

CMPE281 – Cloud Technology

Instructor: Jerry Gao, Ph.D.

Semester: Spring, 2014

Posted date: 2/25/2014

Due date: 3/18/2014

Lab #2 Assignment – Playing with Google App. Engineer or Eucalyptus open Cloud

Objectives

This lab assignment is designed to enable students to gain some hands-on experience on Other Cloud Technologies, such as Google Application Engine.

Each student is required to work on this laboratory assignment individually and submit your deliverables into the Canvas account.

The basic requirements are given below:

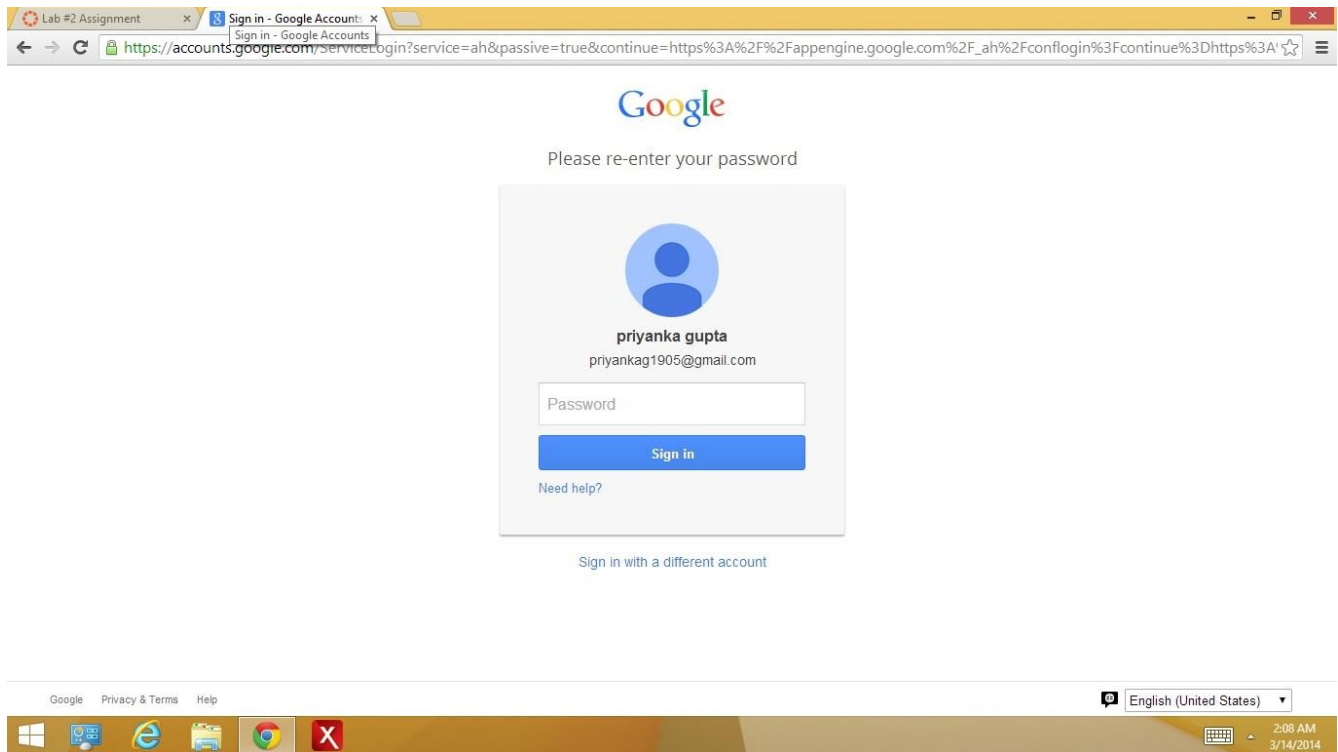
- (a) Set up a user account in your selected cloud technology online (Google App. Engine or Eucalyptus open Cloud)
- (b) Login to the select cloud and make necessary configurations for your selected application program.
- (c) Launch and deploy your selected application (or an instance) onto your selected cloud environment.

Solution Objective:

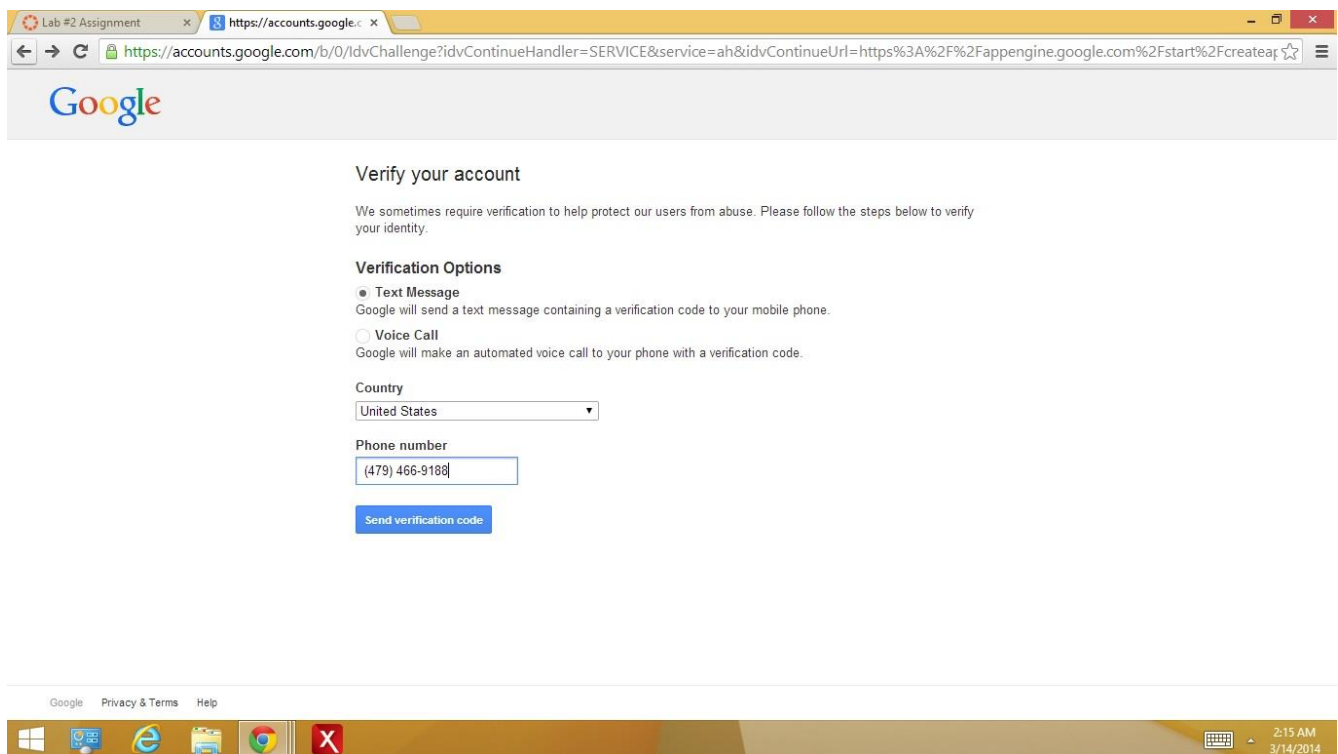
Use Google App Engine's platform to build and deploy a web application.

