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CS 496  
Hello Cloud  
RUL: <https://gae-test-144723.appspot.com/>

## **Section 1**

For the Hello Cloud assignment the Google App Engine Platform was used.

## **Section 2**

The Google App Engine is part of the Google Cloud Platform. Google Cloud Platform operates as a Platform as a Service (Paas). You are provided a hardware instance which can be reached through traditional unix command line functions. It also provides an SDK allowing you to quickly move your local git repository updates to the platform when changes are made.

Depending on the programming language you wish to use, the source files and software files for routing and executing the app already exist upon launch of a node. The other infrastructure software is all provided as well. Web-based dashboards, a web-based source code viewer (they claim it is an editor, but the changes don't push to your actual repo), git integration and the URL resolution services.

## **Section 3**

Google Cloud Engine offers 3 types of database options. There is Cloud Sql, which is a traditional MySQL database. There is Cloud Bigtable which is a high volume scalable NoSQL database service. Finally Cloud Datastore is a NoSQL schema less and non-relational database, which will likely be the best option for this class.

## **Section 4**

I currently have a couple ideas for a web or mobile app that could fulfill the requirements. Outside of work and school, one of my biggest responsibilities is managing the adult league baseball team I play on. Adults have very busy schedules, so one of the more challenging parts of the man again, is ensuring I have an adequate number of players who can attend each game. So the first idea would be an app for prompting, notifying, and getting players to commit to attending each game. Then storing who can make it to give me an idea of if I have enough players.

The second option would revolve around a wider, possibly more difficult implementation. I would consider it a crowd sourced monitor for baseball field availability in the city of Seattle and surrounding areas. Scheduling fields for practices is costly and difficult, however we have a number of fields in the area that are frequently available at the right times. Having an app that would allow me to check and see what field are currently open would allow my to inform my team where to meet for a practice. The crowd sourcing part comes in as the source for identifying whether or not a field is available. And that's the tricky part about building this app as functional. The concept requires users to be marking fields as available or not, when they drive past them. I could still implement the app, however, it just wouldn't be a "live" version.