "Create App ID"



Click on "Settings"

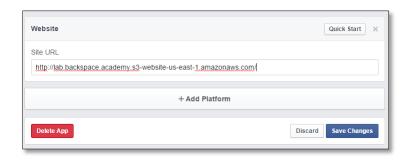


Click on "Add Platform"



Click on "Website"

Input the URL of the site you created previously.



Click "Save Changes"

Click on the "Advanced" Tab

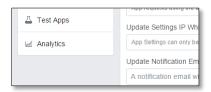
Scroll down to Client OAuth Settings

Enter redirect URL as YOUR_WEBSITE_URL/auth/facebook/callback

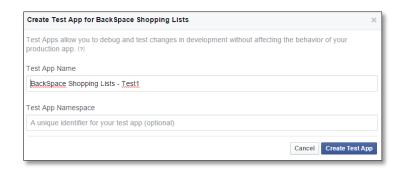


Click "Save Changes"

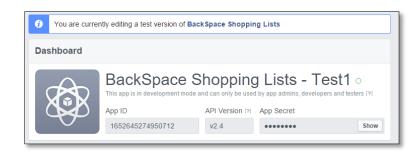
Click "Test Apps"



Click "Create a Test App"



Click "Create a Test App"



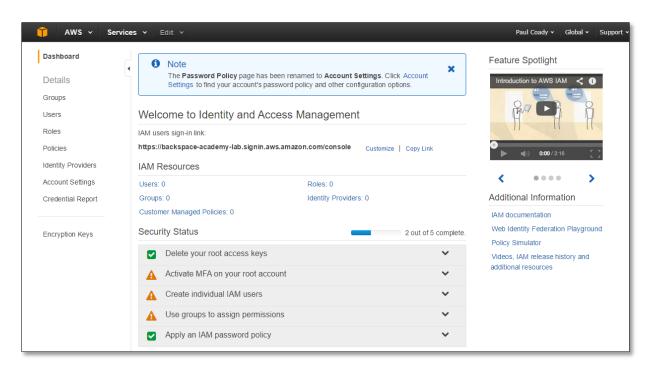
Take note of your test "App ID", we will need it later.

When you change from test to production you will use the main app ID but for testing we will use the test App ID.

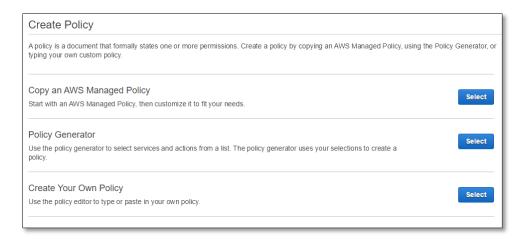
Creating an IAM Role to Assign Users Logged in through Facebook

In this section we will use the Identity and Access Management (IAM) service to create a policy for creating federated users. We will then create a Facebook app and use this for identification of users. User access will be restricted to an S3 bucket in their Facebook ID.

Select the IAM Console



Click "Policies" then "Get Started". Click "Create Policy".



Select "Create Your Own Policy".

Call the policy "BackSpaceAcademyFacebook"

Give it a description.

Add the following to Policy Document. Replace YourBucketName with the bucket you created (bucket name only, not the website URL). It is very important to ensure that the "Version": "2012-10-17" statement is included otherwise the policy variables will not be recognised:

```
{
    "Version": "2012-10-17",
    "Statement": [
            "Action": [
                "s3:GetObject",
                "s3:PutObject",
                "s3:PutObjectAcl",
                "s3:DeleteObject"
            ],
            "Resource": [
                "arn:aws:s3:::YourBucketName/facebook-${graph.facebook.com:id}/*"
            "Effect": "Allow"
        },
            "Action": [
                "s3:ListBucket"
            ],
            "Resource": [
                "arn:aws:s3:::YourBucketName"
            "Effect": "Allow",
            "Condition": {
```

Click "Validate Policy" to check for errors

Click "Create Policy"

Go to "Roles"

Click "Create Role"

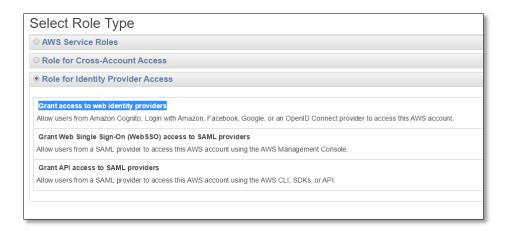
Call the role "facebookBackSpace"



Click "Next Step"

Click "Role for Identity Provider Access"

Select "Grant access to web identity providers"



Enter Facebook as the Identity Provider.

Enter you Facebook App ID.