Procedure:

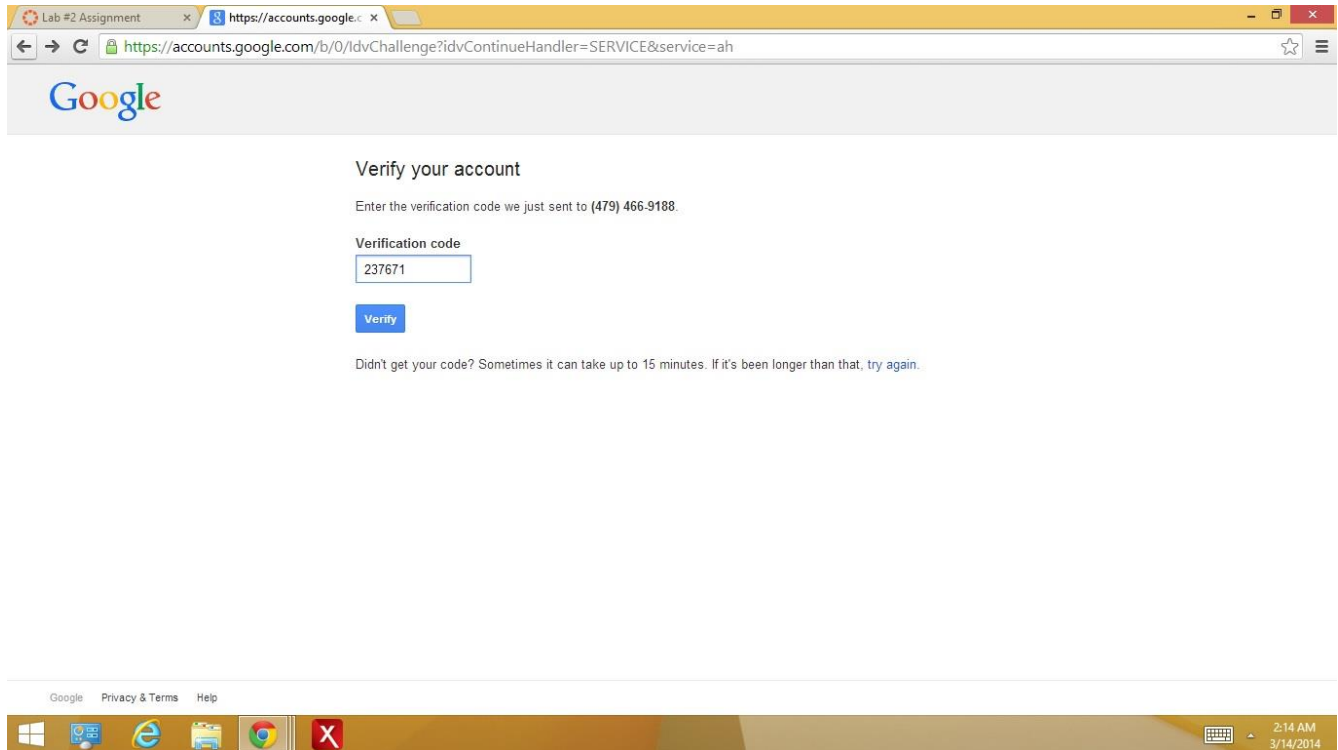
1. Browse to appengine.google.com and create a new login id. In case you already have a google id, login to your account.



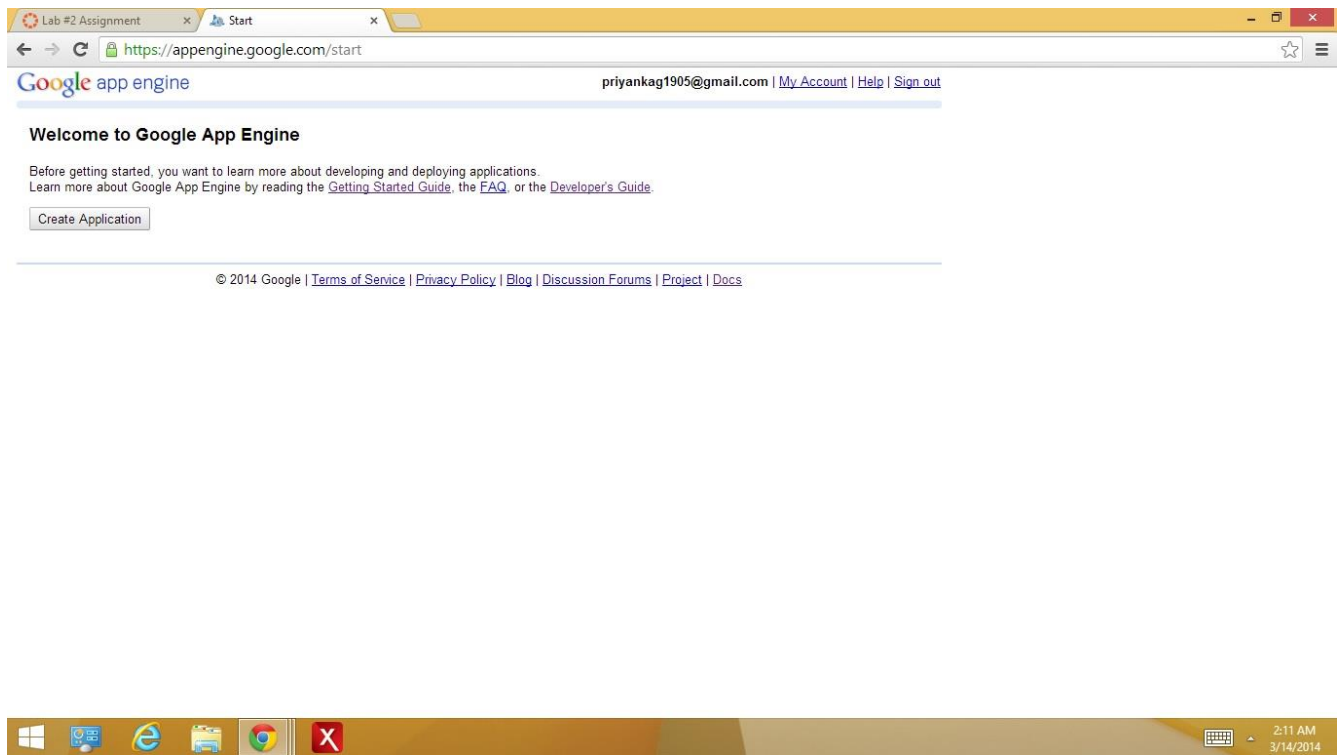
2. On verification screen, enter your phone number for the verification code.



3. Enter the verification code that you get through voice call or text message from your phone.



4. On successful verification, create a new application. Click on *Create Application*.



5. Enter the *Application Id* and *Check Availability*. If the id is available, enter the *Application Title* and *Authentication Option*. Accept the terms and create application.

Lab #2 Assignment x Create an Application x

https://appengine.google.com/start/createapp

Google app engine priyankag1905@gmail.com | My Account | Help | Sign out

Create an Application

You have 10 applications remaining.

Application Identifier: try-googleing appspot.com [Check Availability](#) Yes, "try-googleing" is available!

All Google account names and certain offensive or trademarked names may not be used as Application identifiers. You can map this application to your own domain later. [Learn more](#)

Application Title: Try Googleing
Displayed when users access your application.

Authentication Options (Advanced): [Learn more](#)
Google App Engine provides an API for authenticating your users, including Google Accounts, Google Apps, and OpenID. If you choose to use this feature for some parts of your site, you'll need to specify now what type of users can sign in to your application.

- ☒ **Open to all Google Accounts users (default)**
If your application uses authentication, anyone with a valid Google Account may sign in.
- ☐ **Restricted to the following Google Apps domain:**

e.g. foo.com
If your application uses authentication, only members of this Google Apps domain may sign in. If your organization uses Google Apps, use this option to create an application (e.g. an HR tracking tool) that is only accessible to accounts on your Google Apps domain. This option cannot be changed once it has been set.
- ☐ **(Experimental) Open to all users with an OpenID Provider**
If your application uses authentication, anyone who has an account with an OpenID Provider may sign in.

Terms of Service:
Last modified: Dec 16, 2013

These Google Cloud Platform Terms of Service apply to all new accounts for any Cloud Platform services created after February 1, 2014 and will apply to all Google App Engine accounts after May 1, 2014 and to all Google Cloud Storage, Google Prediction API, Google BigQuery Service, Google Cloud SQL, Google Compute Engine and Google Cloud Datastore accounts after March 2, 2014.

For Google App Engine accounts created before February 1, 2014, the Terms of Service located here

☒ I accept these terms.

[Create Application](#) [Cancel](#)

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6. On successful registration of the application, click on *Dashboard* to see the current status of application parameters and logs.

