

Advanced DevOps Lab

Experiment 2

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Subject	Advanced DevOps Lab

Aim: To Build Your Application using AWS CodeBuild and Deploy on S3 / SEBS using AWS CodePipeline, deploy Sample Application on an EC2 instance using AWS CodeDeploy.

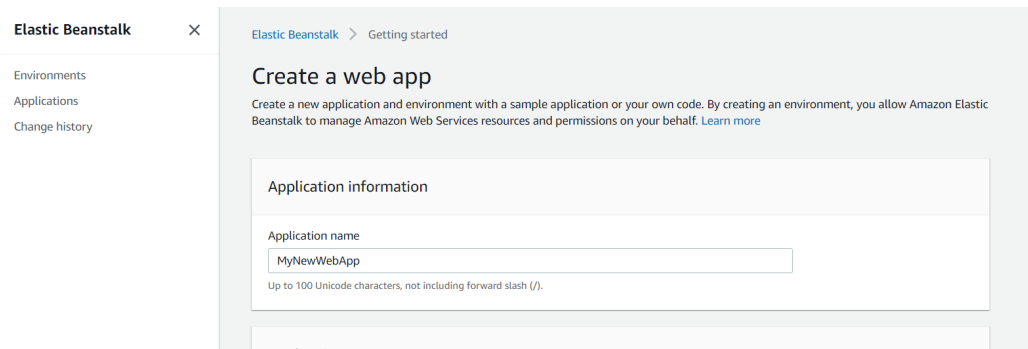
Theory:

Continuous deployment allows you to deploy revisions to a production environment automatically without explicit approval from a developer, making the entire software release process automated. You will create the pipeline using AWS CodePipeline, a service that builds, tests, and deploys your code every time there is a code change. You will use your GitHub account, an Amazon Simple Storage Service (S3) bucket, or an AWS CodeCommit repository as the source location for the sample app's code. You will also use AWS Elastic Beanstalk as the deployment target for the sample app. Your completed pipeline will be able to detect changes made to the source repository containing the sample app and then automatically update your live sample app.

Step 1: Create a Deployment Environment

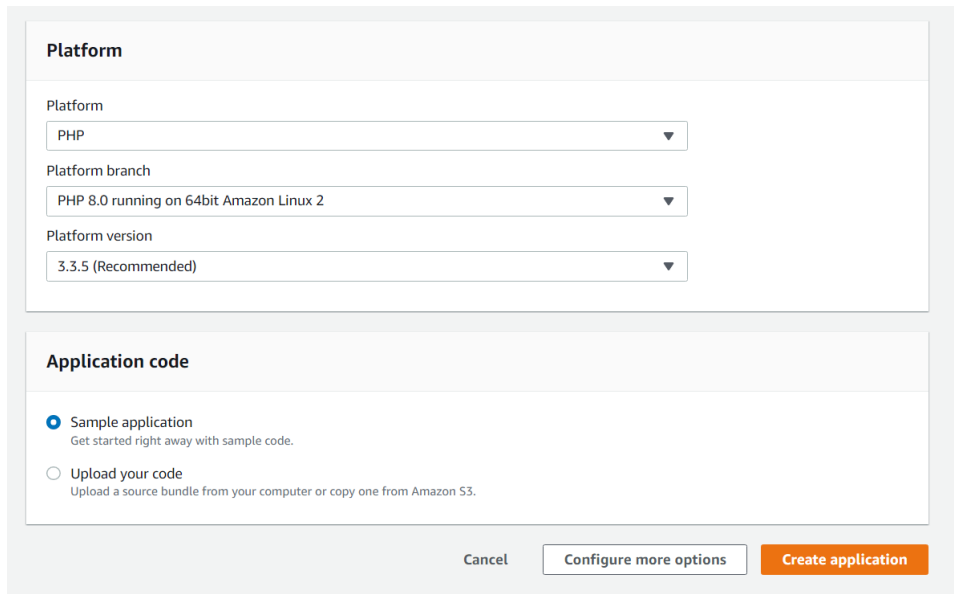
Your continuous deployment pipeline will need a target environment containing virtual servers, or Amazon EC2 instances, where it will deploy sample code. You will prepare this environment before creating the pipeline.

