

# Installation & configure Google App Engine.

 Sinhgad Institutes	Date

# Govardhan Gomashe,

- This document describes the installation of the google app engine software development kit on a microsoft windows and running a simple - 'hello world' application.

The app engine sdk allows you to run Google App Engine application on your local computer. It simulates the run time environment of the Google App engine infrastructure.

## # Pre-Requisites: python 2.5.4.

If you don't already have python 2.5.4, installed in your computer, download & install python 2.5.4. From:

<http://www.python.org/download/releases/2.5.4>

## # Download & install:

You can download the google app engine sdk by going to:

<http://code.google.com/appengine/download.html> & download the appropriate install package.

## # download the google app engine sdk.

platform	version	package	Size	SHA1 checksum
windows	1.1.5	Google App engine	2.5	e974312b4acf -
	10/03/08	1.1.5.msi	MB	
mac os x	1.1.5	Google App engine	3.0	f62208ac10eb3 -
	10/03/08	1.1.5.dmg	MB	
linux/other	1.1.5	google.appengine	2.5	cbb96e81b6d1bf
platform	10/03/08	1.1.5.zip	MB	

## # download the windows installer.

Double click on the google application engine installer click through installation wizard, it should install app engine. If you do not have python 2.5 it will install python 2.5 as well.

once the install is complete you can discard the downloaded installer.

## # Making your first application:

Now you need to create a simple application we could use the `#` option to have the launcher make us an application but instead we will do it by hand to get a better sense of what is going on.

make a folder for your google app engine applications. I am going to make the folder on my desktop called "apps" the path to this folder is:

`C:\documents & settings\user\Desktop\apps:` & then make a subfolder

`C:\documents & settings\user\Desktop\app\ae-or-trivial`

create a file `app.yaml` in the `ae-or-trivial` application:

`version: 1`

`runtime: python`

`api-version: 1`

`handlers:`

`- url: /.*`

`script: index.py.`



Note:-

Please do not copy paste these lines into your text editor you might end up with strange characters.

Then create file in the ae-ol-trial folder called index.py with three lines in it:

```
print 'content-type: text/plain'
print ''
print 'Hello there chuck'
```

Then start the Google app engine launcher program that can be found under application. use the file → Add existing application command & navigate into the apps directory and select ae-ol-trial folder. once you have added the application, select it so that you can control application using launcher. once you have selected your application and press run. After a few moments your application will show a little green icon next to your application. Then ~~not~~ press Browse to open browser pointing at your application which is running at `http://localhost:8080` (paste `http://localhost:8080` into your browser and you should see your application as follows).

Just for fun, edit the index.py to change the name chuck to your name & press refresh in the browser to verify your updates.

# Dealing with error:

With two files to edit there are two general categories of error that you may encounter. If you make a mistake on app.yaml file the app engine

will not start

In this instance, the mistake is mis-identifying the last line in the `app.yaml`

If you make a syntax error in `index.py` file a python track back error will appear in your browser.

The error you need to see is likely to be the last few lines of output - in this case I made a python syntax error on line one of our one line application.

reference: <http://en.wikipedia.org/wiki/Stack-trace>  
when you make in `index.py` file you must fix the mistake.

If you make mistake in `index.py` file you can simply fix the file & press refresh.

## # watching the Log:

You can watch the internal log of the actions that server is performing when you are interacting with your application in the browser, select your application in the launcher & press logs button.

Each time you press refresh in your browser you can see it retrieving the output with a Get request

## # Shutting down the server:

to shut down the server, use launcher, select your application & press stop button.