Lab #2 Assignment x Successfully Created an App x

https://appengine.google.com/start/createapp_success?app_id=s~try-googleing

Google app engine priyankag1905@gmail.com | My Account | Help | Sign out

Application Registered Successfully

The application will use **try-googleing** as an identifier. This identifier belongs in your application's configuration as well. Note that this identifier cannot be changed. [Learn more](#)

The application uses the **High Replication** storage scheme. [Learn more](#)

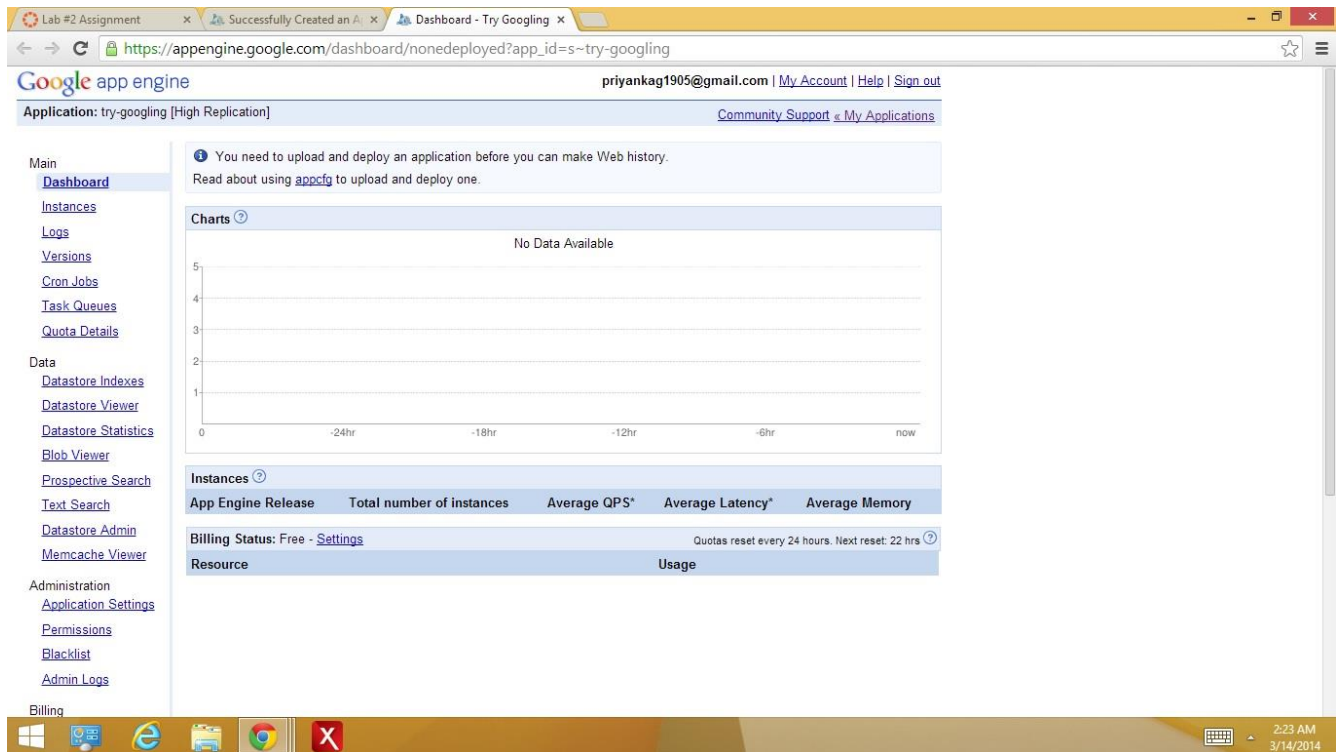
If you use Google authentication for your application, **Try Googleing** will be displayed on Sign In pages when users access your application.

Choose an option below:

- View the [dashboard](#) for Try Googleing.
- Use [appcfg](#) to upload and deploy your application code.
- Add [administrators](#) to collaborate on this application.

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7. All usage parameters are 0, as the application has not been used yet.



8. From the screen in *Step 6*, click on *AppCfg* to use the command line utility for downloading, deploying, managing applications on GAE.

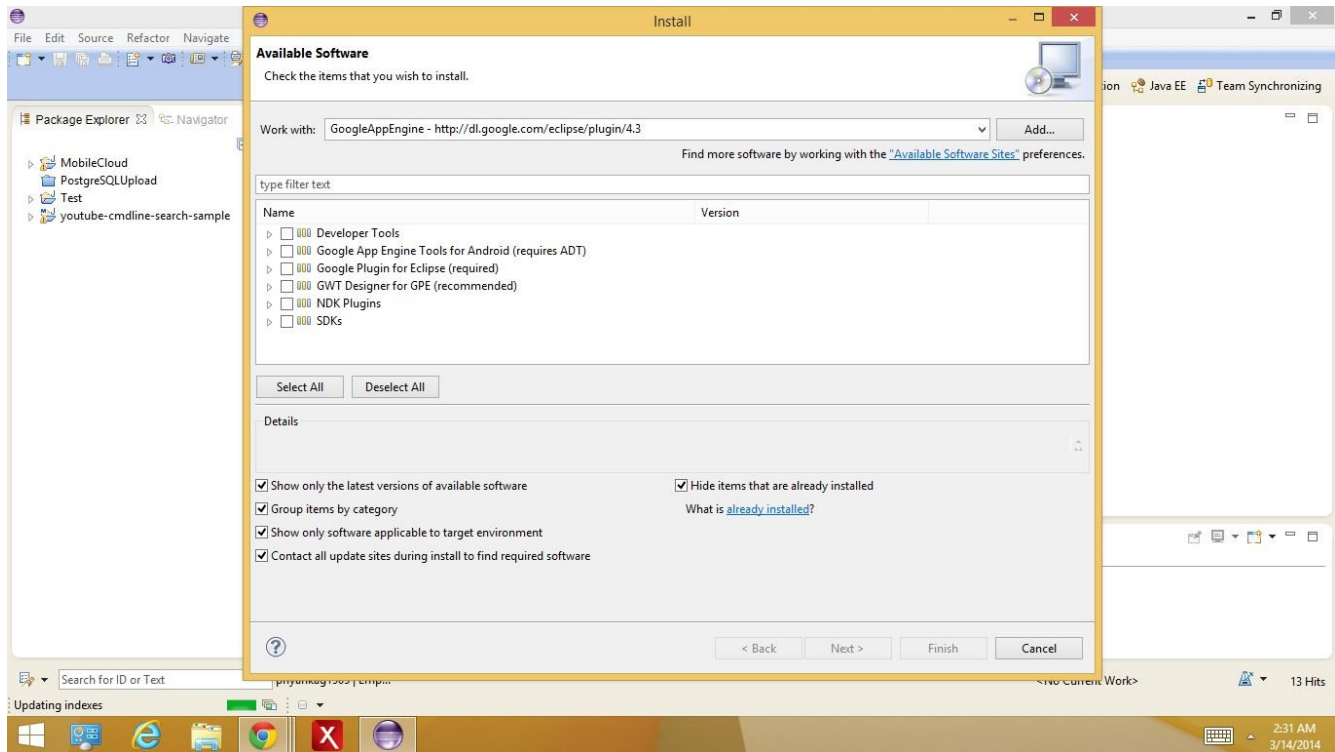
The screenshot shows the Google Developers page for the AppCfg tool. The page title is 'AppCfg Tool'. The main content area explains that the SDK includes a command for interacting with App Engine called AppCfg, which can be used to upload new versions of the code, configuration and static files for your app. It also mentions that a version of AppCfg is included with the SDK for each runtime environment. Below this, there are links for 'Python Runtime - appcfg.py' and 'Java Runtime - appcfg'. The page also includes a 'What is App Engine?' section with links to 'App Engine Features', 'Pricing and Quotas', 'Getting Started', 'Downloads', 'Python', 'Java', 'PHP', 'Go', 'Managing Your App', 'Sample Code, Tutorials and Videos', 'Further Reading', 'Support', and 'Admin Console'. The page is dated 'Last updated September 9, 2013'.

