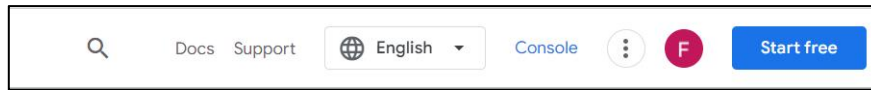
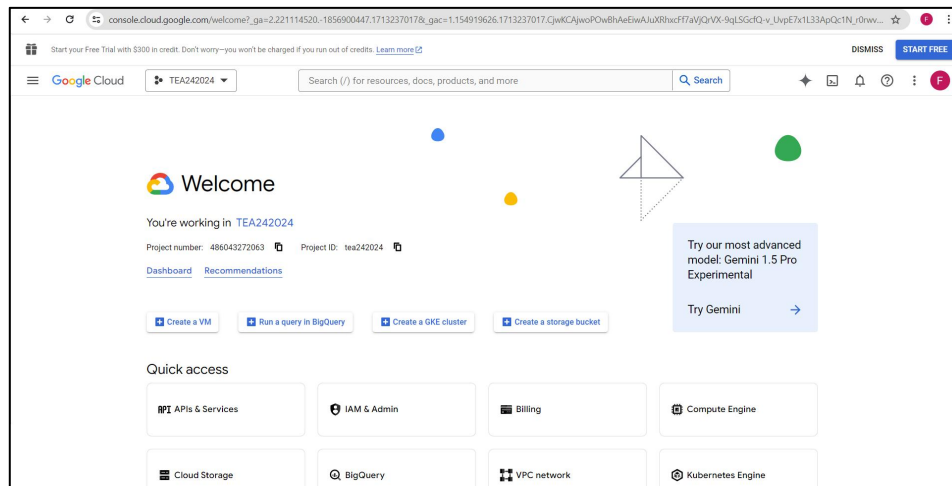


P2: Installation and configure Google App Engine:

- Search Google Cloud Platform in a any search engine.
- Click on Console:



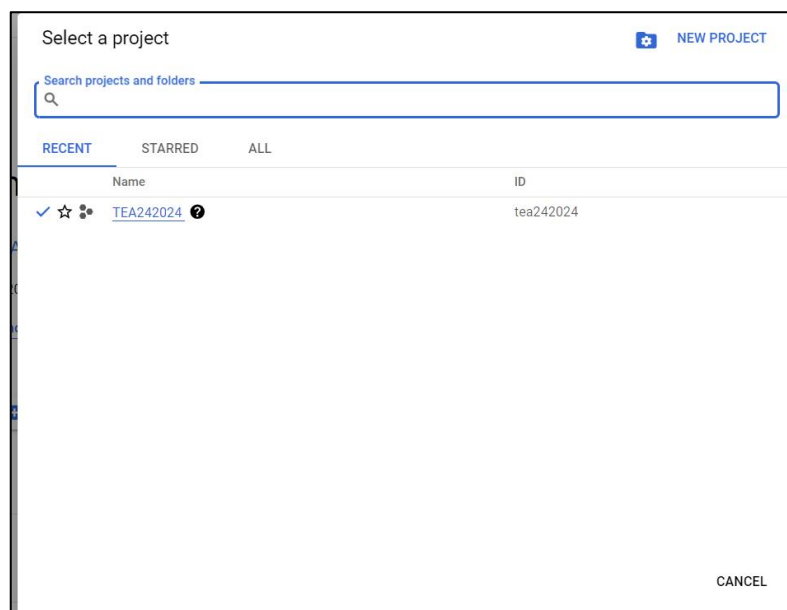
- This window opens:



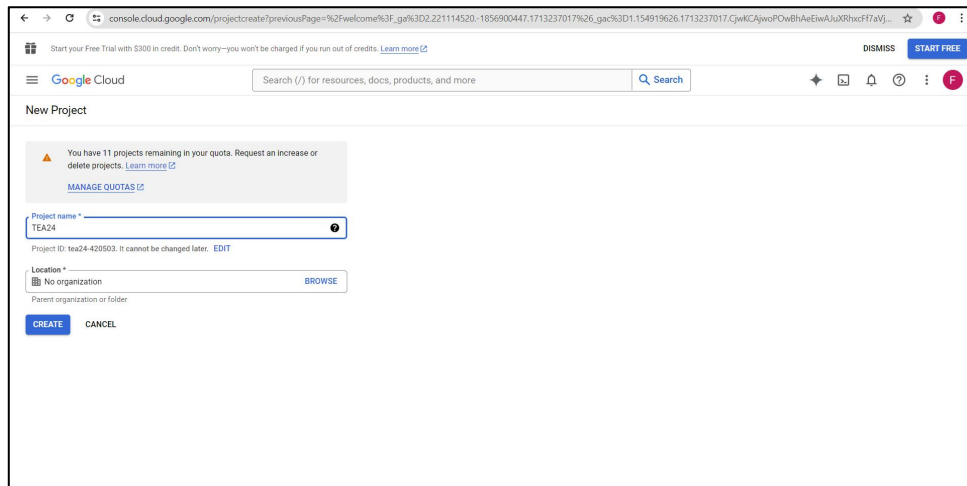
- Click on this:



