Golang Appengine

hello world

```go
package hello

import (
    "fmt"
    "net/http"
)

func init() {
    http.HandleFunc("/", handler)
}

func handler(w http.ResponseWriter, r *http.Request) {
    fmt.Fprint(w, "Hello, world!")
}
```
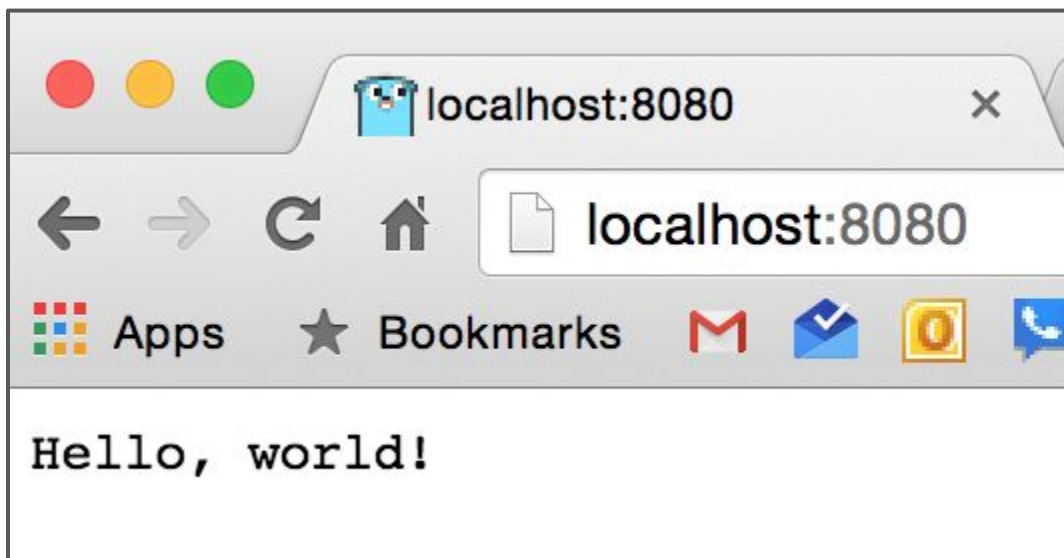
```
app.yaml ×
1    application: helloworld
2    version: 1
3    runtime: go
4    api_version: go1
5
6    handlers:
7    - url: /.*
8      script: _go_app
```

The web server is now running, listening for requests on port 8080. Test the application by visiting the following URL in your web browser:

http://localhost:8080/

ctrl + c

stops goapp serve

photo blog

```
16  var tpl *template.Template
17  var store = sessions.NewCookieStore([]byte("something-very-secret"))
18
19
20  func init() {
21      var err error
22      tpl, err = template.ParseFiles("assets/tpl/index.gohtml", "assets/tpl/admin_login.gohtml", "assets/tpl/admin_upload.gohtml")
23      if err != nil {
24          log.Fatalln("couldn't parse", err)
25      }
26
27      http.HandleFunc("/", home)
28      http.HandleFunc("/admin", admin)
29      http.HandleFunc("/admin/upload", upload)
30      http.HandleFunc("/admin/logout", logout)
31      http.Handle("/assets/imgs/", http.StripPrefix("/assets/imgs/", http.FileServer(http.Dir("assets/imgs/"))))
32  }
```

App Engine:
- no main; use init instead
- no http.ListenAndServe

```
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29  func main() {
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33      http.HandleFunc("/admin/logout", logout)
34      http.Handle("/assets/imgs/", http.StripPrefix("/assets/imgs/", http.FileServer(http.Dir("assets/imgs/"))))
35      http.ListenAndServe(":9000", context.ClearHandler(http.DefaultServeMux))
36      /*
37      go run $(go env GOROOT)/src/crypto/tls/generate_cert.go --host=somedomainname.com
38      */
39  }
```

```go
var tpl *template.Template
var store = sessions.NewCookieStore([]byte("something-very-secret"))


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```

App Engine:
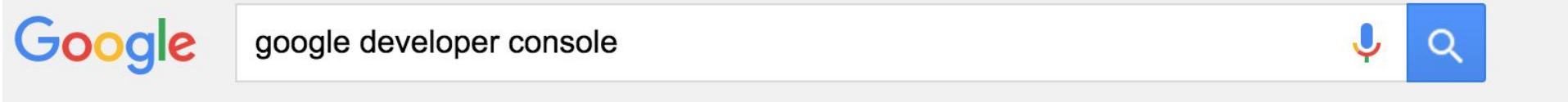- no main; use init instead
- no http.ListenAndServe

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    */
}
```

I also changed:
- package name (from main to photos)
- file name (from main to photos)

deploying

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```
goapp deploy -application <YOUR_PROJECT_ID> myapp/
```

```
02 — Python — 78×30
02 $ goapp deploy —application photoblog—1008 .
06:00 AM Application: photoblog—1008; version: 1
06:00 AM Host: appengine.google.com
*******************************************************
There is a new release of the SDK available.
-----------
Latest SDK:
api_versions: ['1']
release: 1.9.27
supported_api_versions:
  go:
    api_versions: [go1]
  java7:
    api_versions: ['1.0']
  python:
    api_versions: ['1']
  python27:
    api_versions: ['1']
timestamp: 1439922504

-----------
Your SDK:
api_versions: ['1']
release: 1.9.23
supported_api_versions:
  go:
    api_versions: [go1]
  java7:
    api_versions: ['1.0']
```

```
timestamp: 1433876744

-----------
Please visit https://developers.google.com/appengine/downloa
for the latest SDK
*******************************************************
06:00 AM
Starting update of app: photoblog—1008, version: 1
06:00 AM Getting current resource limits.
06:00 AM Scanning files on local disk.
06:00 AM Cloning 20 application files.
06:00 AM Uploading 7 files and blobs.
06:01 AM Uploaded 7 files and blobs.
06:01 AM Compilation starting.
06:01 AM Compilation: 14 files left.
06:01 AM Compilation completed.
06:01 AM Starting deployment.
06:01 AM Checking if deployment succeeded.
06:01 AM Deployment successful.
06:01 AM Checking if updated app version is serving.
06:01 AM Completed update of app: photoblog—1008, version: 1
02 $
```

two step auth

https://support.google.com/accounts/answer/185833

`http://your_app_id.appspot.com`

PICTURES

false

We are in the else

admin

google domains & app engine