9. Alternatively, use GAE Eclipse Plugin for managing and deploying applications. The link for the plugin is available at

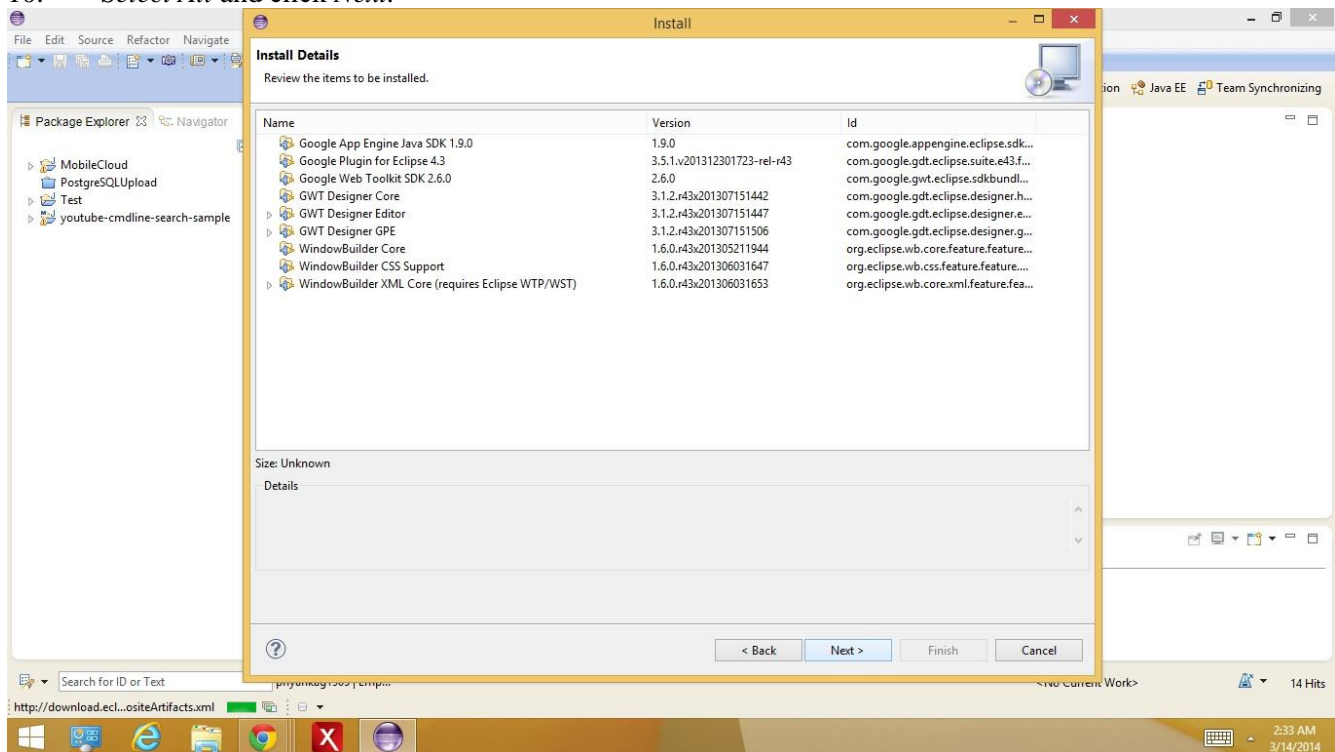
https://developers.google.com/appengine/docs/java/tools/eclipse#Installing_the_Google_Plugin_for_Eclipse.

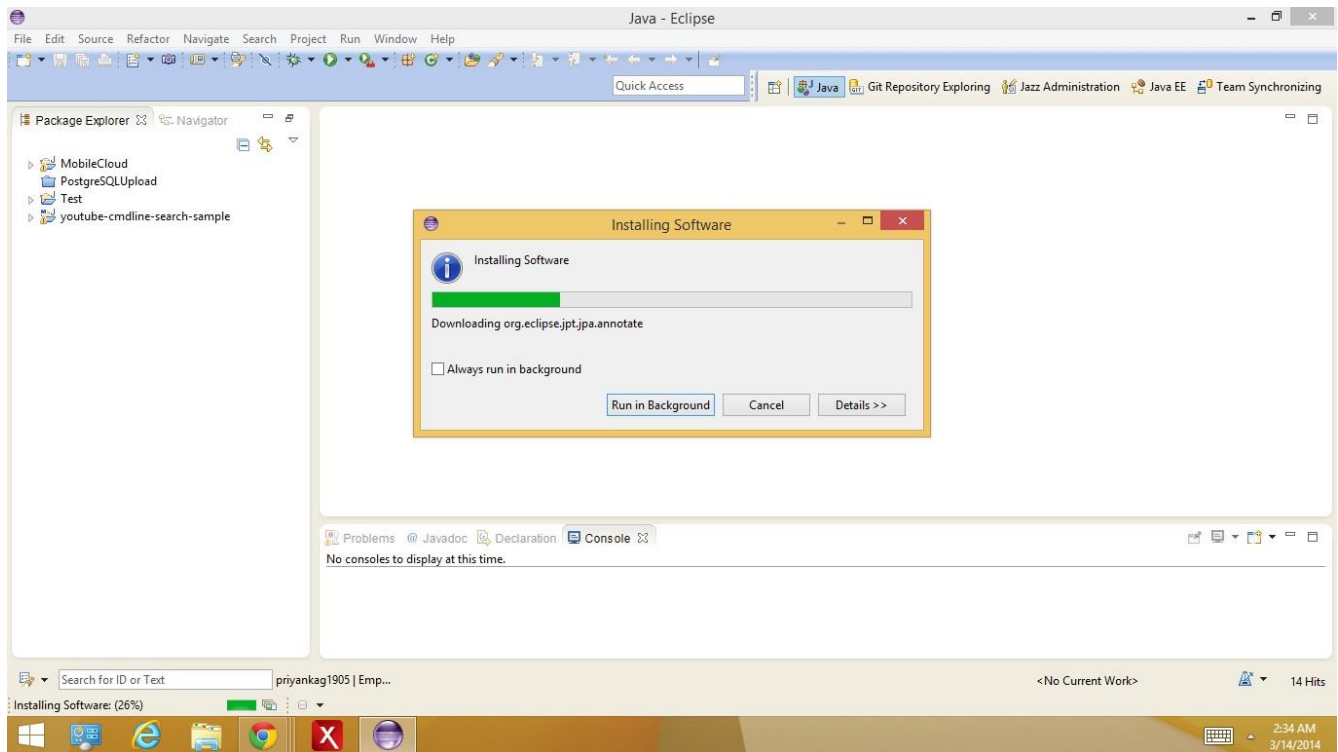
Launch eclipse, go to *Help > Install New Software* and enter the plugin URL:

<http://dl.google.com/eclipse/plugin/4.3> (current version).

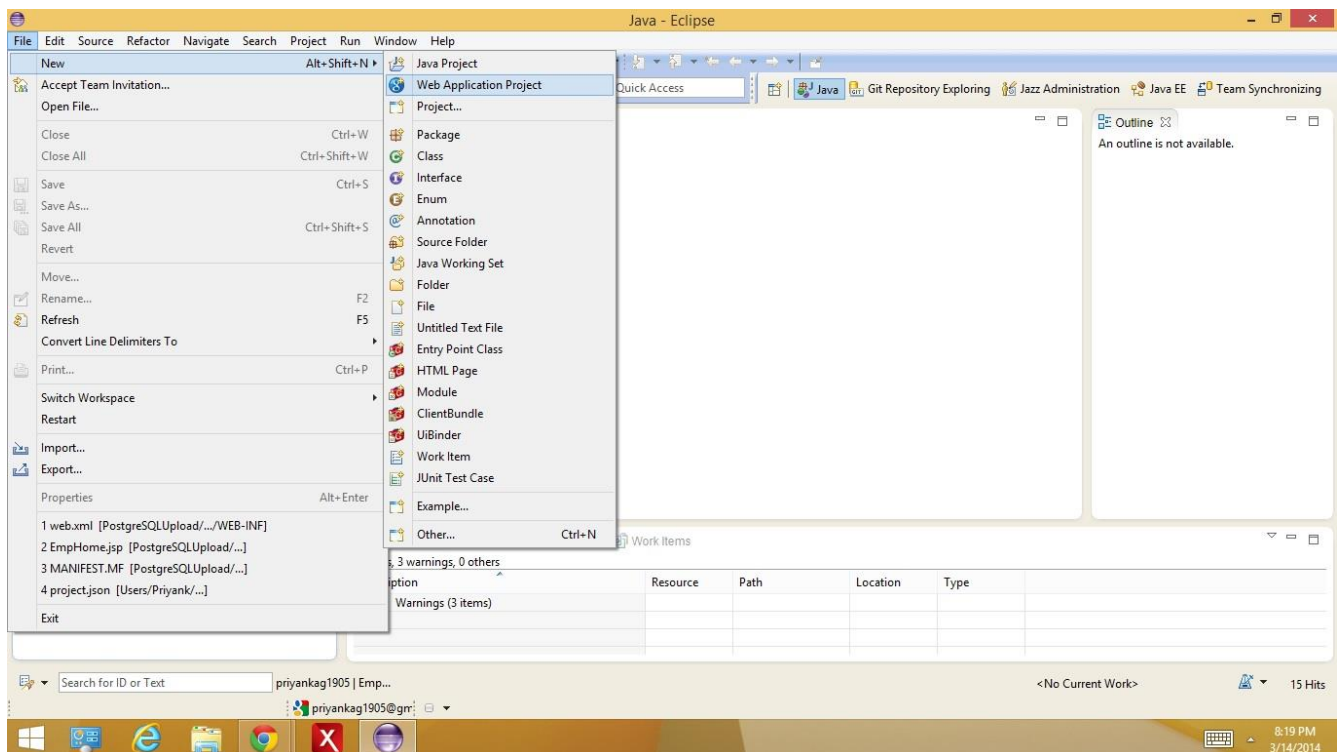


10. *Select All* and click *Next*.