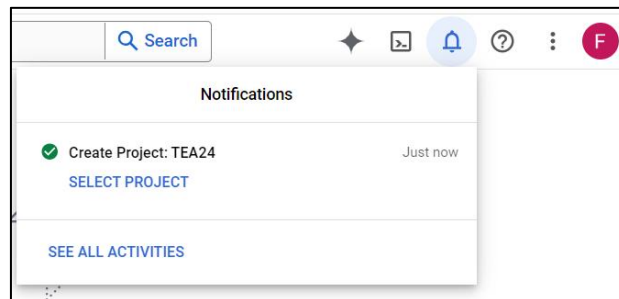
- This window opens:



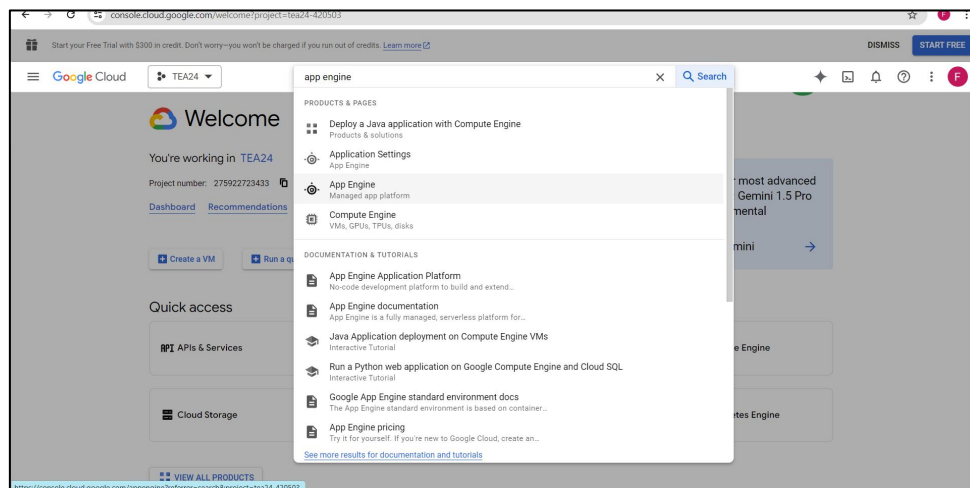
- Click on New Project
- Give project name and click on Create:



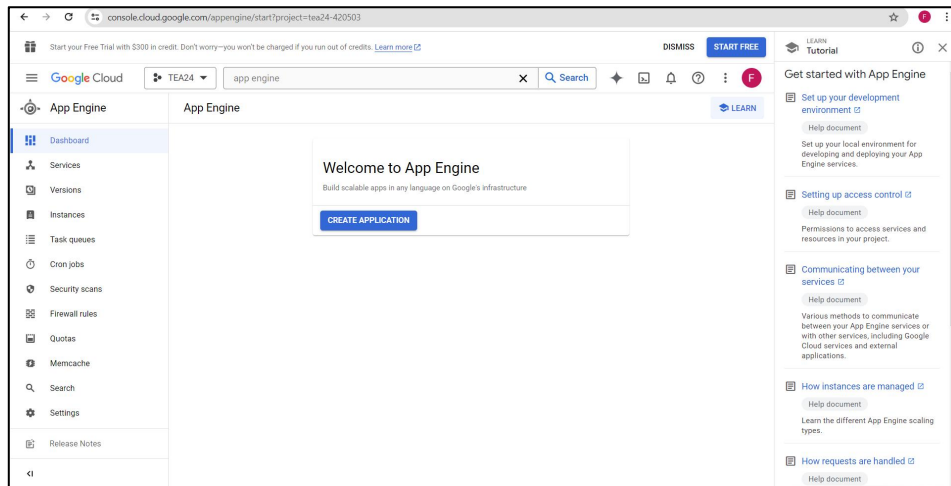
- This notification starts:



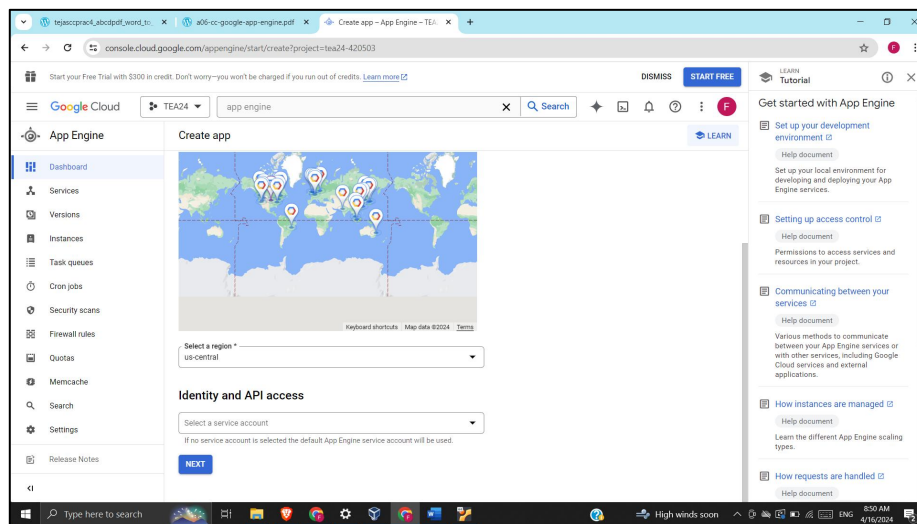
- Click on Select Project
- In the search bar, type App Engine:



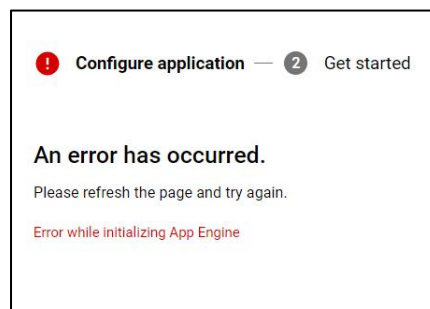
- Click on Create Application:



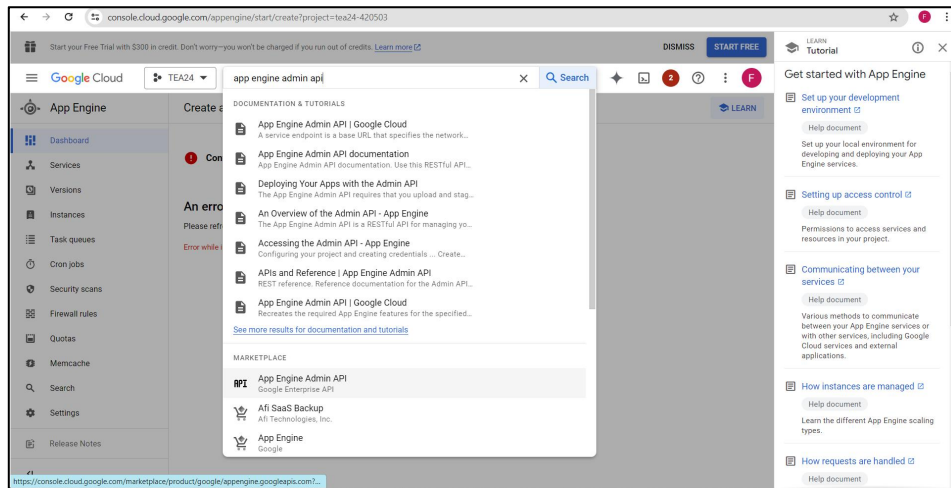
- This window opens:



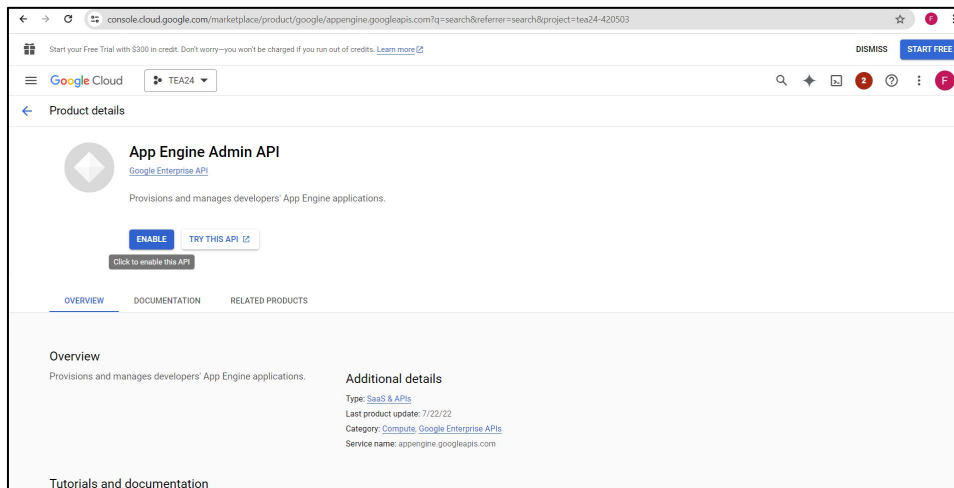
- Click Next
- This error appears:



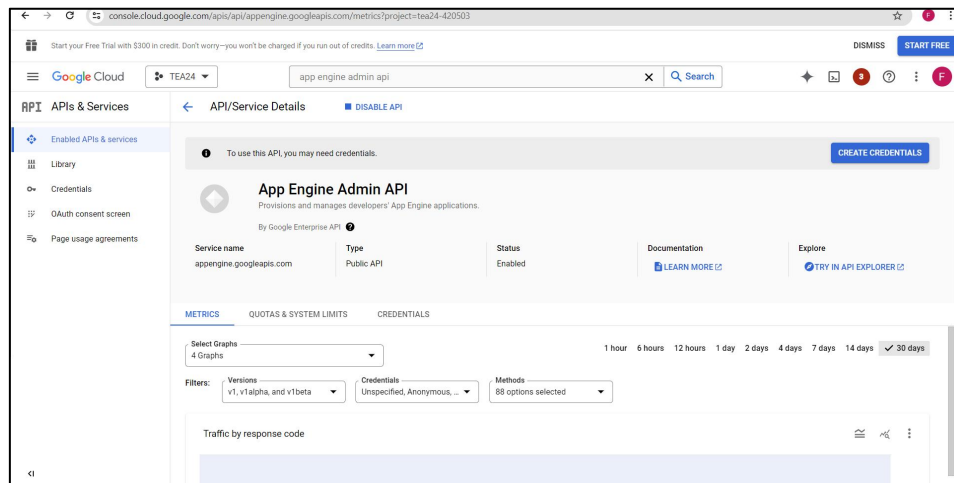
- Now, in the search bar, type App Engine Admin API:



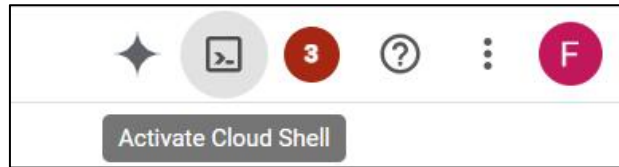
- Click Enable:



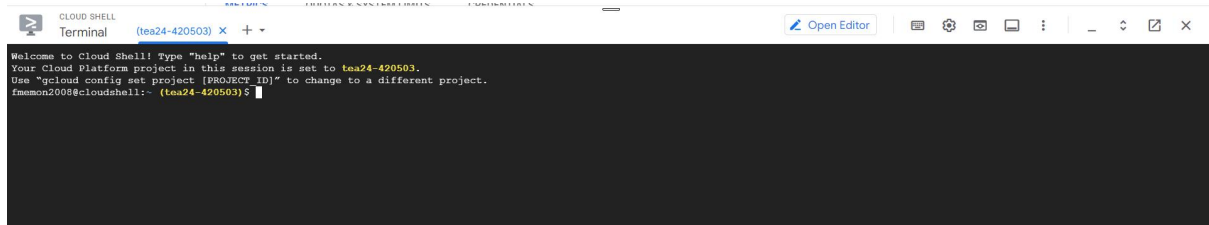
- This window appears:



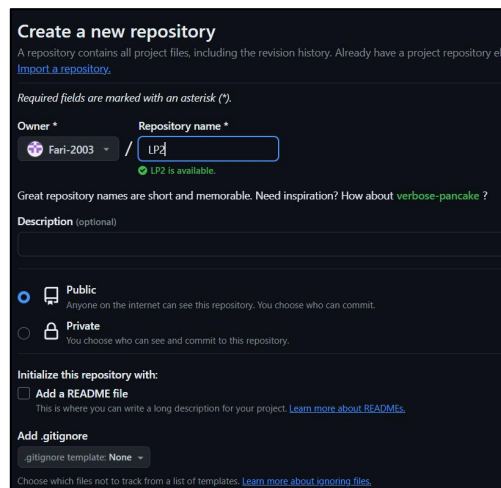
- Click Activate Cloud Shell:



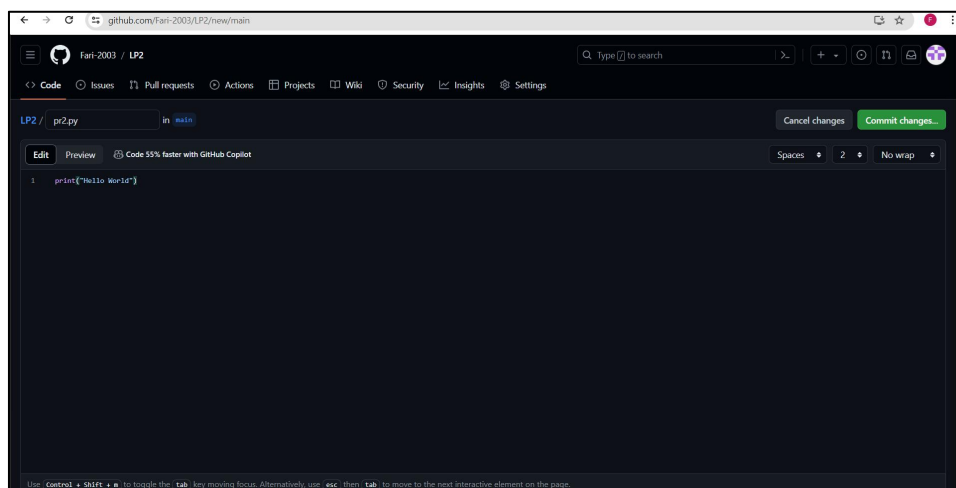
- This will appear:



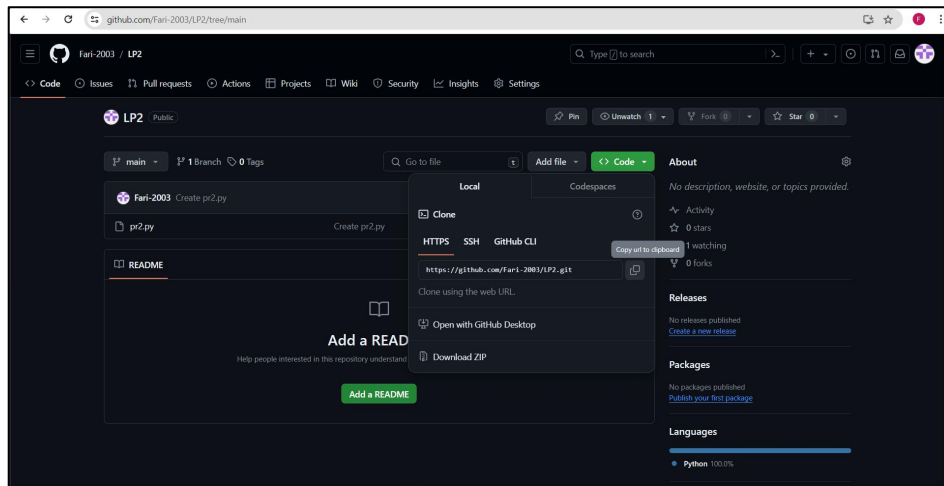
- Login to Github and create a new repository:



- Create a new file and enter python code. Give a file name (with .py extension). Click on commit changes.



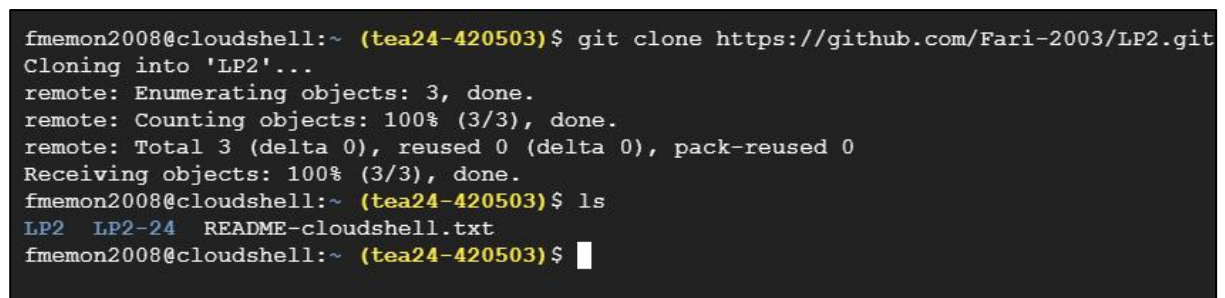
- Click on Code and copy URL:



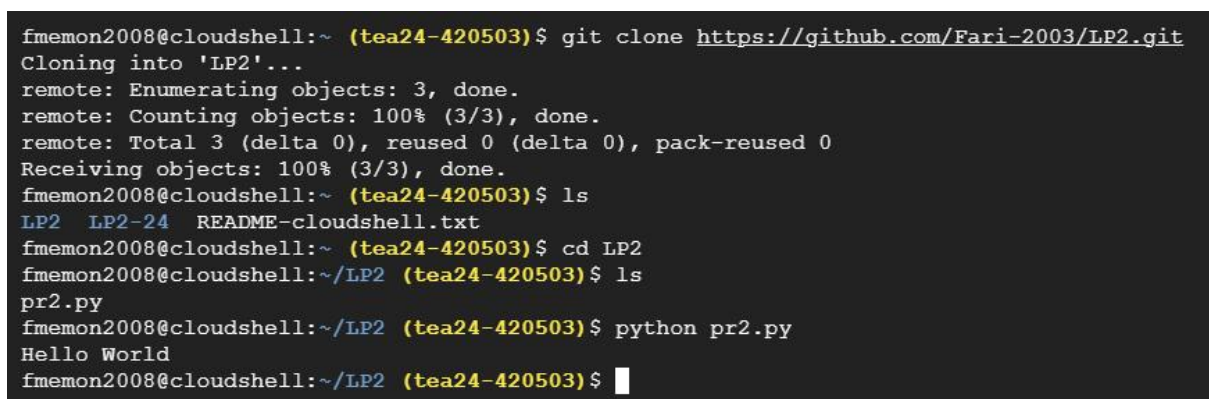
- Go back to google app engine and type the following:



- Now, type ls to showcase all the directories:

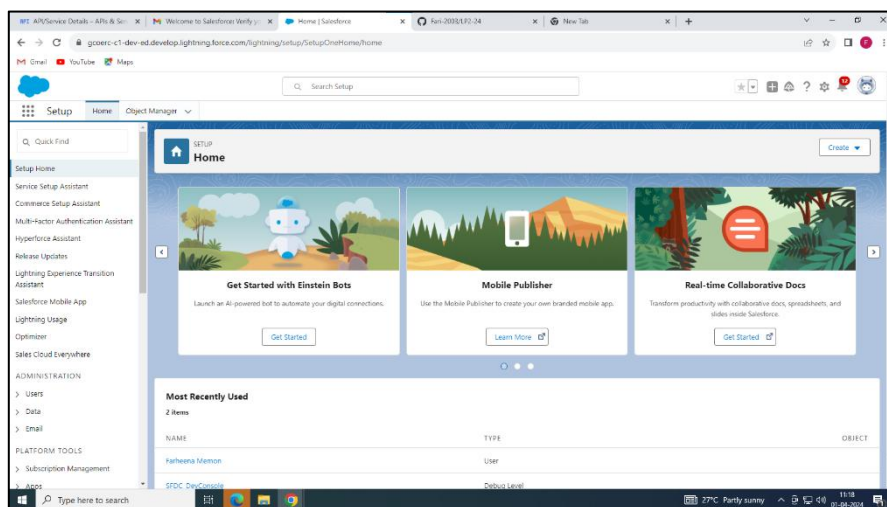


- Type cd LP2 (repository name). Type ls to view the files and then type python file_name to execute it.



P3: Creating an Application in Salesforce.com using Apex programming Language:

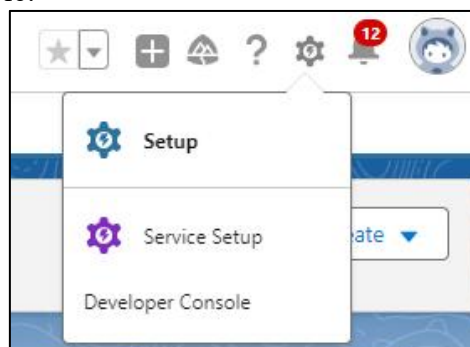
- Create new salesforce account on: <https://developer.salesforce.com/signup>
- You will get a verification mail
- Click on verify
- Set a password
- Log-in at: <https://login.salesforce.com/>



