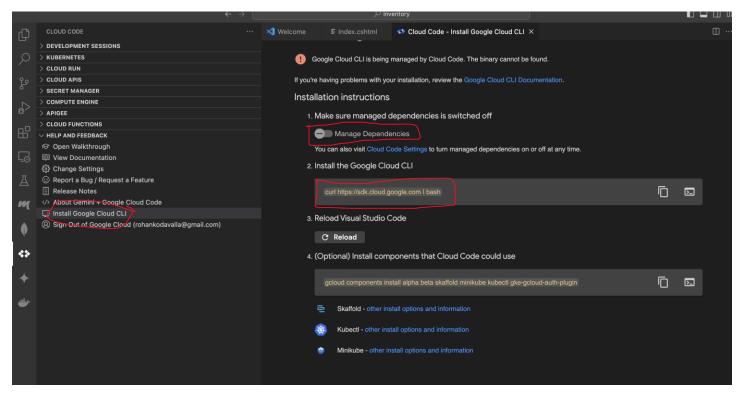
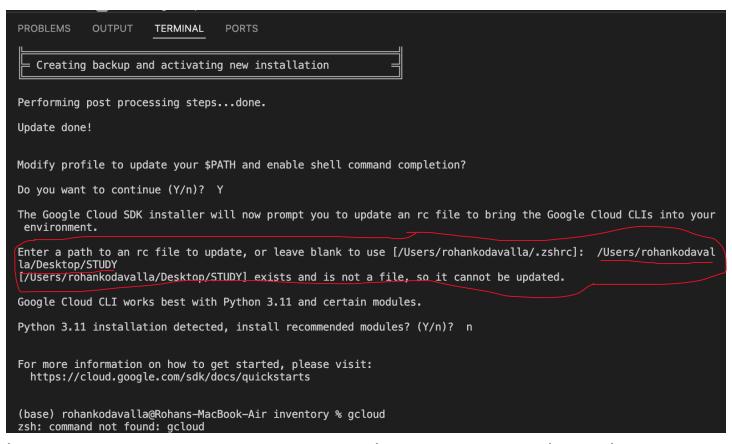
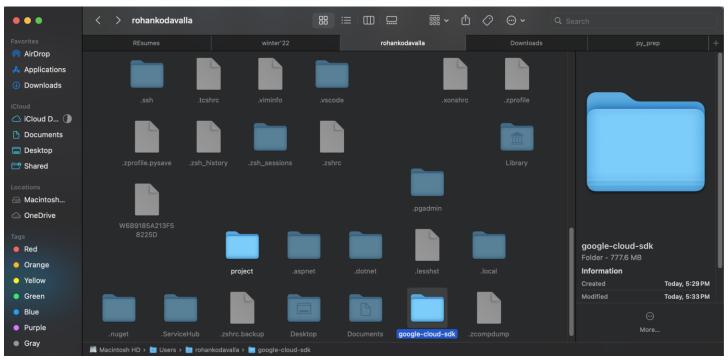
INSTALLING gcloud CLI in vscode: (part of 72. Deploying inventory service)



Then it will ask for

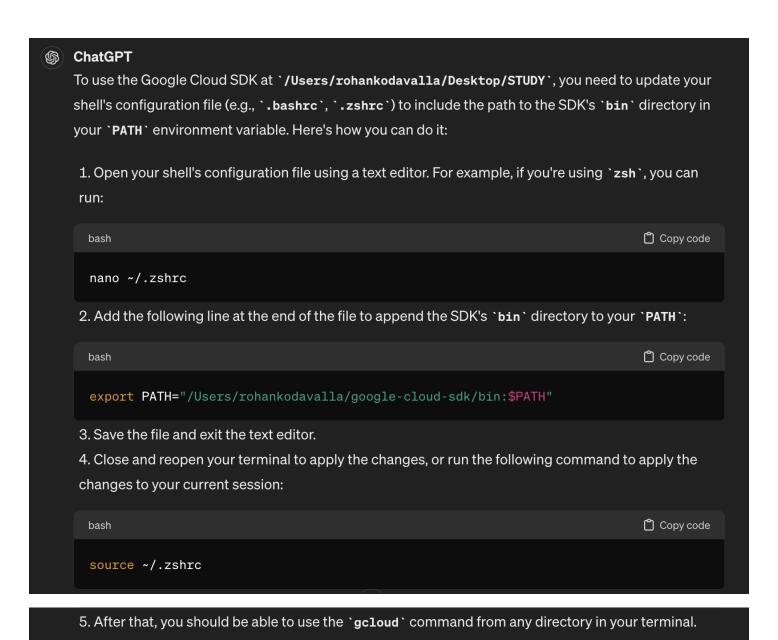


i messed up here , but no problem , if you dont know just click enter.



So it was here.