Click "Next Step" for "Verify Role Trust"

Attach the "BackSpaceAcademyFacebook" policy.



Click "Next Step"

Click "Create Role"

Click on the new role and take note of the Role ARN (we will need this later)



Creating an Application Using Facebook Login and Local Storage

In this section we will create an application using Federated login with Facebook to provide access to AWS S3 resources. We will save data to local browser storage.

Download the following files to a folder (select "Raw" then save) from https://gist.github.com/pcoady/5633ac8d8f77e4a898f3

- index.html
- app.js
- app.css

Download the following assets for the app to the folder also:

http://cdn.backspace.academy/public/classroom/aws-cd-a/IAM-S3-lab/supermarket.jpg

http://cdn.backspace.academy/public/classroom/aws-cd-a/IAM-S3-lab/favicon.ico

Open up Windows File Explorer and right click on the folder and select "Git Init Here".

You will now see a .git folder created inside your folder.

Open Atom IDE.

Open the main folder (not the .git folder).

You will now see your project in the side menu.

Select "Packages" – "Git Plus" – "Add All Commit".

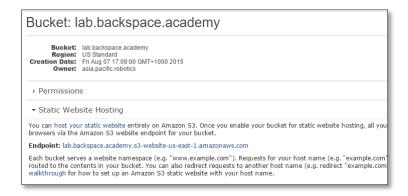
Type in a commit message then save and close COMMIT_EDITMSG.

You have now done your first commit. From now on commit regularly after changes have been made.

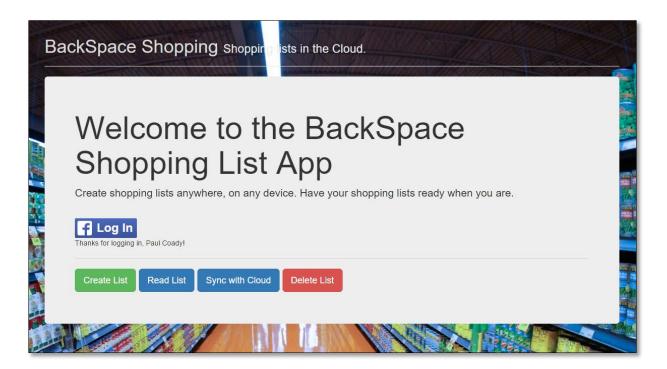
Open the S3 console.

Upload the project files to your bucket (make sure they are all upload as public).

Now point your browser to the bucket website endpoint.



Sign in with Facebook.

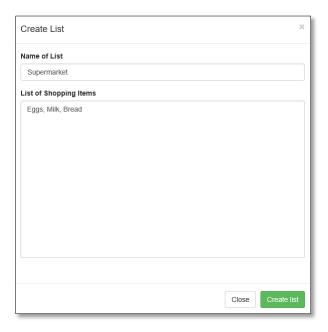


Press F12 to open the Developer Tools.

Go back to the browser and click "CreateList"

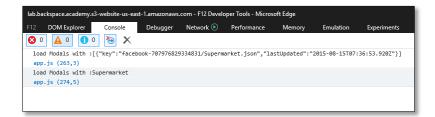
Create a new shopping list and click "Create List"

Now click close.



A shopping list has been created and stored in persistent local storage. You will get a notification 'Shopping list successfully created'.

If you check the developer tools console you will see an object has been created and has been added to the modal screen dropdown menus.



Type "localStorage" at the bottom of the console to see the contents of the device local storage.



Click to expand the objects we created.

Now let's read the shopping list. Click "Read List" and select the list to read its contents.



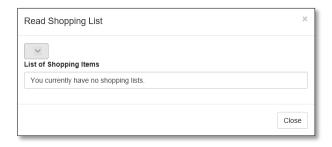
Now let's delete the list.

Click "Delete List"

Select the list and click "Delete List"



Now go back to read lists to see it has been deleted.



Click "Close"

Now refresh the browser screen and look at the developer tools console again.

Check localStorage again to see the object hase been deleted and the objects index is now empty.

```
localStorage

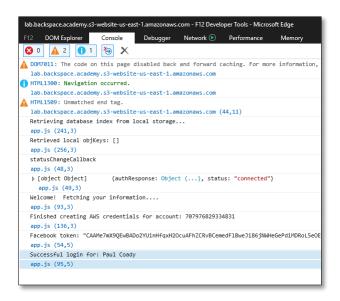
# [object Storage] {length: 1, objKeysBSL: "[]"}

# [functions] |

# proto_ [object StoragePrototype] {...}

length 1

objKeysBSL "[]"
```



Here you can see the application has:

- · retrieved the empty object index from local storage;
- · downloaded Facebook token and user information; and
- created temporary AWS credentials after receiving the Facebook token.

