

Having Fun with Google App Engine

The following exercise contains the following subjects:

- Google App Engine
- Server-side programming
- Client-side programming

Submitting solution: no

Intro and preparations

1. Installing Google App Engine Python SDK:
 - a. Go to the following links: [Mac](#) / [Windows](#) / [Linux](#) (really?)
 - b. To download click on

Download and install the original App Engine SDK for Python.

Was this page helpful? Let us know how we did:

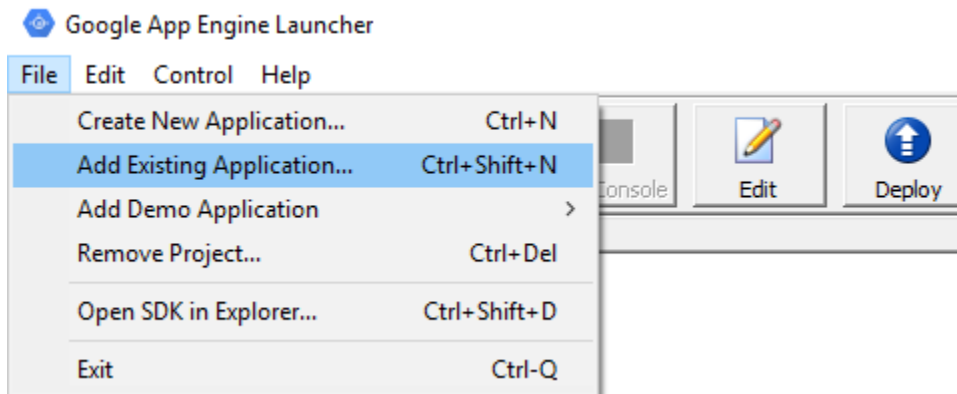


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- c. Install it



2. Open the App Engine Launcher
3. Clone the following Git Repo: <https://github.com/navotgil/airports>
4. Click on Add Existing Application and select the folder you cloned the repo to



- Choose the same ports as in the following screen (for convenience)

The screenshot shows a Windows-style dialog box titled "Add Existing Application". Inside, there's a section labeled "Application Settings". It contains three input fields: "Application Path" with the value "D:\dev\ITC\havingfun", "Port" with the value "7000", and "Admin Port" with the value "8000". To the right of the "Application Path" field is a "Browse..." button. At the bottom right of the dialog are "Add" and "Cancel" buttons.

- Click The run button and go to <http://localhost:7000>.
You should see: "Hello World"

Mission 1:

- Create the DB:
Go to http://localhost:7000/create_db
The database was taken from <http://ourairports.com/data/> as CSV and we are saving it to the App Engine datastore.
- See the created entries:
Go to <http://localhost:8000/datastore?kind=Airport>
- If you see some entities we are good to go.

Mission 2:

See Github issues