# Google Kubernetes Engine Quick Start

# 1.kubectl get service

# 2. View the application from web browser

# 3.Creating Pods

# 4. Interacting with Pods

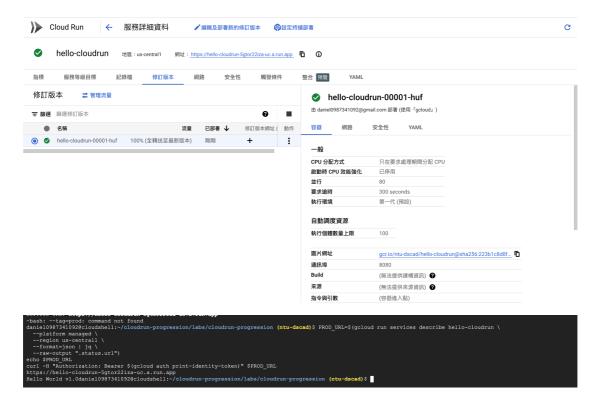
#### 5.Create a Service

```
danie109873410928cloudshell:-/homework_sample_code (ntu-decad) % vim service.yaml
danie109873410928cloudshell:-/homework_sample_code (ntu-decad) % kubercl create -f service.yaml
danie109873410928cloudshell:-/homework_sample_code (ntu-decad) % kubercl get service
NAMS

TVE
LondBalance
LostBalance
LostBalan
```

# Implementing Cloud Run canary deployments with Git branches and Cloud Build

# 1. Creating your Cloud Run service



# 2. Enabling dynamic developer deployments

```
dania10873410978cloudshell:-/cloudrum-progression/labs/cloudrum-progression (ntu-dscad)$ git checkout -b new-feature-1
gwitched to a new branch | hym-feature-1
linew-feature-1
```

3. commit the change and push to the remote repository



4. 90% of the traffic is routed to prod, 10% to canary, and 0% to the branch

#### revisions.



# 5. see percentage-based responses

# 6. Releasing to production

