

DALHOUSIE UNIVERSITY

CSCI5409 CLOUD COMPUTING

ASSIGNMENT REPORT

Assignment 2

Submitted By :
Deeksha Behara :B00784704

Supervisor:
Faisel Abbas

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1 Introduction

The task of assignment 2 included a simple user interface which uploads, downloads and deletes images from a cloud based image management website called Cloudinary. A desktop application has to be developed to upload, download, delete and list the image files using the API to the Cloudinary Services. The images can be uploaded to the Cloudinary either from the local file system or by specifying a remote HTTP URL of publicly accessible Image.

2 Environment and Resources Used:

- **Cloudinary Cloud Services**

The cloud service used to manage web and media assets like storage, modification , transformation and deletions.

- **Brackets**

The Integrated Development Editor used to make the websites locally and test in the local system.

- **FileZilla:**

FileZilla a simple file transfer tool which was used to transfer the files from the local directory to the cloud services.

- **HTML:**

Hyper text Markup Language is used for designing front end of the websites.

- **Flask:**

Flask is an micro web framework written in Python. Flask is used in the project to establish the front end and the back end connectivity.

- **Python:**

Python is the back-end technology used in this project to establish the Cloudinary connectivity and perform the upload, download and delete operations based on the inputs provided by the user.

- **Javascript:**

This was the scripting language used to implement the widget used to upload and list the images from the Cloudinary managed library.

The above components were used to develop the project. Other elements such as bootstrap and CSS were used to style the front end.

2.1 User Interface

The user interface is divided into three panels. The first panel allows the user to upload images (one at a time) and the images will be listed below the button. This is implemented using the widget provided by Cloudinary. The second panel allows the user to list the images uploaded onto the managed library services. The third panel allows the use to either download or delete the image uploaded by giving the link displayed in the second panel.

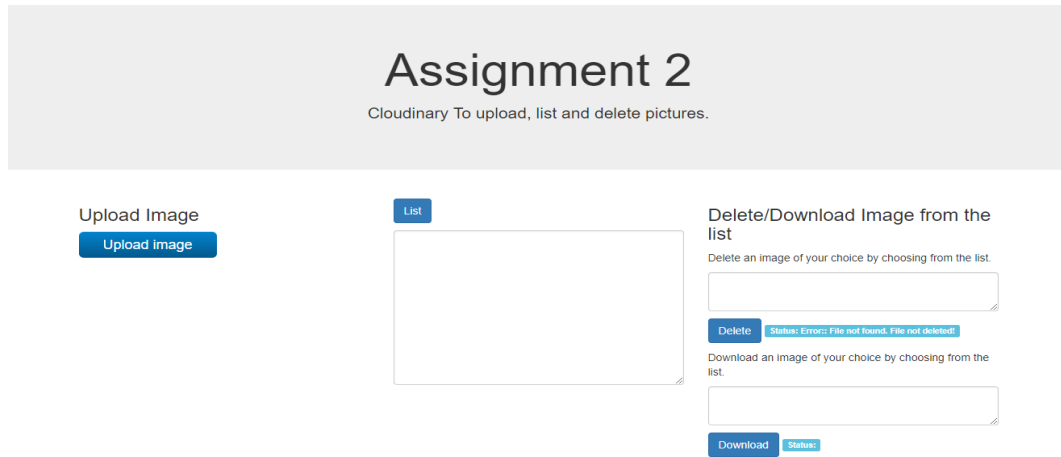


Figure 1: The user Interface built to upload, delete and list the images.

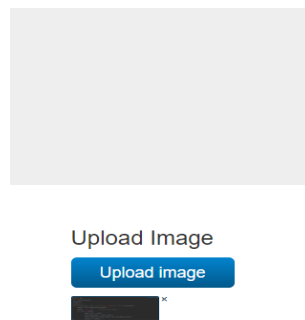


Figure 2: The user can upload the images from his local directory by using the widget from the cloudinary implemented.

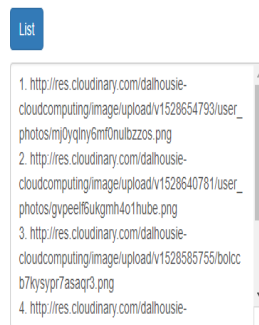


Figure 3: The user can see the list of images uploaded on Cloudinary by clicking on the list button

Delete/Download Image from the list

Delete an image of your choice by choosing from the list.

Download an image of your choice by choosing from the list.

Figure 4: The user delete or download an image uploaded on Cloudinary by entering the Url and hitting the button. The image gets downloaded to the same location as the project.

3 Test Cases

In this section we talk about the different test cases developed to test the interface.

Delete/Download Image from the list

Delete an image of your choice by choosing from the list.

Figure 5: When the user enters a link of the image which is not available in cloudinary, the user is notified with File not found error.

Download an image of your choice by choosing from the list.

Figure 6: On entering negative values , the webpage prompts the user to enter valid values.

4 Installation Steps:

1. Unzip the folder which has the app.py, html , Logic.js and style.css file.
2. Install Flask in the location for the front end to the back end connectivity
3. open terminal in a linux machine or windows power shell and type the commands given below.
4. Navigate to the location of the folder.
5. Run python app.py
6. Open the <http://localhost:5000> to view the project.y

5 Conclusion

In this assignment, several aspects of clouds and web development was explored. The concepts of cloud and web development was learnt in depth.

6 References

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2. Otto, M., & Thornton, J. (n.d.). Bootstrap. Retrieved from <https://getbootstrap.com/>
3. Welcome. (n.d.). Retrieved from <http://flask.pocoo.org/>
4. HTML5 Tutorial. (n.d.). Retrieved from <https://www.w3schools.com/Html/>