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CSCI 4140 – Tutorial 8

Deploying Node.js Applications on OpenShift

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SHB 118

Office Hour: Tuesday, 3-5 pm

2015.03.12

Prerequisite

- We will start with an **Express application**
 - Please follow the instructions on the tutorial slides “**Installing Node.js and Express on [Windows | Linux or Mac]**”, pp. 19-21 for creating an application skeleton
 - If you don’t use an Express application, you need to figure out where to configure the server’s listen IP address and port number
- We will deploy the application on **OpenShift**
 - You should have an account already 😊
 - I assume that you finished all configurations for using OpenShift (e.g., adding SSH keys)

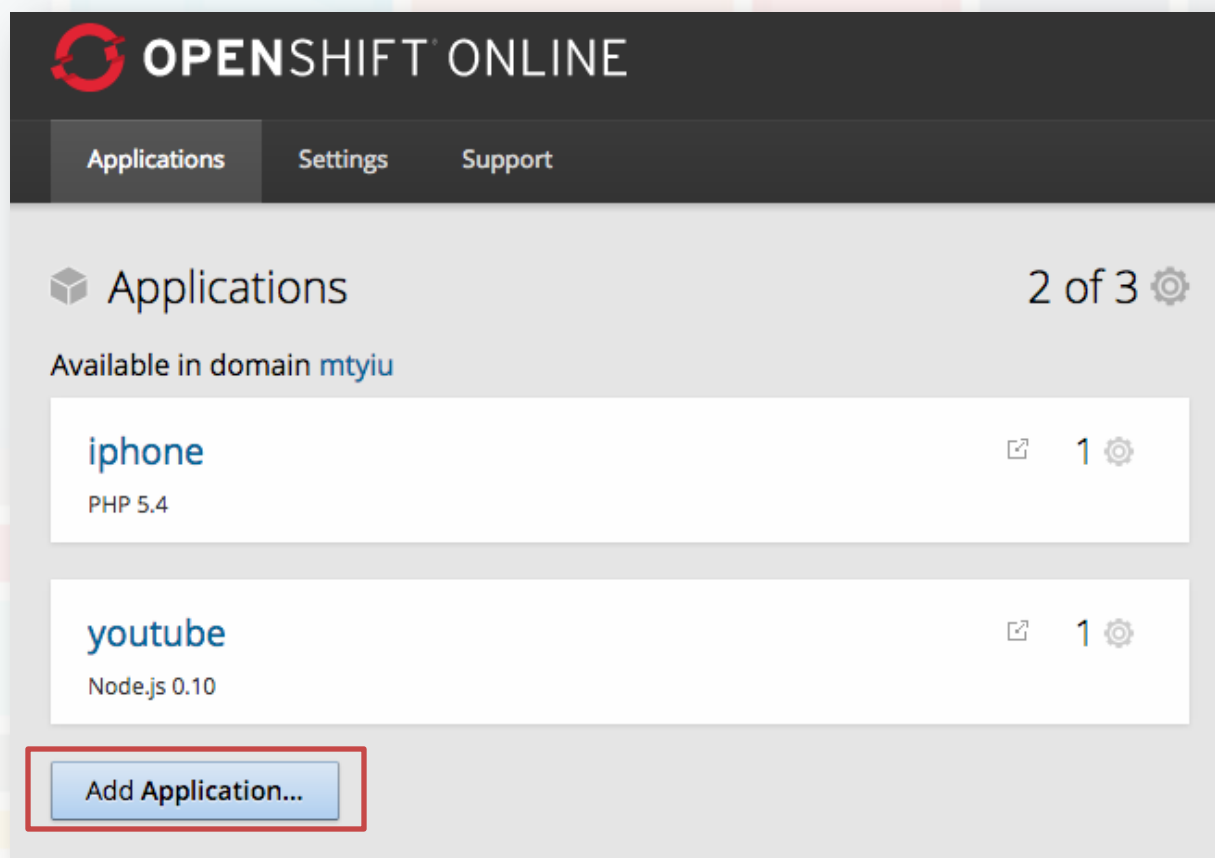


Adding a Node.js application on OpenShift

This time we are using “Node.js 0.10” instead of “Perl”!