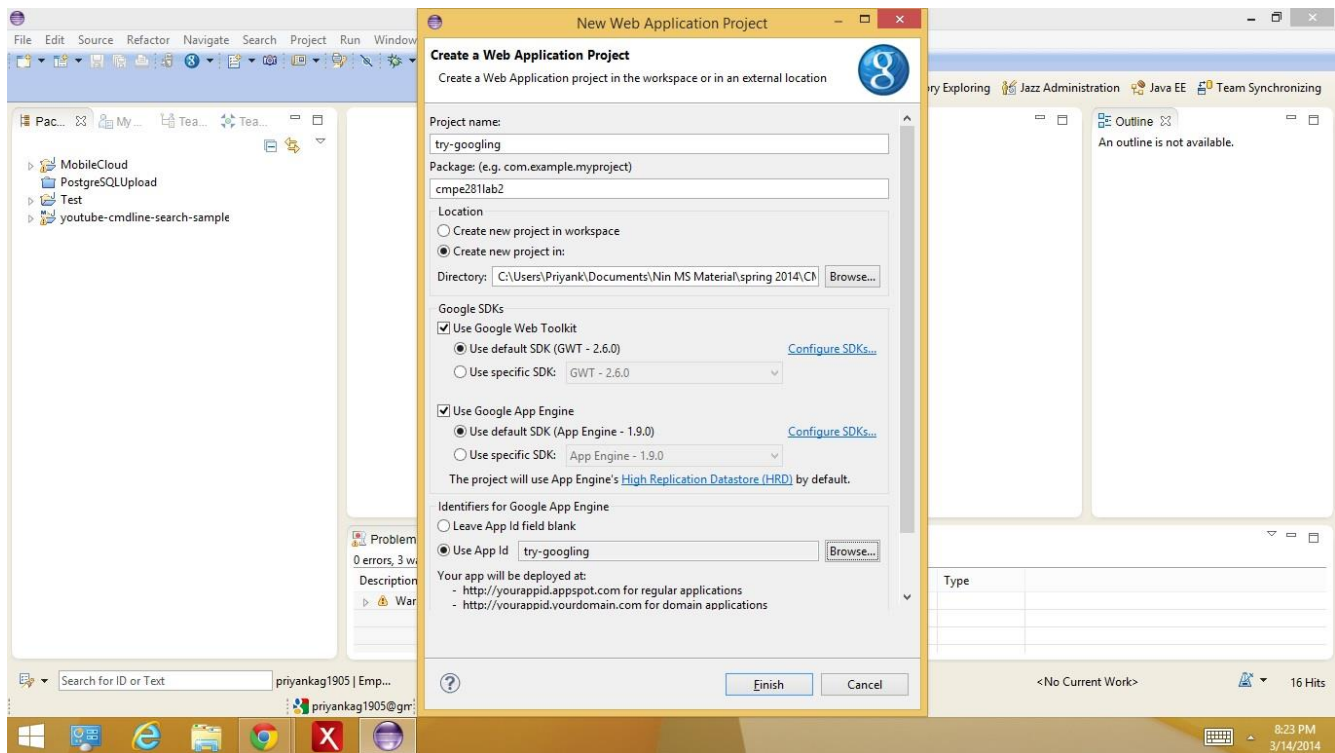




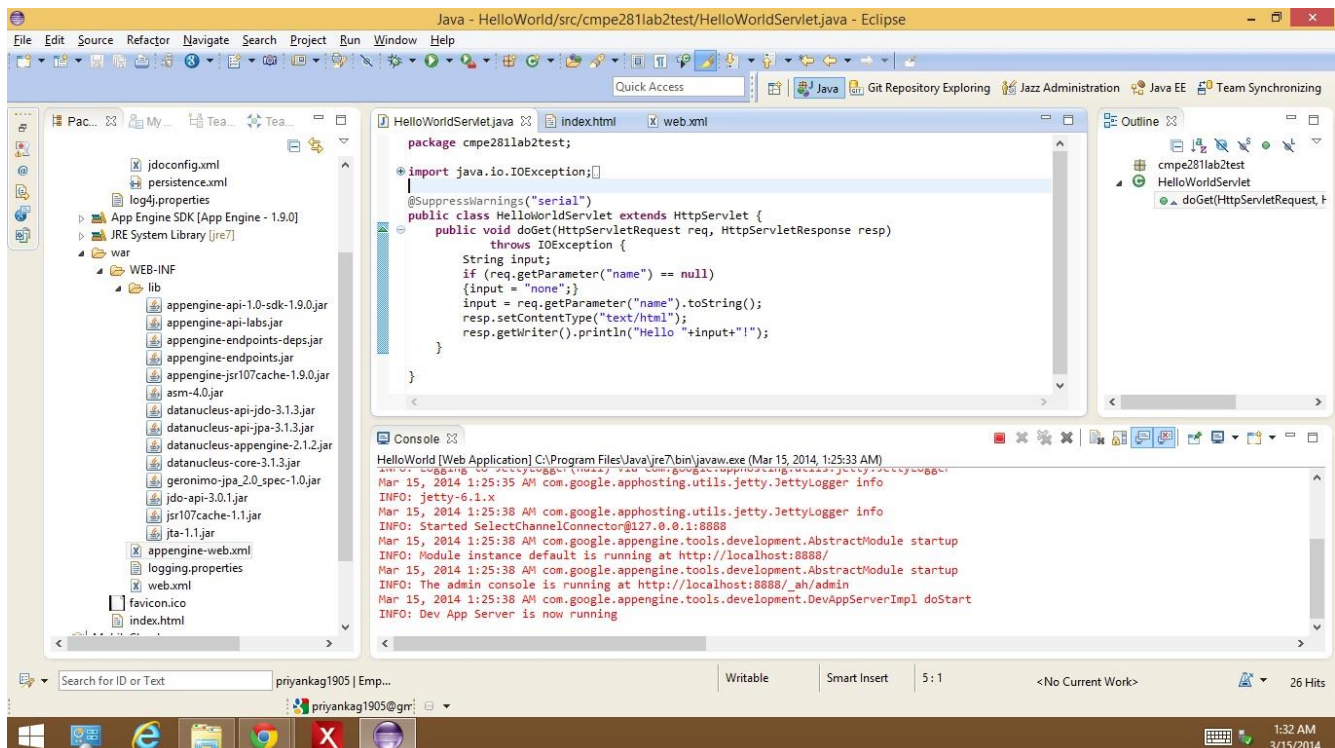
11. After the plugin is successfully installed, create a new *Web Application Project* from *File > New > Web Application Project*.