1. Open up Elastic Beanstalk and name your web app.



The screenshot shows the AWS Elastic Beanstalk console. On the left, there is a sidebar with the 'Elastic Beanstalk' header and a close button (X). Below the header, there are links for 'Environments', 'Applications', and 'Change history'. The main content area is titled 'Elastic Beanstalk > Getting started' and features a 'Create a web app' section. This section includes a brief description: 'Create a new application and environment with a sample application or your own code. By creating an environment, you allow Amazon Elastic Beanstalk to manage Amazon Web Services resources and permissions on your behalf. [Learn more](#)'. Below this, there is a form titled 'Application information'. The first field is 'Application name', which contains the text 'MyNewWebApp'. A note below the field states: 'Up to 100 Unicode characters, not including forward slash (/)'. The form is partially visible, with the 'Application type' section starting below it.

2. Choose PHP from the drop-down menu and then click Create Application.



The screenshot shows the 'Create application' form in the AWS CodeDeploy console. It is divided into two main sections: 'Platform' and 'Application code'.

Platform section:

- Platform:** A dropdown menu with 'PHP' selected.
- Platform branch:** A dropdown menu with 'PHP 8.0 running on 64bit Amazon Linux 2' selected.
- Platform version:** A dropdown menu with '3.3.5 (Recommended)' selected.

Application code section:

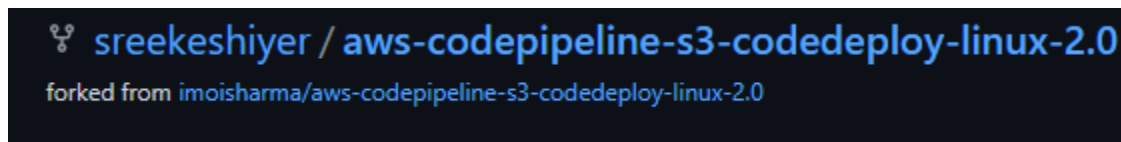
- Sample application:** Selected with a radio button. Description: 'Get started right away with sample code.'
- Upload your code:** Unselected with a radio button. Description: 'Upload a source bundle from your computer or copy one from Amazon S3.'

Buttons at the bottom:

- 'Cancel' (grey)
- 'Configure more options' (white)
- 'Create application' (orange)

3. Beanstalk creates a sample environment for you to deploy your application.
By default, it creates an EC2 instance, a security group, an Auto Scaling group, an Amazon S3 Bucket, Amazon CloudWatch alarms and a domain name for your application.

Step 2: Get a copy of your sample code



In this step, we will get the sample code from [this](#) GitHub Repository to later host it. The pipeline takes code from the source and then performs actions on it.

For this experiment, as a source, we will use this forked GitHub repository. We can alternatively also use Amazon S3 and AWS CodeCommit.

Go to the repository shared above and simply fork it.



Step 3: Creating a CodePipeline

In this step, we'll create a simple pipeline that has its source and deployment information. In this case, however, we will skip the build stage where you get to plug in our preferred build provider.

1. Go to AWS Developer Tools -> CodePipeline and create a new Pipeline. Fill in the initial settings first.

The screenshot shows the 'Choose pipeline settings' screen in the AWS Developer Tools console. The breadcrumb trail is 'Developer Tools > CodePipeline > Pipelines > Create new pipeline'. On the left, a sidebar lists steps: Step 1 (Choose pipeline settings), Step 2 (Add source stage), Step 3 (Add build stage), Step 4 (Add deploy stage), Step 5 (Review), and a 'Review' link. The main content area is titled 'Choose pipeline settings' with an 'Info' link. Under 'Pipeline settings', there is a 'Pipeline name' field with the value 'code-pipeline-demo' and a note 'No more than 100 characters'. Below this is the 'Service role' section with two options: 'New service role' (selected) and 'Existing service role'. The 'New service role' option has a sub-label 'Create a service role in your account'. Below the service role options is the 'Role name' field with the value 'AWSCodePipelineServiceRole-ap-south-1-code-pipeline-demo' and a note 'Type your service role name'. At the bottom, there is a checkbox 'Allow AWS CodePipeline to create a service role so it can be used with this new pipeline' which is checked.

2. In the source stage, choose GitHub v2 as the provider, then connect your GitHub account to AWS by creating a connection. You'd need your GitHub credentials and then you'd need to authorize and install AWS on the forked GitHub Repository.