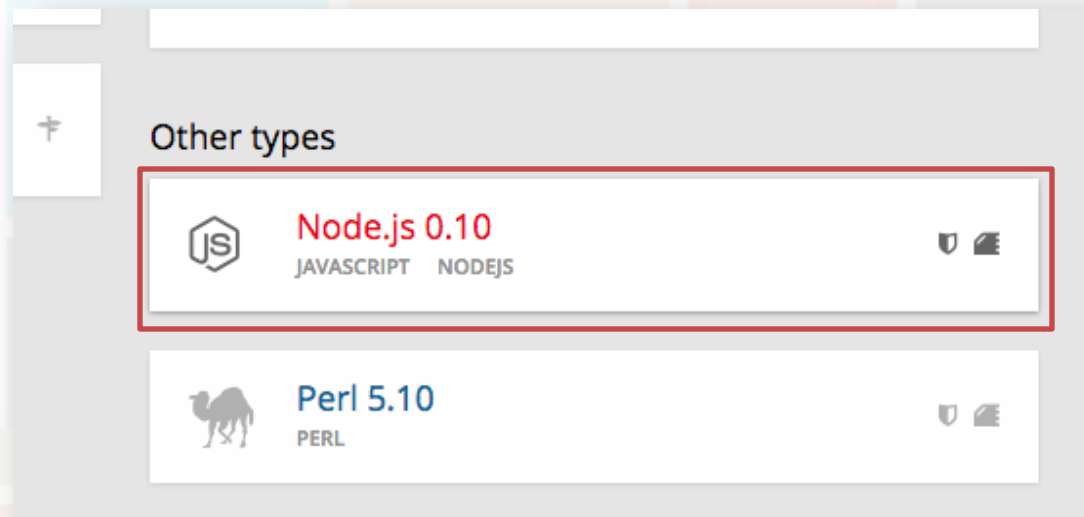
Step 1. Add Application

- Login to your OpenShift console and click **“Add Application...”**



Step 2. Choose a type of application

- Select “**Node.js 0.10**”



Step 3. Configure the application

- Remember to change the **public URL** of your application
- Keep default settings for other configurations
- Click “**Create Application**”

Public URL

OpenShift will automatically register this domain name for your application. You can add your own domain name later.

Source Code

We'll create a Git code repository in the cloud, and populate it with a set of reasonable defaults. If you provide a Git URL, your application will start with an exact copy of the code and configuration provided in this Git repository.

☐ **aws-eu-west-1**
WARNING: Small gears cannot be deployed to this region. Only production gears can be deployed to this region (small, medium, and large).

☐ **aws-ap-southeast-2**
WARNING: This region is reserved for Dedicated Node Service
Gears within your application will run on servers in the specified region.

+1 ⚙

Warning: We focus on adapting existing Express applications in the following steps!

Adapting existing Node.js applications to run on OpenShift

Forget about the default Git repository provided by OpenShift!

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Step 1. Include a package.json file

- All Node.js applications should include a **package.json** file in the **root of their project**
 - Since we are using **Express application generator** to create our application skeleton, this file is automatically generated
- Edit the startup script in **scripts.start** and **main**
 - I don't like to use the default script (**bin/www**)
 - Let's change it to "**server.js**"

```
{
  "name": "nodejs-openshift",
  "version": "0.0.0",
  "private": true,
  "scripts": {
    "start": "node server.js"
  },
  "main": "server.js"
  "dependencies": {
    "express": "~4.10.6",
    "body-parser": "~1.10.1",
    "cookie-parser": "~1.3.3",
    "morgan": "~1.5.1",
    "serve-favicon": "~2.2.0",
    "debug": "~2.1.1",
    "jade": "~1.8.2"
  }
}
```