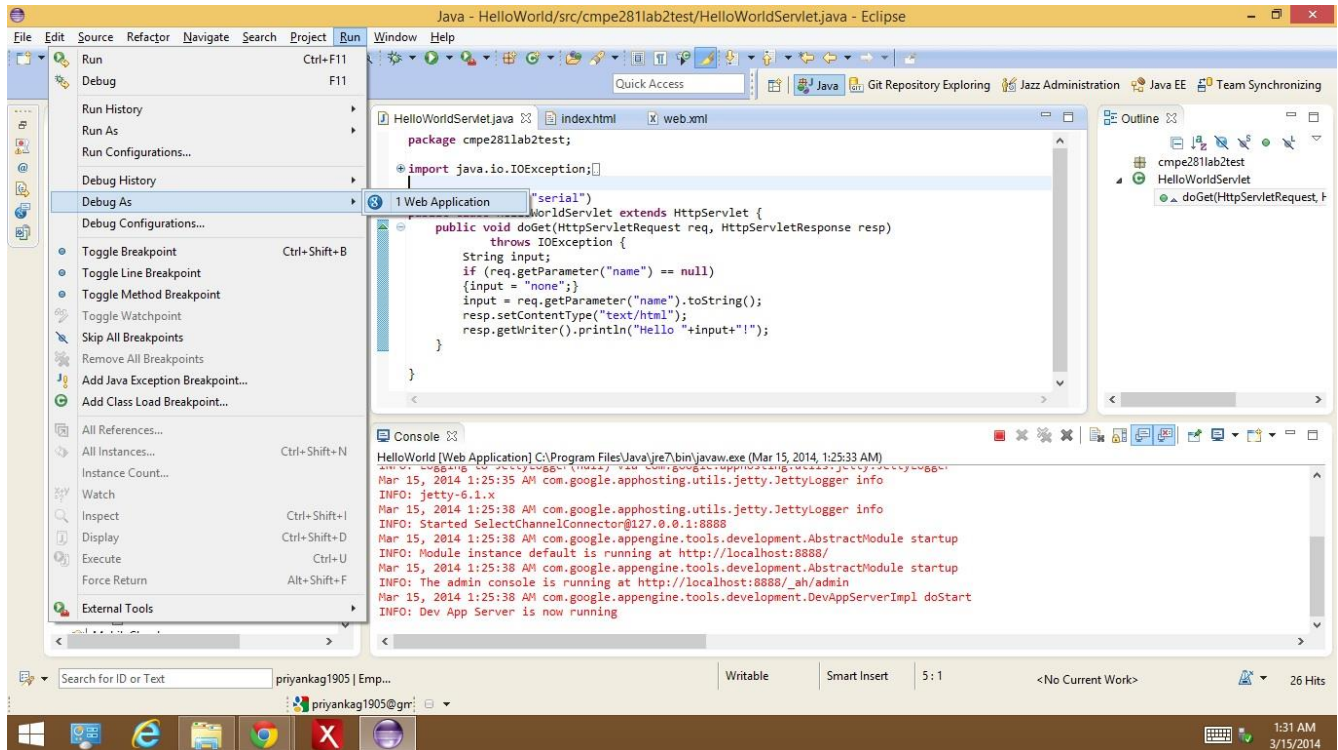
12. Enter the *Project name*, *Package name*, *Location*. Uncheck *Use Google Web Toolkit* and select *Use Google App Engine* for this application. Enter the *App Id* created in Step 5.



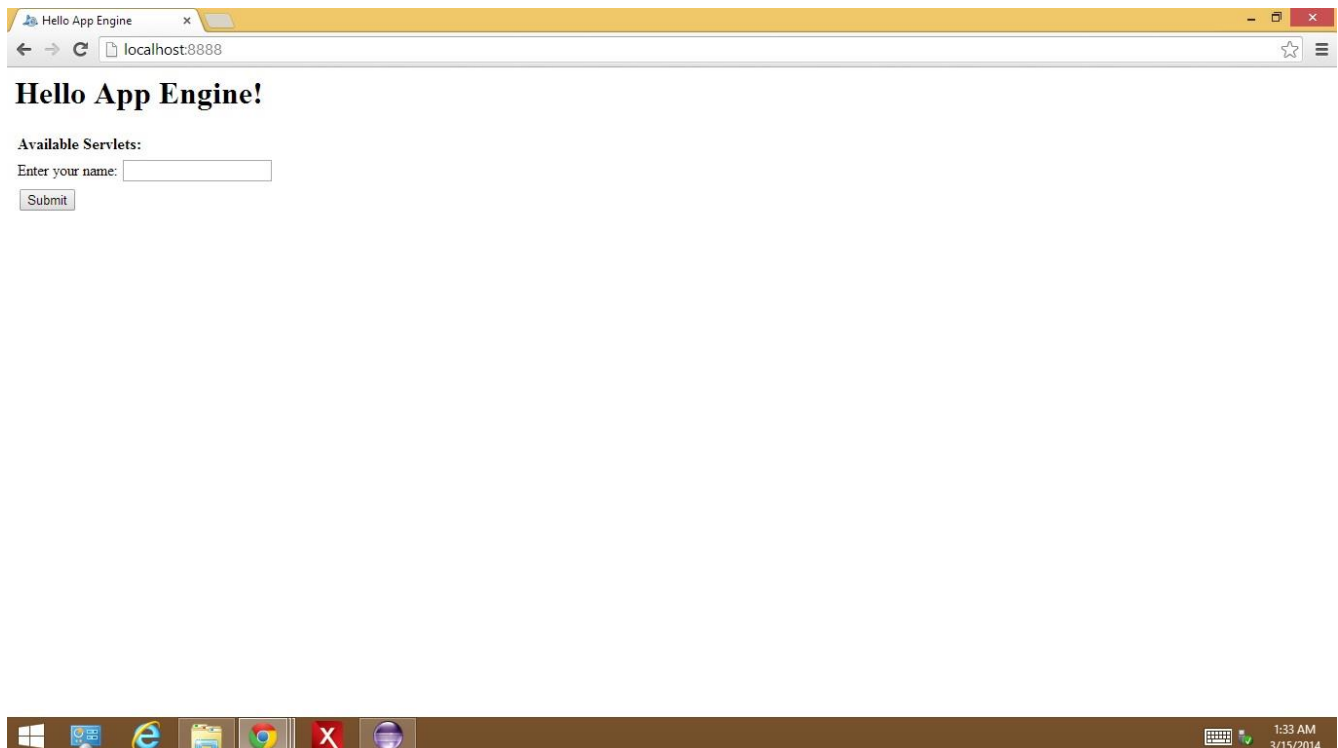
13. The application contains *Hello World* java servlet application. Modify the application as per your requirement. I added a textbox and submit button to the *index.html* and corresponding servlet code to the *doGet* method in the *.java* file, to display the text from the textbox.



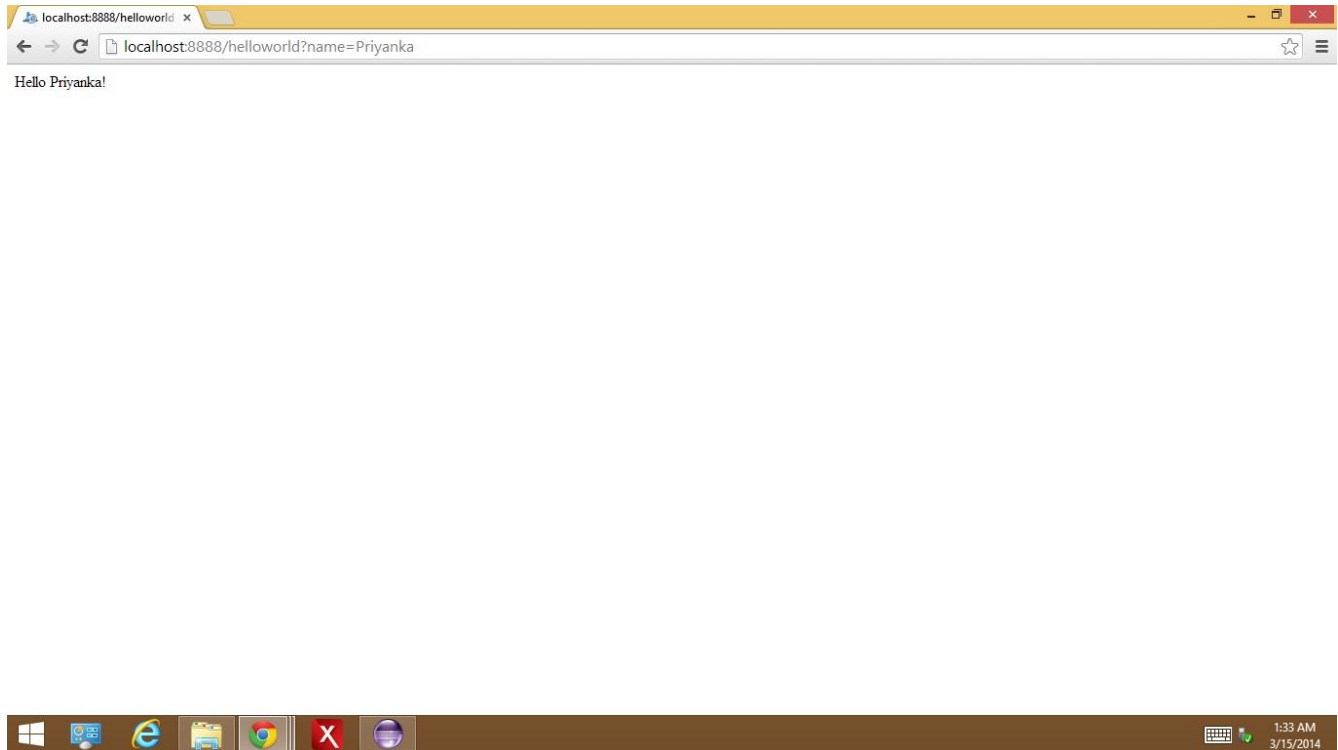
14. To debug the application locally, go to **Run>Debug As>Web Application**.