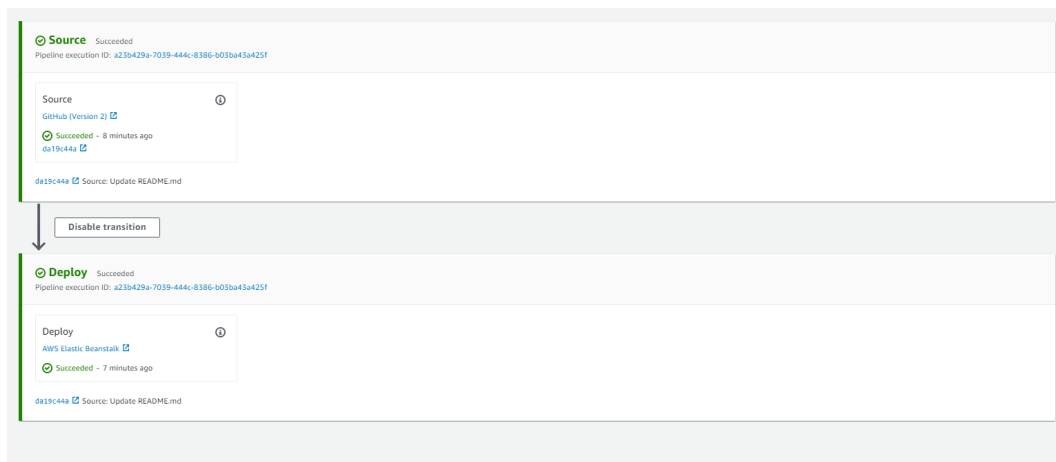
The screenshot shows the 'Ready to connect' screen for GitHub v2 in the AWS CodePipeline console. At the top, there is a green box with a checkmark icon and the text 'Ready to connect' and 'Your GitHub connection is ready for use.' Below this, there is a 'Repository name' field with the value 'sreekeshiyer/aws-codepipeline-s3-codedeploy-linux-2.0' and a note 'Choose a repository in your GitHub account.' Below the repository name field is a 'Branch name' field with the value 'master' and a note 'Choose a branch of the repository.' Below the branch name field is the 'Change detection options' section with a checkbox 'Start the pipeline on source code change' which is checked. Below this checkbox is a note 'Automatically starts your pipeline when a change occurs in the source code. If turned off, your pipeline only runs if you start it manually or on a schedule.' At the bottom, there is the 'Output artifact format' section with two options: 'CodePipeline default' (selected) and 'Full clone'. The 'CodePipeline default' option has a sub-label 'Choose the output artifact format.' and a note 'AWS CodePipeline uses the default zip format for artifacts in the pipeline. Does not include git metadata about the repository.' The 'Full clone' option has a sub-label 'Full clone' and a note 'AWS CodePipeline passes metadata about the repository that allows subsequent actions to do a full git clone. Only supported for AWS CodeBuild actions.'

3. Then, simply choose this forked repository and the branch which you will be able to find in the search box. After that, click Continue and skip the build stage. Proceed to the Deployment stage.

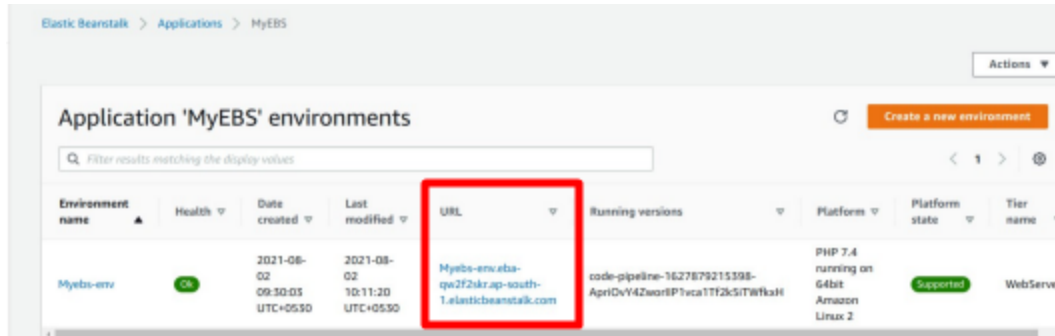
Step 4: Deployment

1. Choose Beanstalk as the Deploy Provider, same region as the Bucket and Beanstalk, name and environment name. Click Next, Review and create the pipeline.