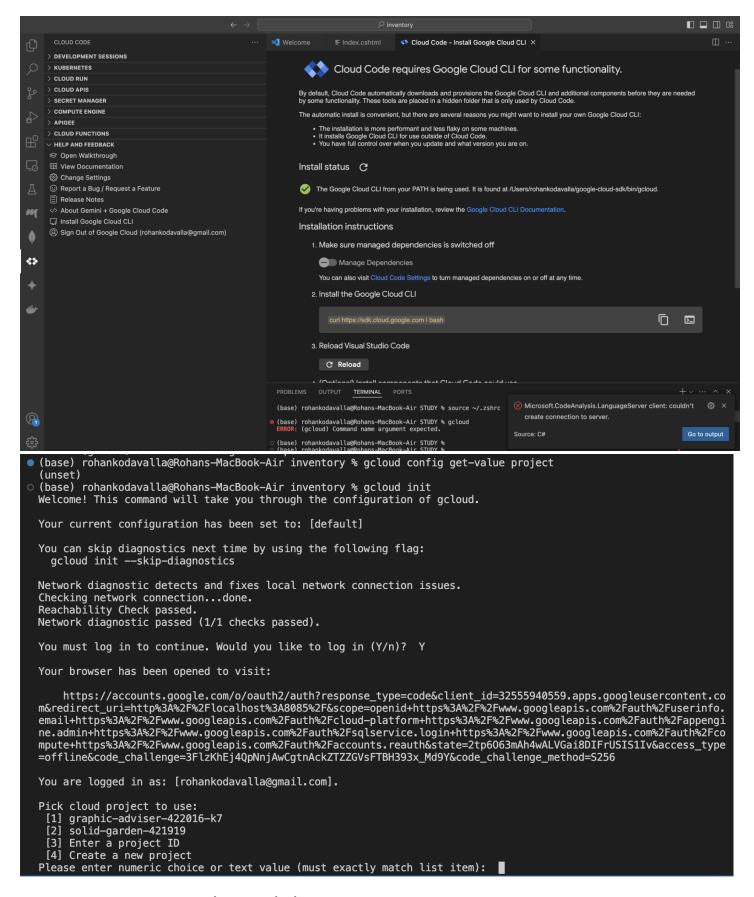
To check gcloud is installed or not, try the command, but it fails.



Now you can navigate to `/Users/rohankodavalla/Desktop/STUDY` in your terminal and use the

Google Cloud SDK commands from there.

白り夕



In above we are trying to init gcloud so that we can sync/use our gcloud vm in vscode gcloud cli so that we can deploy our code.

```
You are logged in as: [rohankodavalla@gmail.com].
Pick cloud project to use:
 [1] graphic-adviser-422016-k7
 [2] solid-garden-421919
[3] Enter a project ID
 [4] Create a new project
Please enter numeric choice or text value (must exactly match list item): 1 \angle
Your current project has been set to: [graphic-adviser-422016-k7].
Do you want to configure a default Compute Region and Zone? (Y/n)? n
Created a default .boto configuration file at [/Users/rohankodavalla/.boto]. See this file and
[https://cloud.google.com/storage/docs/gsutil/commands/config] for more
information about configuring Google Cloud Storage.
Your Google Cloud SDK is configured and ready to use!
* Commands that require authentication will use rohankodavalla@gmail.com by default
* Commands will reference project `graphic-adviser-422016-k7` by default
Run `gcloud help config` to learn how to change individual settings
This gcloud configuration is called [default]. You can create additional configurations if you work with multipl
e accounts and/or projects.
Run `gcloud topic configurations` to learn more.
Some things to try next:
* Run `gcloud --help` to see the Cloud Platform services you can interact with. And run `gcloud help COMMAND` to
 get help on any gcloud command.
* Run `gcloud topic ——help` to learn about advanced features of the SDK like arg files and output formatting * Run `gcloud cheat—sheet` to see a roster of go—to `gcloud` commands.
(base) rohankodavalla@Rohans-MacBook-Air inventory %
```

Now we want to make sure that gcloud is configured to our project so run -

```
    (base) rohankodavalla@Rohans-MacBook-Air inventory % gcloud config get-value project
graphic-adviser-422016-k7
    (base) rohankodavalla@Rohans-MacBook-Air inventory %
```

And make sure that the project ID that you see is indeed the project that you use.

And if that is the case, then we can move on and start deploying our code to an App Engine service.

So as we mentioned before, the first thing we need to do in order to configure the code for App Engine

service is to add an app.yaml file containing the configuration of the deployment.

So note that you can find a complete app Yaml file in the resources of this lecture.

So you can simply use this file.