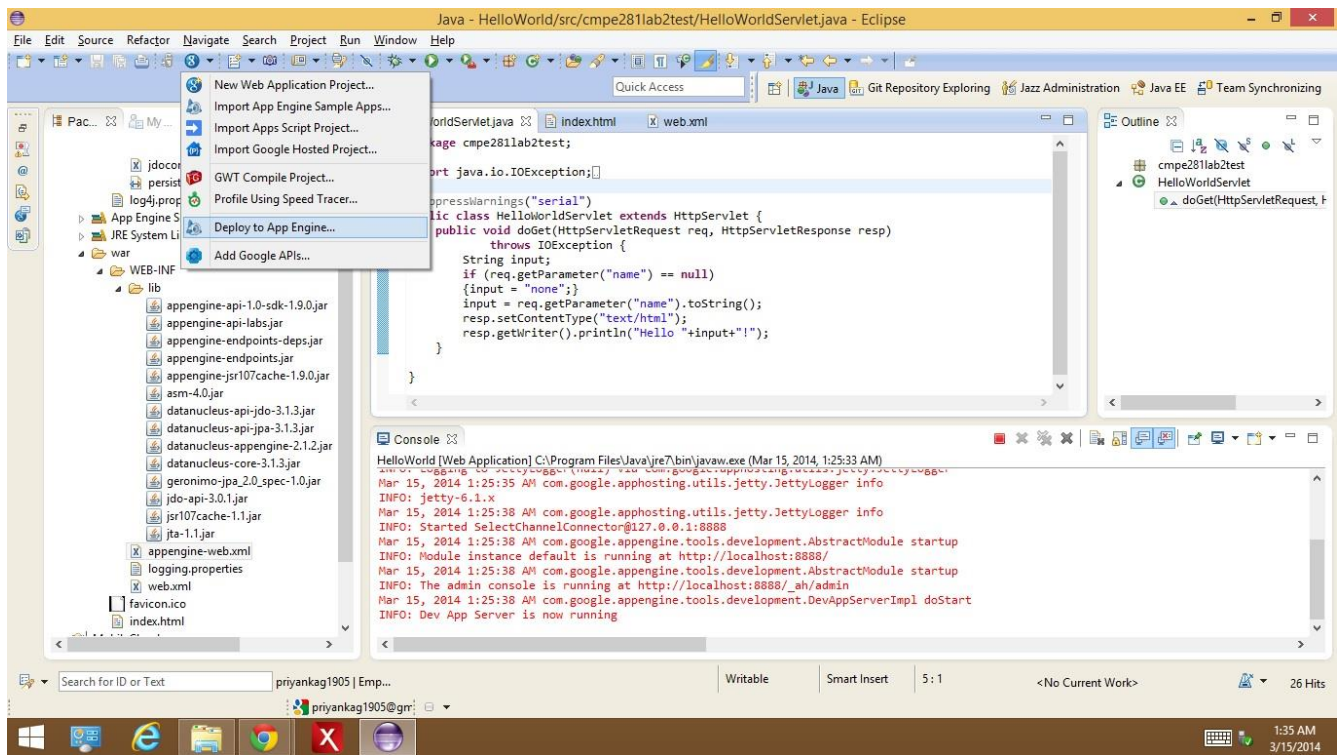
15. When the console displays the message “*Dev App Server is now running*”, browse to <http://localhost:8888>, to display the start screen. For this app, enter text ‘Priyanka’ in the textbox. Click submit.