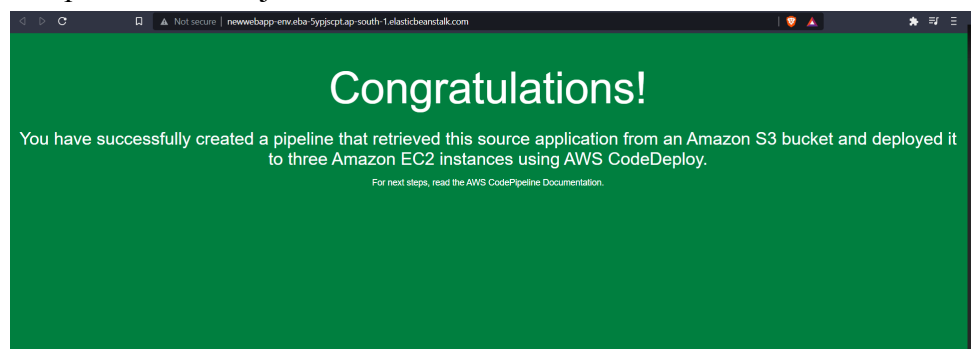
The screenshot shows the 'Deploy' stage configuration in the AWS CodePipeline console. The 'Deploy provider' is set to 'AWS Elastic Beanstalk'. The 'Region' is 'Asia Pacific (Mumbai)'. The 'Application name' is 'NewWebApp'. The 'Environment name' is 'Newwebapp-env'. At the bottom, there are buttons for 'Cancel', 'Previous', and 'Next'.



2. In a few minutes, we will have our pipeline created. Once we have the success message on the Deploy part, we can go ahead and check our URL provided in the EBS environment.



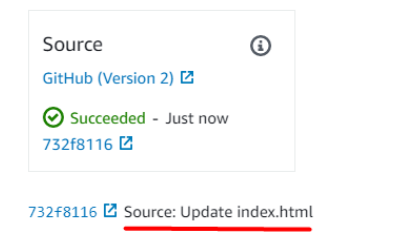
This is the sample website we just created.



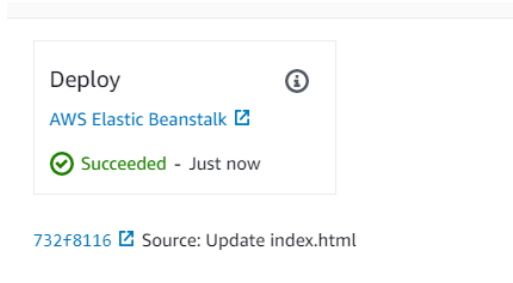
If you can see this, that means that you successfully created an automated software using CodePipeline.

Step 5: Committing changes to update app

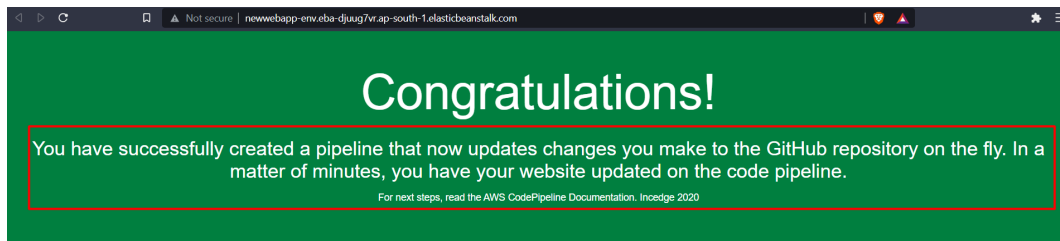
1. In this step, we will update the code which we had and make a few changes to the HTML file (keep in mind, this is in our version of the forked repository).
2. In GitHub, open index.html. Then, make changes to either the heading tag or the paragraph tag. Commit these changes on the fly on GitHub.
3. When you commit these changes to your forked version, you'll notice the changes being made in real-time on the Source panel



4. You can view the changes on the website using the same URL, once the deployment section shows success.



5. Check the changes live on your website.



Conclusion:

In this experiment, we learned how to use AWS Elastic Beanstalk Environments to deploy our websites and create a CodePipeline under the AWS Development Console, source data to the Beanstalk using GitHub and finally, make real-time changes to the website just by pushing updates to GitHub.