Our basic application is ready to be developed into a cloud application. We have AWS temporary credentials for federated users and can use these to access our S3 bucket and sync with local storage. This way we can synchronise data across all devices based on the most recent "lastUpdated" entry of the object.

Storing your App Data in Amazon S3

In this section we will use our temporary AWS credentials to upload and download JSON files to S3. We will then look at synchronising local data on devices to the cloud data based on the most current "lastUpdated" entry.

Open Atom IDE.

Change the createShoppingList function in app.js to:

```
function createShoppingList(){
 if (validLogin()){
    if (!userSync){
     alert('Please sync database before creating new lists.');
      return;
    var listName = $('#inputCreateName')[0].value;
    if (listName === ''){
      growl('danger', 'List Name Error', 'Please enter a valid name for your shopping list!');
      return;
    $('#btnCreate').attr("disabled", "disabled");
    showSpinner();
    data = {
      listName: listName,
     itemList: $('#inputCreateList')[0].value,
     lastUpdated: new Date()
    };
    var key = prefix + '/' + listName + '.json';
    saveLocalStorage(data,key);
    var keyDetails =
      'key': key,
      'lastUpdated': new Date()
    objKeys.push(keyDetails);
    saveLocalStorage(objKeys,'objKeysBSL');
    console.log('Creating shopping list in the Cloud: ' + key)
    saveS3(data,key);
```

```
saveS3(objKeys, (prefix + '/' + 'objKeysBSL.json'));
growl('success', 'List Created', 'Shopping list successfully created in Cloud');
hideSpinner();
$('#btnCreate').removeAttr("disabled");
loadModals();
}
```

Now create the saveS3 function:

```
function saveS3(data,key){
 if (validLogin()){
    //Object key will be facebook-USERID#/FILE_NAME
   var temp = JSON.stringify(data);
    var params = {
       Bucket: bucketName,
       Key: key,
       ContentType: 'json',
        Body: temp
    };
    console.log('Saving data to S3 at: '+ JSON.stringify(key))
    S3.putObject(params, function (err, data) {
        if (err) {
            console.log('Error saving to cloud: ' + err);
            growl('danger','Error.','Unable to save data to cloud.');
          growl('success','Finished','Data saved to cloud.');
   });
}
```

Also change syncShoppingList to:

```
function syncShoppingList(){
   userSync = true;
}
```

Upload to S3 again (make sure it is public).

Open your browser to the app url

Open the developer tools.

Create another shopping list in the app.

Now check the console to see the object created in S3.

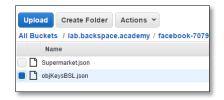
```
Creating shopping list in the Cloud: facebook-707976829334831/Supermarket.json app.js (170,7) load Modals with :[{"key":"facebook-707976829334831/Supermarket.json","lastUpdarapp.js (272,3) load Modals with :Supermarket app.js (283,5)
```

Now check localStorage in dev tools

Now open the AWS S3 console.

Open the newly created facebook folder.

You will see our JSON index file and object file created.



Open Supermarket.json to see its contents

```
{
    listName: "Supermarket",
    itemList: "Eggs, Milk, Bread",
    lastUpdated: "2015-08-15T09:08:08.1292"
}
```

Open objKeysBSL.json to see the reference to the object we created. Any new shopping lists will be added to this list.

We have successfully creates a shopping list that is replicated in S3.

Now go back to Atom IDE.

Change deleteShoppingList to:

```
function deleteShoppingList(shoppingList){
  if (objKeys.length>0){
    $('#btnDelete').attr("disabled", "disabled");
    var key = objKeys[shoppingList].key;
    deleteLocalStorage(key);
    objKeys.splice(shoppingList, 1);
    saveLocalStorage(objKeys,'objKeysBSL');
    if (validLogin()){
     console.log('Deleting shopping list from S3: ' + key)
     deleteS3(key);
      saveS3(objKeys, (prefix + '/' + 'objKeysBSL.json'));
    loadModals();
    growl('success','Deleted.','Shopping list successfully deleted');
    $('#btnDelete').removeAttr("disabled");
  else{
    growl('danger','Error.','You have no shopping lists to delete!');
}
```

Now update the deleteS3 function:

```
function deleteS3(key){
  var params = {
    Bucket: bucketName,
    Key: key
  };
  S3.deleteObject(params, function(err, data) {
    if (err) {
      console.log(err, err.stack);
      growl('danger','Error','Data not deleted from cloud.');
    }
  else {
```

```
growl('success','Finished','Data deleted from cloud.');
}
});
}
```

Open the S3 console.

Delete the objects in the Facebook folder.