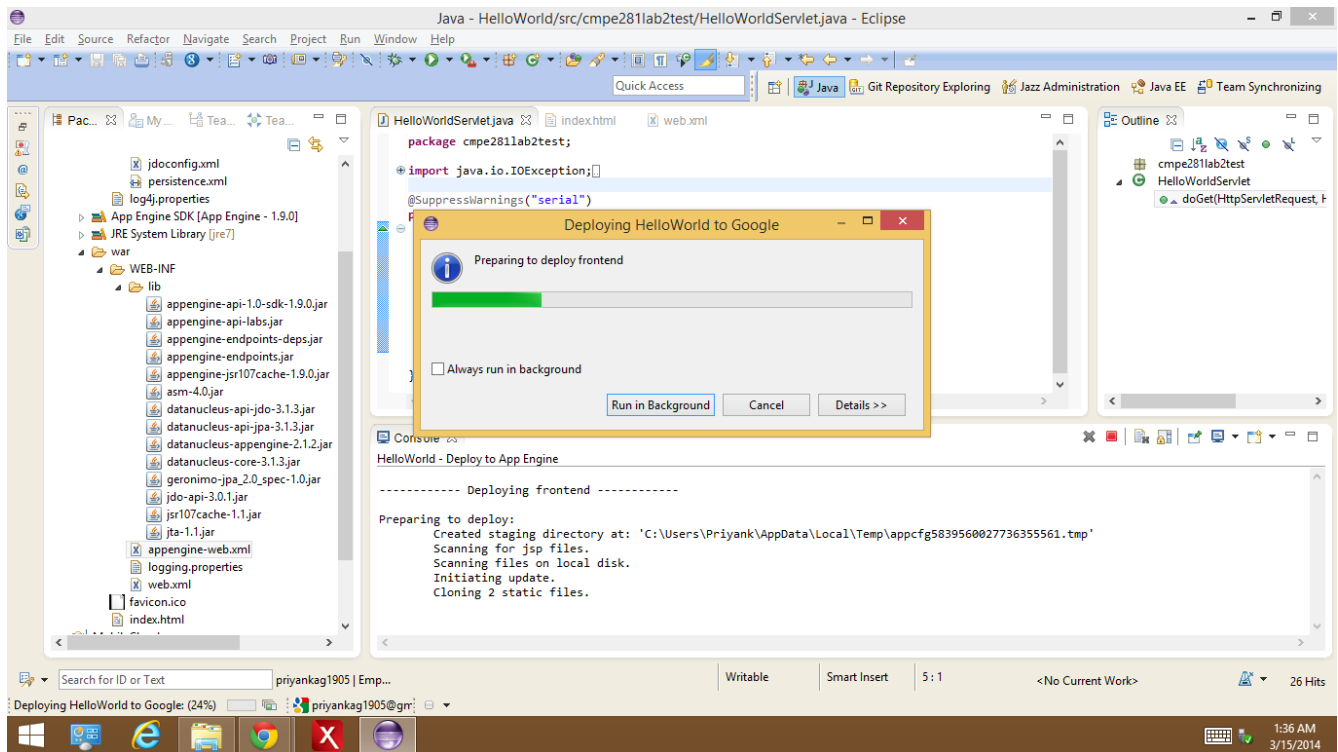


16. The following screen is displayed, which means the application is running.

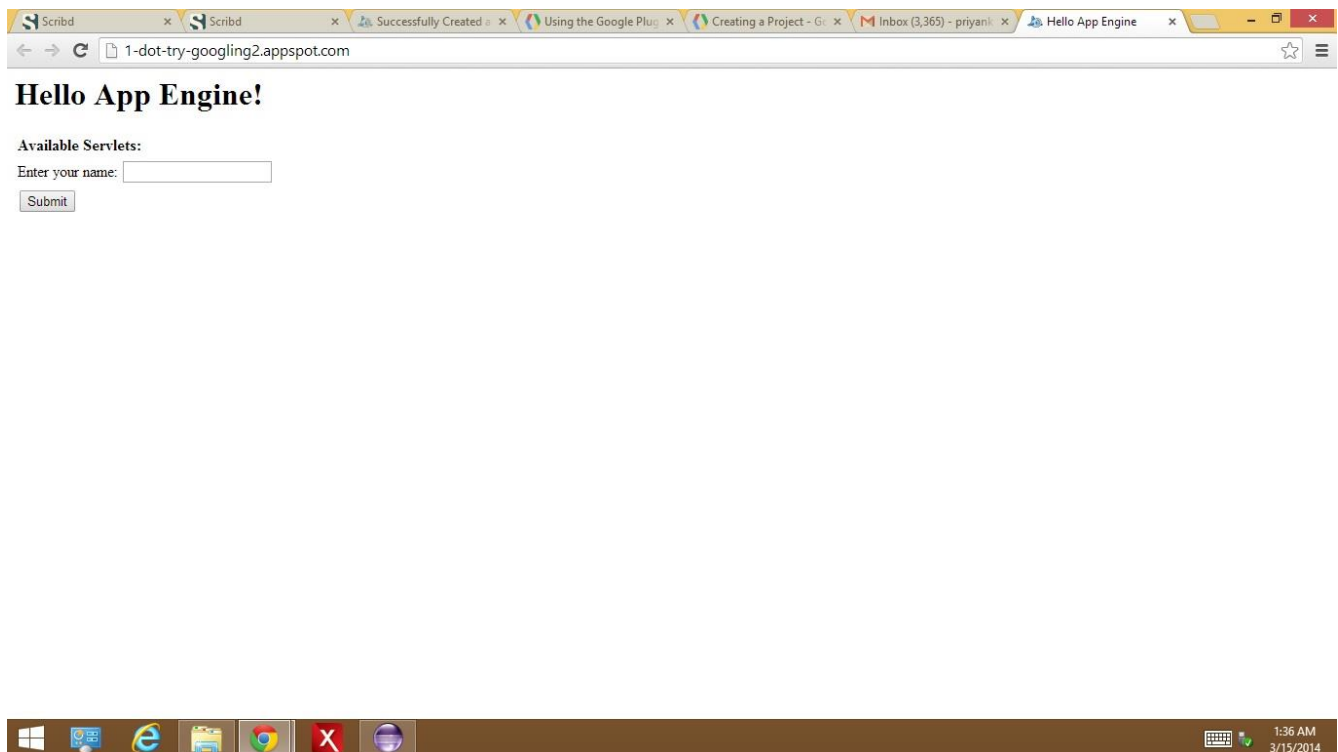


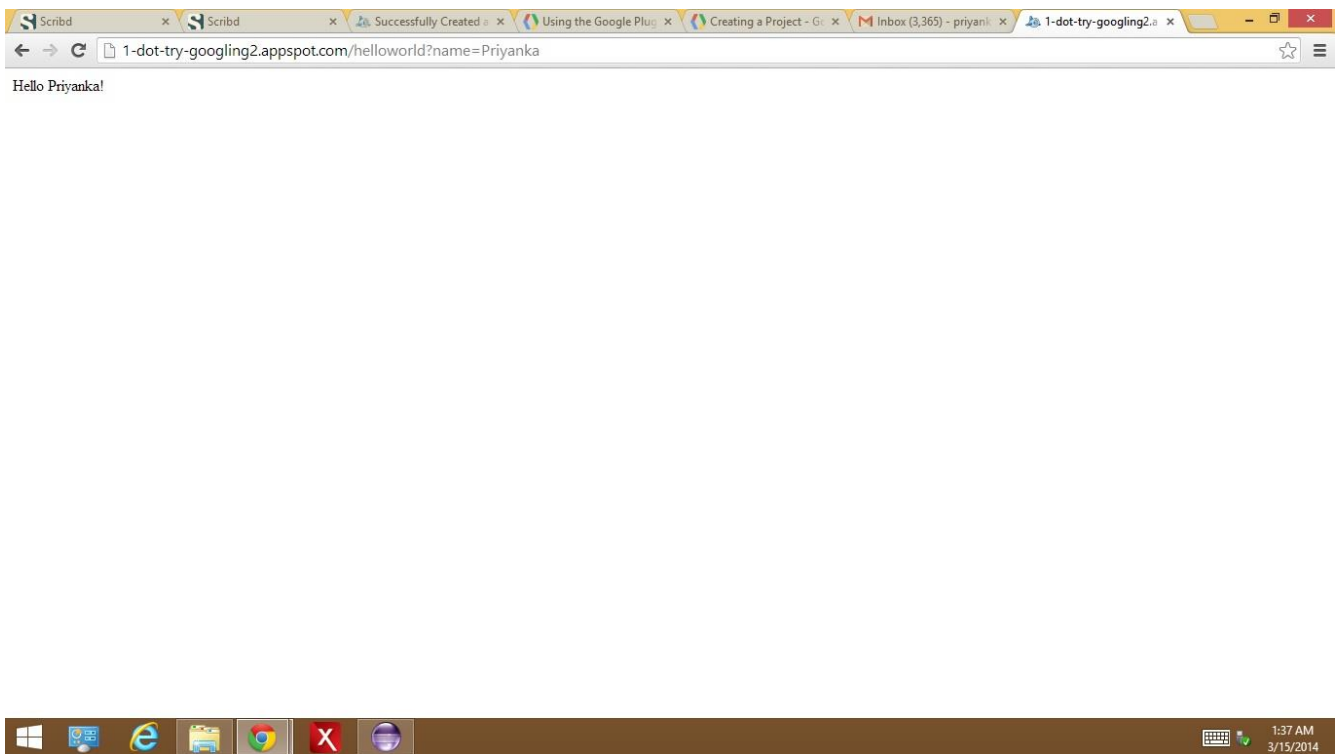
17. Deploy the application to the App Engine. Scroll to the *google menu* > *Deploy to App Engine*.



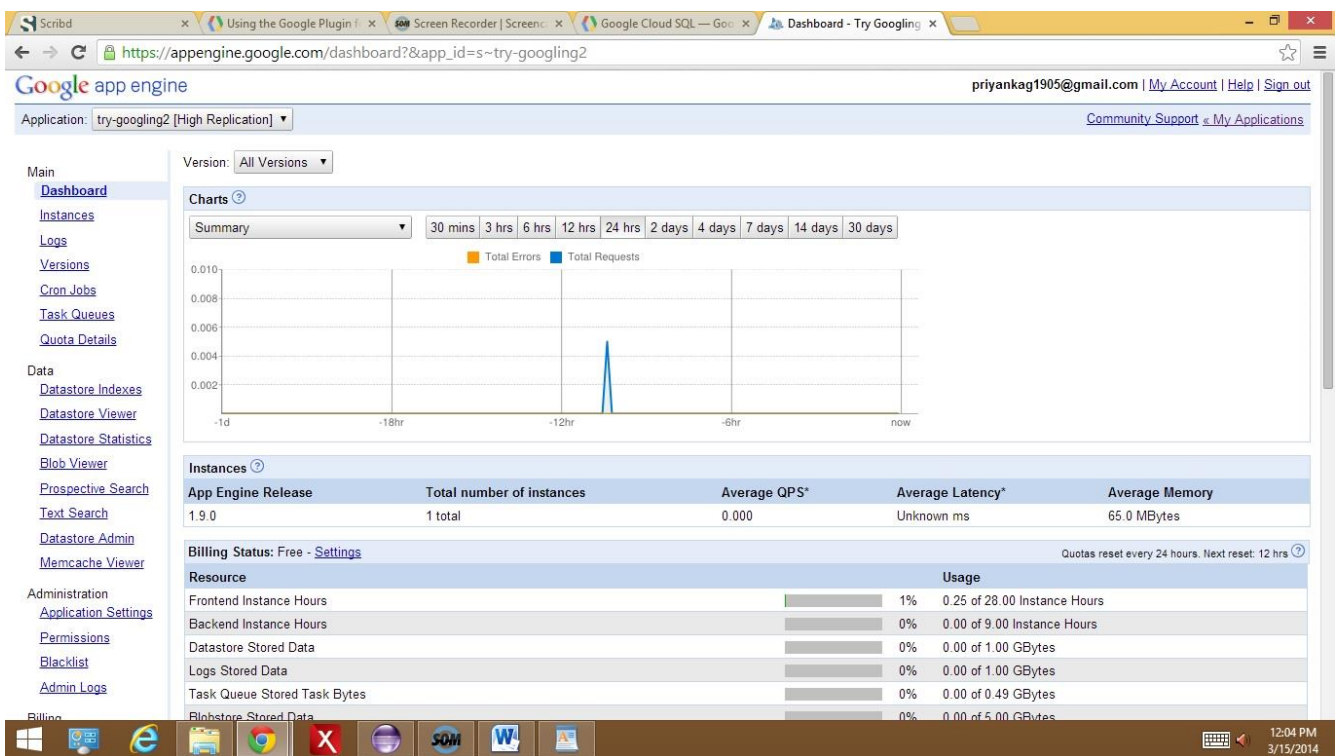


18. On successful deployment, eclipse launches the browser and launches the link *[App].appspot.com*.





19. Check the dashboard from *Step 6*. You will see some activity on the dashboard now.



Thus, the application is successfully deployed on GAE.