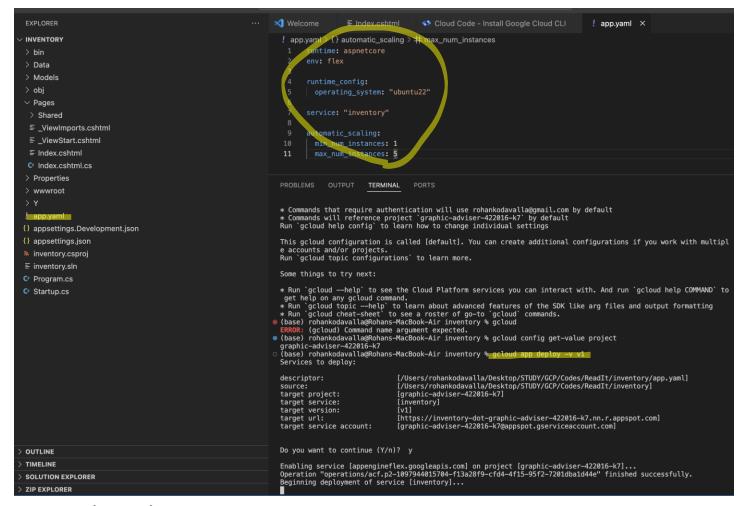
But we will now create a new one from start.

So you will see what are the steps that we do in order to make this configuration.

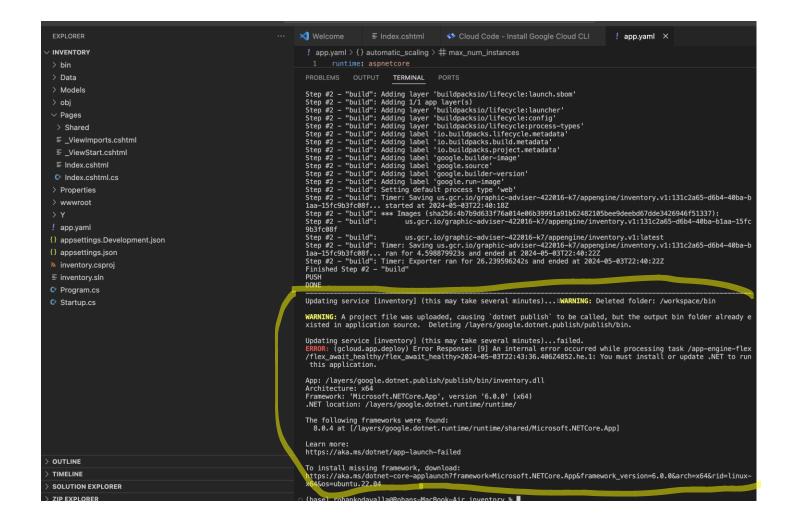
So right click somewhere here to create a new file and name this file of course app . Yaml.

Enter details into the .yaml file and save.

Deploy into gcloud.



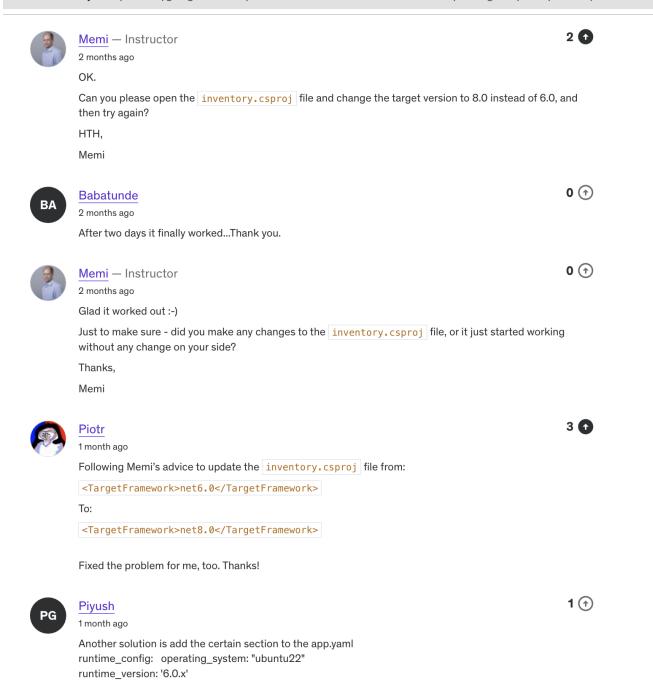
Now using this command we want to deploy to gcloud, but we got a huge 4 hr error puzzling my head .