Upload to S3 again in the main folder, not the Facebook folder (make sure it is public).

Clear localStorage in dev tools.

Open your browser to the app url

Create a new shopping list.

Check it has been created in localStorage and S3.

Click "Delete list" and delete the list.

Open the developer tools to see the list has been deleted and the object index is empty.

```
localStorage

4 [object Storage] {length: 1, objKeysBSL: "[]"}

b [functions]
b __proto__ [object StoragePrototype] {...}
length 1
objKeysBSL "[]"
```

Open the S3 console to see the list has been also deleted and the object index is empty (make sure you click the refresh button).

We have successfully created and replicated an object on local storage and S3. We have also successfully deleted the object from both local storage and S3.

Next we will create a sync operation that will sync the device with the current index on the cloud. If the list on the cloud is newer local storage will be updated and vice versa.

Synchronising files on a Device to Amazon S3

In this section we will create a sync operation that will sync the device with the current index on the cloud. If the list on the cloud is newer local storage will be updated and vice versa.

Open Atom IDE

Change syncShoppingList to:

```
AWS
function syncShoppingList(){
  if (validLogin()){
   var temp = [];
    var temp2 = [];
   var params = {
     Bucket: bucketName,
     Key: (prefix + '/' + 'objKeysBSL.json')
    showSpinner();
    // Get objKeys index from S3
    S3.getObject(params, function(err, data) {
     if (err){
        console.log(err, err.stack);
        // No shopping lists in cloud, check local storage
        checkLocal();
      else {
        temp = JSON.parse(data.Body);
        if (temp.length > 0) {
          console.log('Downloaded Object keys: ' + JSON.stringify(temp))
          saveLocalStorage(temp,'objKeysBSL')
          // Start the sync
          syncS3Local(temp,false);
        }
        else {
          // No shopping lists in cloud, check local storage
          checkLocal();
```

```
}
}
});

else{
   growl('warning','Facebook Login','You are not logged in with Facebook');
}
```

Change checkLocal to:

```
function checkLocal(){
  // Check local storage for objects index
 console.log('Could not find lists index in cloud.');
 var temp = readLocalStorage('objKeysBSL');
 if ((typeof temp !== 'undefined')&&(temp.length > 0)) {
   console.log('Found local lists index.')
    saveS3(temp, (prefix + '/' + 'objKeysBSL.json'))
   // Start the sync
   syncS3Local(temp, true);
 else{
   // No shopping lists local either
   hideSpinner();
   console.log('Could not find lists index in local storage.');
   growl('warning','Finished','Nothing to sync');
   userSync = true;
}
```

Change syncS3Local to:

```
function syncS3Local(objKeyS3, emptyS3){
  console.log('Starting to sync cloud to local storage...');
  var tempKey, tempLocal, TempS3, dateLocal, dateS3, params;
  async.each(objKeyS3, function (value) {
    tempKey = value.key;
    // Get object lastUpdated date from localStorage
    tempLocal = readLocalStorage(value.key);
    if(typeof tempLocal === 'undefined'){
        dateLocal = 0;
    }
    else{
```

```
dateLocal = new Date(tempLocal.lastUpdated);
  dateS3 = new Date(value.lastUpdated);
  if (dateLocal < dateS3){</pre>
   // Local storage is old update
    // Get object from S3
    params = {
                Bucket: bucketName,
                Key: value.key
               };
               S3.getObject(params, function(err, data) {
      if (err){
        console.log('Error: Could not sync ' + value.key);
        console.log(err, err.stack);
      else {
        TempS3 = JSON.parse(data.Body);
        // Save to local storage
        console.log('Synced: ' + value.key);
        saveLocalStorage(TempS3, value.key);
    });
  else if ((dateLocal > dateS3)||(emptyS3)){
    // Local storage is newer update
    // Save local object to S3
    var temp = JSON.stringify(tempLocal);
    params = {
        Bucket: bucketName,
        Key: value.key,
        ContentType: 'json',
        Body: temp
    };
    console.log('Saving data to S3 at: '+ JSON.stringify(value.key));
    S3.putObject(params, function (err, data) {
        if (err) {
            console.log('Error saving to cloud: ' + err);
            growl('danger','Error.','Unable to save data to cloud.');
        } else {
          growl('success','Finished','Data saved to cloud.');
    });
 }
}, function (err) {
  if (err) console.error('Async.js error: ' + err.message);
});
loadModals();
hideSpinner();
```

```
growl('success','Finished','Sync local database with cloud.');
  userSync = true;
}
```

Now save and upload to S3

Now run the application and sync to the cloud.

No run the command localStorage.clear() to clear the local storage

No run the sync again and check the local storage has been restored.