**Go in the Google Cloud**

**https://cloud.google.com/appengine/**

**https://cloud.google.com/appengine/docs/go/**

1. **Download the sdk** for your operating system, we will go thru linux setup will be similar for other operating systems

<https://cloud.google.com/appengine/downloads#Google_App_Engine_SDK_for_Go>

1. **Add the go\_appengine directory to your PATH:**   Ubuntu recommended

/etc/environment

**GOROOT=/home/ubu/gotools**

**GOPATH=/home/ubu/golang**

**PATH="/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:**

**/usr/games:/usr/local/games:/home/ubu/gotools/bin:/home/ubu/golang**

**/bin:/home/ubu/go\_appengine"**

OR

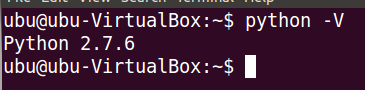
config file .bashrc

**export GOROOT=/home/ubu/gotools**

**export GOPATH=/home/ubu/golang**

**export PATH=$PATH:$GOROOT/bin:$GOPATH/bin:/home/ubu/go\_appengine**

1. **Check the python version,** should be OK on Ubuntu 14.04



1. **First test code**

Inside the folder <APP\_ENGINE\_GOPATH>/src/ create the folder apptest.

The Go App Engine Runtime provides a special main package, so you should put HTTP handler code in a package of your choice (in this case, apptest).

The App Engine Go API uses the standard http package as an interface between your Go program and the App Engine servers

App Engine application has a configuration file called app.yaml

<APP\_ENGINE\_GOPATH>/src/apptest/app.yaml

1. **Go templates** (text/template and html/template)

6. **Run the Server**

https://cloud.google.com/appengine/docs/go/#creating\_the\_configuration\_file

7. **Deploy to app engine**

https://cloud.google.com/appengine/docs/go/#uploading\_the\_application