So to remove this error -

So to remove this error -

oncordia.udemy.com/course/google-cloud-platform-from-zero-to-hero-the-complete-guide/learn/lecture/40787934#que



So i did it -

```
inventory.csproj ×

    inventory.sln

                                             {} launchSettings.json
                                                                        * favicon.ico
                                                                                           {} inventory.csproj.nuget.dgsp
  inventory.csproj
        <Project Sdk="Microsoft.NET.Sdk.Web">
          <PropertyGroup>
            <TargetFramework>net8.0</TargetFramework>
          </PropertyGroup>
          <ItemGroup>
            <PackageReference Include="MySql.EntityFrameworkCore" Version="7.0.5" />
             <PackageReference Include="newtonsoft.json" Version="13.0.1" />
          </ItemGroup>
          <ItemGroup>
            <None Update="app.yaml">
               <CopyToPublishDirectory>PreserveNewest</CopyToPublishDirectory>
          </ItemGroup>
        </Project>
  19
 PROBLEMS
              OUTPUT
                        TERMINAL
                                     PORTS
 flex_await_healthy/flex_await_healthy>2024-05-04T03:17:57.080Z5080.he.2: You must install or update .NET to rur
  this application.
 App: /layers/google.dotnet.publish/publish/bin/inventory.dll
 Architecture: x64
 Framework: 'Microsoft.NETCore.App', version '6.0.0' (x64)
.NET location: /layers/google.dotnet.runtime/runtime/
 The following frameworks were found:
   8.0.4 at [/layers/google.dotnet.runtime/runtime/shared/Microsoft.NETCore.App]
 Learn more:
 https://aka.ms/dotnet/app-launch-failed
 To install missing framework, download:
 https://aka.ms/dotnet-core-applaunch?framework=Microsoft.NETCore.A
                                                                        × Failed to restore solution.
 x64&os=ubuntu.22.04
(base) rohankodavalla@Rohans-MacBook-Air inventory % dotnet --vers Source: C# Dev Kit
 6.0.421
 (base) rohankodavalla@Rohans-MacBook-Air inventory % [
```

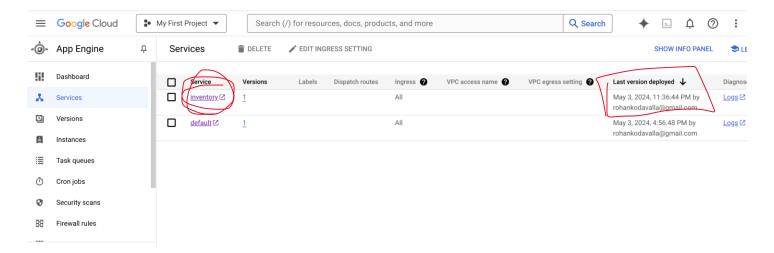
```
inventory.csproj ×

    inventory.sln

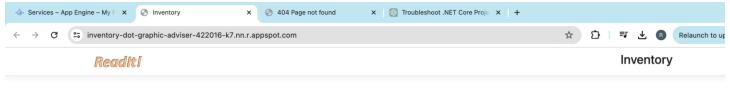
                                           {} launchSettings.json
                                                                      * favicon.ico
                                                                                        {} inventory.csproj.nuget.dgsp
inventory.csproj
       <Project Sdk="Microsoft.NET.Sdk.Web">
         <PropertyGroup>
           <TargetFramework>net8.0</TargetFramework>
         </PropertyGroup>
         <ItemGroup>
           <PackageReference Include="MySql.EntityFrameworkCore" Version="7.0.5" />
           <PackageReference Include="newtonsoft.json" Version="13.0.1" />
         </ItemGroup>
         <ItemGroup>
           <None Update="app.yaml">
 14
             <CopyToPublishDirectory>PreserveNewest</CopyToPublishDirectory>
         </ItemGroup>
 17
       </Project>
 19
PROBLEMS
            OUTPUT
                       TERMINAL
Step #2 - "build": Timer: Exporter ran for 30.619760955s and ended at 2024-05-04T03:38:32Z
Finished Step #2 - "build"
PUSH
Updating service [inventory] (this may take several minutes)...: WARNING: A project file was uploaded, causing
otnet publish` to be called, but the output bin folder already existed in application source. Deleting /layers,
google.dotnet.publish/publish/bin.
WARNING: Deleted folder: /workspace/bin
Updating service [inventory] (this may take several minutes)...done.
Setting traffic split for service [inventory]...done.
Deployed service [inventory] to [https://inventory-dot-graphic-adviser-422016-k7.nn.r.appspot.com]
You can stream logs from the command line by running:
  $ gcloud app logs tail -s inventory
To view your application in the web browser run:
$ gcloud app browse -s inventory
(base) rohankodavalla@Rohans-MacBook-Air inventory %
■
```

Now if you took a look at the logs of the deployment then you can see that basically what happens here is that Google created a Docker image and then put our code in it.

It built the code and then deployed the container image, which is not the case with the standard App Engine service where we don't have an underlying Docker image. So anyway, deployment was complete.



You can verify the v1 (version 1) update time, and click on inventory >



Manage Inventory

Nothing to see here folks :-)

8. App Engine 72. Deploying the Inventory Service

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So we just deployed our inventory service as a flexible app engine service.

And now we have it up and running in the cloud.