

Quickstart for Node.js in the App Engine Standard Environment

Python [2.7](https://cloud.google.com/appengine/docs/standard/python/quickstart/3.7) (https://cloud.google.com/appengine/docs/standard/python/quickstart/3.7) (https://cloud.google.com/appengine/docs/standard/python3/quickstart) | Java [8](https://cloud.google.com/appengine/docs/standard/java/quickstart) (https://cloud.google.com/appengine/docs/standard/java/quickstart) | PHP [5.5](https://cloud.google.com/appengine/docs/standard/php/quickstart/7.2) (https://cloud.google.com/appengine/docs/standard/php/quickstart/7.2) (https://cloud.google.com/appengine/docs/standard/php7/quickstart) | Go [1.9](https://cloud.google.com/appengine/docs/standard/go/quickstart/1.11) (https://cloud.google.com/appengine/docs/standard/go/quickstart/1.11) (https://cloud.google.com/appengine/docs/standard/go111/quickstart) | **Node.js**

Beta

This is a beta release of Node.js in the Google App Engine standard environment. This feature might be changed in backward-incompatible ways and is not subject to any SLA or deprecation policy.

This quickstart shows how to deploy a sample app on App Engine. If you want to learn about coding an app for App Engine, see [Building an App](https://cloud.google.com/appengine/docs/standard/nodejs/building-app/) (https://cloud.google.com/appengine/docs/standard/nodejs/building-app/).

Costs

There are no costs associated with running this guide. Running this sample app alone does not exceed your [free quota](https://cloud.google.com/appengine/quotas) (https://cloud.google.com/appengine/quotas).

Before you begin

1. Use the GCP Console to create a Google Cloud Platform project, choose a [region \(#\)](#) where you want your application's resources to be located, and enable billing:

[GO TO THE CONSOLE](https://console.cloud.google.com/projectselector/appengine/create?lang=nodejs&st=true) (HTTPS://CONSOLE.CLOUD.GOOGLE.COM/PROJECTSELECTOR/APPENGINE/CREATE?LANG=NODEJS&ST=TRUE)

After you choose a region and enable billing, the **Dashboard** opens.

2. Prepare your development environment. You can either use Google Cloud Shell or your local machine:

CLOUD SHELLLOCAL MACHINE

Launch Cloud Shell, which has all the tools you'll need pre-installed:
[OPEN CLOUD SHELL](https://console.cloud.google.com/appengine?cloudshell=true) (HTTPS://CONSOLE.CLOUD.GOOGLE.COM/APPENGINE?CLOUDSHELL=TRUE)

Download the sample code

Use our simple Hello World app for a quick overview of deploying a web service on App Engine. Follow these steps to download the code to your development environment:

1. Download the [Node.js sample app repository](https://github.com/GoogleCloudPlatform/nodejs-docs-samples) (https://github.com/GoogleCloudPlatform/nodejs-docs-samples):

CLOUD SHELLLOCAL MACHINE

Clone the Git repository:
git clone https://github.com/GoogleCloudPlatform/nodejs-docs-samples

2. Change to the directory that contains the Hello World app:

cd nodejs-docs-samples/appengine/hello-world/standard

Run Hello World locally

1. Install dependencies for the project:

```
npm install
```




2. Start the HTTP server:

```
npm start
```



3. View the app in your web browser:

CLOUD SHELL	LOCAL MACHINE
In the Cloud Shell toolbar, click Web preview  and select Preview on port 8080 .	

You can see the message **Hello, world!** displayed on the page.

4. Stop the HTTP server by pressing **Ctrl+C** in the terminal window.

Deploy and run Hello World on App Engine

1. Deploy the Hello World app on App Engine by running the following command from the `hello-world/standard` directory:

```
gcloud app deploy
```



2. View the live app at `https://YOUR_PROJECT_ID.appspot.com`:

```
gcloud app browse
```




The message **Hello, world!** is now delivered by a web server running on an App Engine instance.

Congratulations! You've successfully deployed a Node.js web service on App Engine!

Clean up

If you want to continue learning about App Engine, you can keep your GCP project and follow along with [Building an App](https://cloud.google.com/appengine/docs/standard/nodejs/building-app) (<https://cloud.google.com/appengine/docs/standard/nodejs/building-app>).

Alternatively, you can delete your GCP project to stop billing for all the resources used within that project.

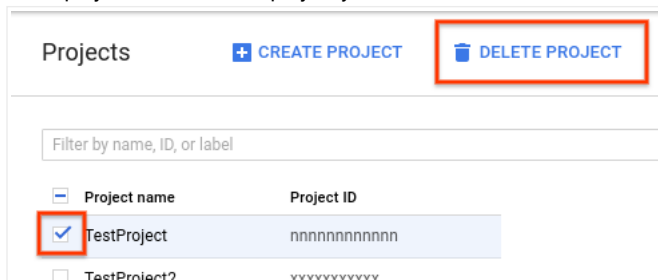
 **Warning:** Deleting a project has the following consequences:

- If you used an existing project, you'll also delete any other work you've done in the project.
- You can't reuse the project ID of a deleted project. If you created a custom project ID that you plan to use in the future, delete the resources inside the project instead. This step ensures that URLs that use the project ID, such as an `appspot.com` URL, remain available.

1. In the GCP Console, go to the Projects page.

[GO TO THE PROJECTS PAGE](https://console.cloud.google.com/iam-admin/projects) ([HTTPS://CONSOLE.CLOUD.GOOGLE.COM/IAM-ADMIN/PROJECTS](https://console.cloud.google.com/iam-admin/projects))

2. In the project list, select the project you want to delete and click **Delete project**.



3. In the dialog, type the project ID, and then click **Shut down** to delete the project.

What's next

Now that you have experience deploying a web service on App Engine, get a more in-depth walkthrough of Node.js on App Engine by reading [Building an App](https://cloud.google.com/appengine/docs/standard/nodejs/building-app) (<https://cloud.google.com/appengine/docs/standard/nodejs/building-app>).

For more information about the Node.js runtime in the App Engine standard environment, see [Node.js Runtime Environment](https://cloud.google.com/appengine/docs/standard/nodejs/runtime) (<https://cloud.google.com/appengine/docs/standard/nodejs/runtime>).

Except as otherwise noted, the content of this page is licensed under the [Creative Commons Attribution 3.0 License](https://creativecommons.org/licenses/by/3.0/) (<https://creativecommons.org/licenses/by/3.0/>), and code samples are licensed under the [Apache 2.0 License](https://www.apache.org/licenses/LICENSE-2.0) (<https://www.apache.org/licenses/LICENSE-2.0>). For details, see our [Site Policies](https://developers.google.com/terms/site-policies) (<https://developers.google.com/terms/site-policies>). Java is a registered trademark of Oracle and/or its affiliates.

Last updated October 29, 2018.