Sample package.json file

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Step 1. Include a package.json file

- Remove all **unused dependencies** to save **deployment time**
 - OpenShift will install **all** dependencies listed here during deployment
- Include a **.gitignore** file to exclude the “**node_modules**” directory from the Git repository
 - This saves time for **git push**

```
node_modules
node_modules/*
```

Sample .gitignore file

```
{
  "name": "nodejs-openshift",
  "version": "0.0.0",
  "private": true,
  "scripts": {
    "start": "node server.js"
  },
  "main": "server.js",
  "dependencies": {
    "express": "~4.10.6",
    "body-parser": "~1.10.1",
    "cookie-parser": "~1.3.3",
    "morgan": "~1.5.1",
    "serve-favicon": "~2.2.0",
    "debug": "~2.1.1",
    "jade": "~1.8.2"
  }
}
```

Sample package.json file

Step 2. Edit the startup script (`server.js`)

- OpenShift's Node.js cartridge automatically publishes **server connection information** to your application's environment via the following environment variables:
 - **OPENSHIFT_NODEJS_PORT**
 - **OPENSHIFT_NODEJS_IP**
- The startup script should read configuration details from the **system environment**
- Now edit the startup script (**`server.js`**)

Step 2. Edit the startup script (server.js)

```
var express = require( 'express' );
var app = express();

var server_port = process.env.OPENSHIFT_NODEJS_PORT || 8000;
var server_ip_address = process.env.OPENSHIFT_NODEJS_IP || '127.0.0.1';

app.get( '/', function ( req, res ) {
    res.send( 'Hello World!' );
} );

var server = app.listen( server_port, server_ip_address, function () {
    var host = server.address().address;
    var port = server.address().port;
    console.log( 'Listening at http://%s:%s', host, port );
} );
```

openshift/server.js

Step 2. Edit the startup script (server.js)

```
var express = require( 'express' );  
var app = express();
```

```
var server_port = process.env.OPENSIFT_NODEJS_PORT || 8000;  
var server_ip_address = process.env.OPENSIFT_NODEJS_IP || '127.0.0.1';
```

```
app.get(
```

Store the IP address and port number in variables.

```
  );  
} );
```

It first tries to read the environment variables. If they do not exist, use “8000” as the port number and “127.0.0.1” as the IP address.

```
var server
```

This is important to ensure your project’s portability!

Since your local machine does not have these two environment variables, “127.0.0.1:8000” will be used in your development environment.

```
  console.log( 'Listening at http://%s:%s', host, port );
```

```
} );
```

openshift/server.js

Step 2. Edit the startup script (server.js)

```
var express = require( 'express' );
var app = express();

var server_port = process.env.OPENSIFT_NODEJS_PORT || 8000;
var server_ip_address = process.env.OPENSIFT_NODEJS_IP || '127.0.0.1';

app.get( '/', function ( req, res ) {
    res.send( 'Hello World!'
} );

var server = app.listen( server_port, server_ip_address, function () {
    var host = server.address().address;
    var port = server.address().port;
    console.log( 'Listening at http://%s:%s', host, port );
} );
```

Configure the server to listen at
“<server_ip_address>:<server_port>”.

openshift/server.js

Step 2. Edit the startup script (server.js)

```
var express = require( 'express' );
var app = express();

var server_port = process.env.OPENSIFT_NODEJS_PORT || 8000;
var server_ip_address = process.env.OPENSIFT_NODEJS_IP || '127.0.0.1';

app.get( '/', function ( req, res ) {
    res.send( 'Hello World!' );
} );

var server = app.listen( server_port, server_ip_address, function () {
    var host = server.address().address;
    var port = server.address().port;
    console.log( 'Listening at http://%s:%s', host, port );
} );
```

openshift/server.js

Reminder: This application does not involve Socket.IO configuration for simplicity! Follow the instructions on the tutorial notes for using Socket.IO.

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Step 3. Include .openshift directory

- The directory includes all deploy scripts and markers
 - Like what you have done in Assignment 1
- If you need to run a script during deployment, you can follow the instructions on p. 26, Tutorial 1 by Jimmy SINN
 - http://appsrv.cse.cuhk.edu.hk/~ltsinn/csci4140-2015spring/tutorial1_openshift.pdf
- Read Tutorial 4 for more details
 - <http://appsrv.cse.cuhk.edu.hk/~ltsinn/csci4140-2015spring/tutorial4.pdf>

Step 4. `git` commit and push to OpenShift

- Now back to the root directory of your application
- In case you did not create the Git repository...

```
$ git init  
Initialized empty Git repository in  
/Users/mtui/Development/nodejs-openshift/.git/  
$ git add .
```

- Commit your code changes:

```
$ git commit -a -m "<Your commit message>"
```

- Add OpenShift to the remote of the Git repository:

```
$ git remote add origin  
ssh://abcdefghijklmnopqrstuvwxyz@nodejs-  
mtui.rhcloud.com/~/.git/nodejs-openshift
```

Find the remote URL on your OpenShift console.

Step 4. `git commit` and push to OpenShift

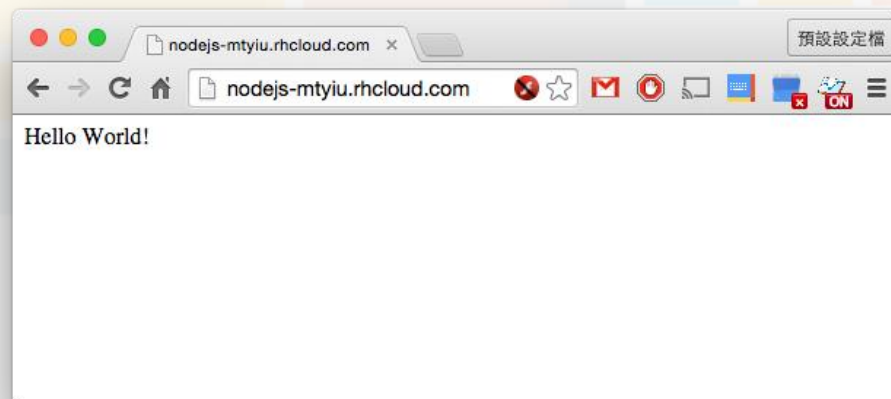
- We are ready to push the code to OpenShift:

```
$ git push -f origin
```

Do you notice the “-f” flag? It forces a commit on a remote ref.

Since OpenShift provides a sample Node.js application on the repository, you will not be able to commit your code changes without this flag.

- When it is done, you can visit your website using the public URL you set before:



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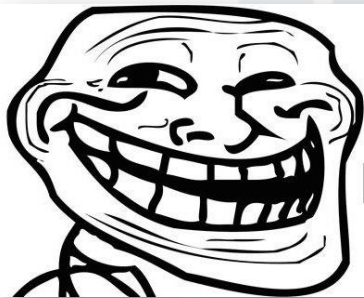
Working with database?

- **Note:** It is not necessary to use database for Assignment 2!
 - You can save the session IDs inside your Node.js application (e.g., as an array in **server.js**)
- In case you want to use it in your project...
 - Node.js works best with **MongoDB**
 - Read <https://blog.openshift.com/run-your-nodejs-projects-on-openshift-in-two-simple-steps/> for more details
 - It may also work with MySQL (though I didn't try)
 - Google yourself 😊
 - Remember to use environment variables to get the MySQL configuration strings

Useful reference:

Node.js Application Hosting –

<https://developers.openshift.com/en/node-js-overview.html>



Problème?

Problem?

Say “Hi Man Tung” to find me in Facebook group!