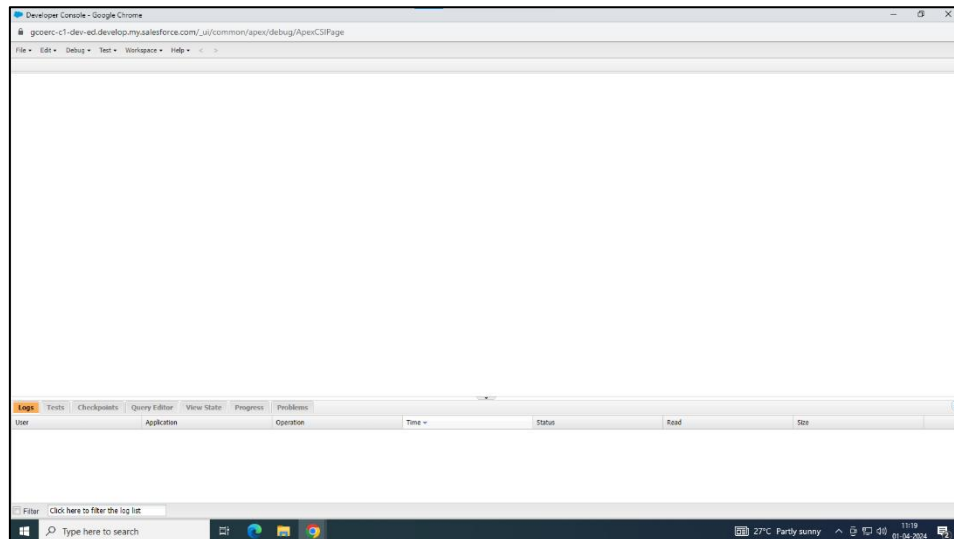
- This window opens
- Choose the settings button on this side:



- Choose developer console:



- This window will open:



- Go to File->New->Apex Class
- Set a program name
- Type the program and save it:


```
public class lp2_3_2 {
    public static void Add()
    {
        Integer a = 4, b = 5;
        Integer c;
        Double d, e;
        c = a + b;
        d = 4.5 + 9.2;
        e = a + b;
        System.debug('Add 4 and 5: ' + c);
        System.debug('Add 4.5 and 9.2: ' + d);
        System.debug('Add 4 and 5: ' + e);
    }
    public static void Sub()
    {
        Integer a = 4, b = 5;
        Integer c;
        Double d, e;
        c = a - b;
        d = 4.5 - 9.2;
        e = a - b;
        System.debug('Sub 4 and 5: ' + c);
        System.debug('Sub 4.5 and 9.2: ' + d);
        System.debug('Sub 4 and 5: ' + e);
    }
    public static void Mul()
    {
        Integer a = 4, b = 5;
        Integer c;
        Double d, e;
        c = a * b;
        d = 4.5 * 9.2;
    }
}
```

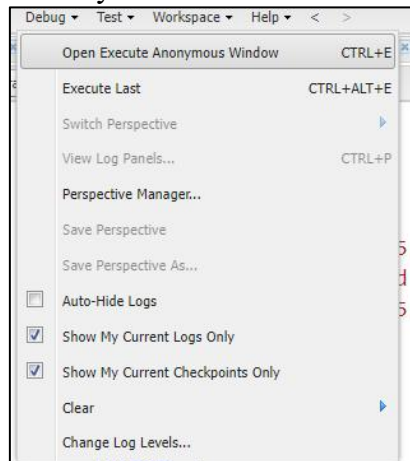


```

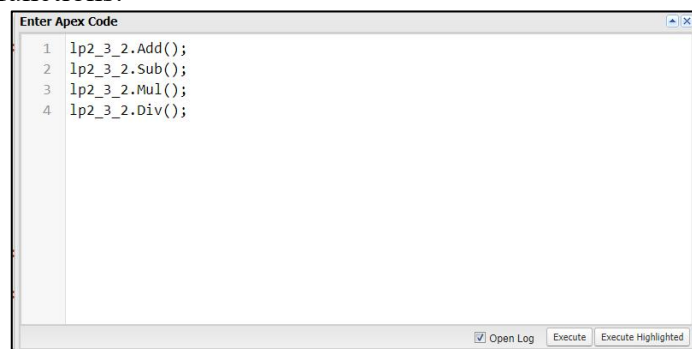
    e = a * b;
    System.debug('Mul 4 and 5: ' + c);
    System.debug('Mul 4.5 and 9.2: ' + d);
    System.debug('Mul 4 and 5: ' + e);
}
public static void Div()
{
    Integer a = 4, b = 5;
    Integer c;
    Double d, e;
    c = a / b;
    d = 4.5 / 9.2;
    e = a / b;
    System.debug('Div 4 and 5: ' + c);
    System.debug('Div 4.5 and 9.2: ' + d);
    System.debug('Div 4 and 5: ' + e);
}
}

```

- Go to Debug->Open Execute Anonymous Window:



- Write name of functions:

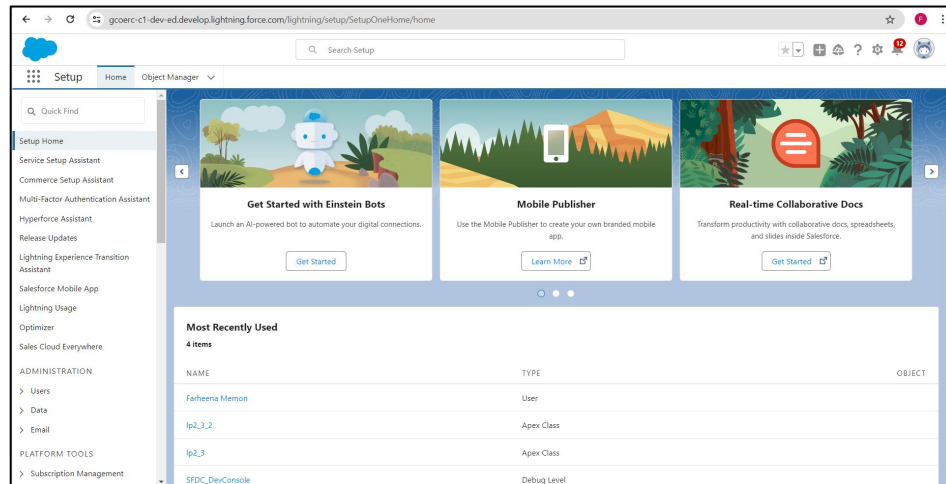


- Select Open Log and click Execute
- This window will open:

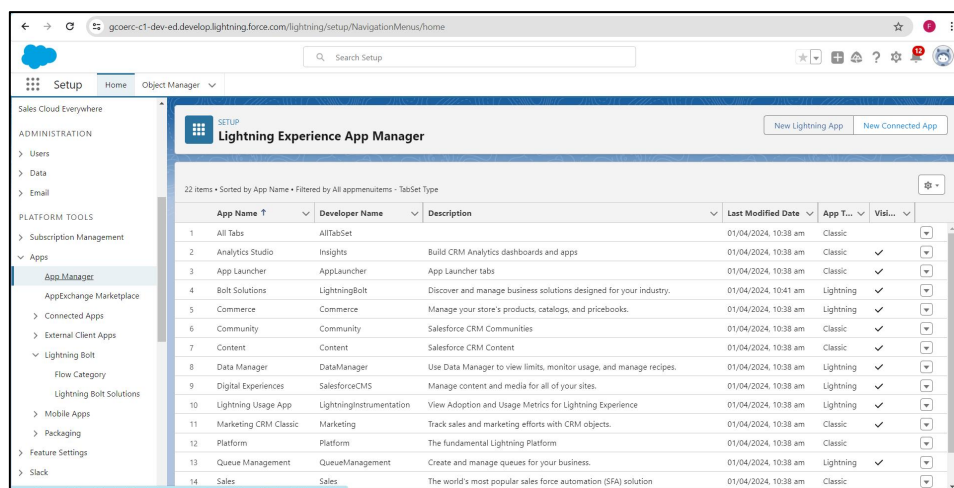
-

P4: Design and develop custom Application (Mini Project) using Salesforce Cloud:

- Login in to salesforce account.
- This window opens:



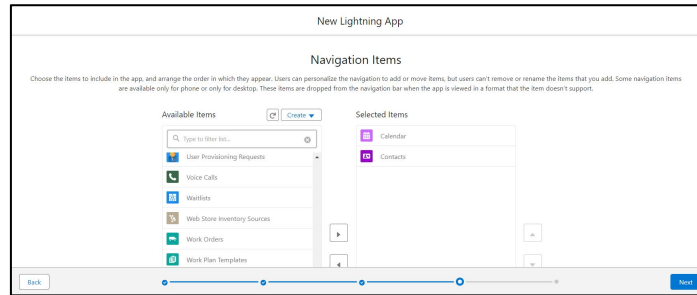
- Go to Apps->App Manager->



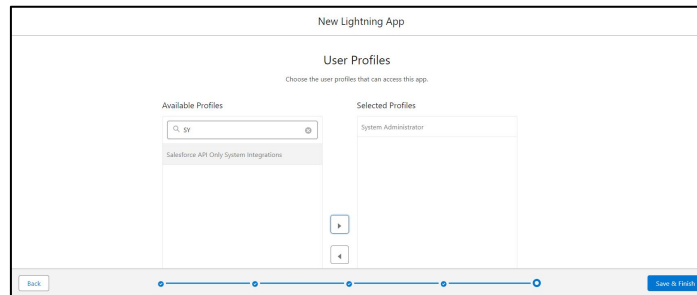
- Select New Lighting App
- Enter the details and click Next:

The screenshot shows the 'New Lightning App' form. The form is titled 'App Details & Branding' and includes fields for App Name, Developer Name, and Description. It also features an 'App Branding' section with an 'Image' upload button and a 'Primary Color Hex' field. A 'Next' button is located at the bottom right.

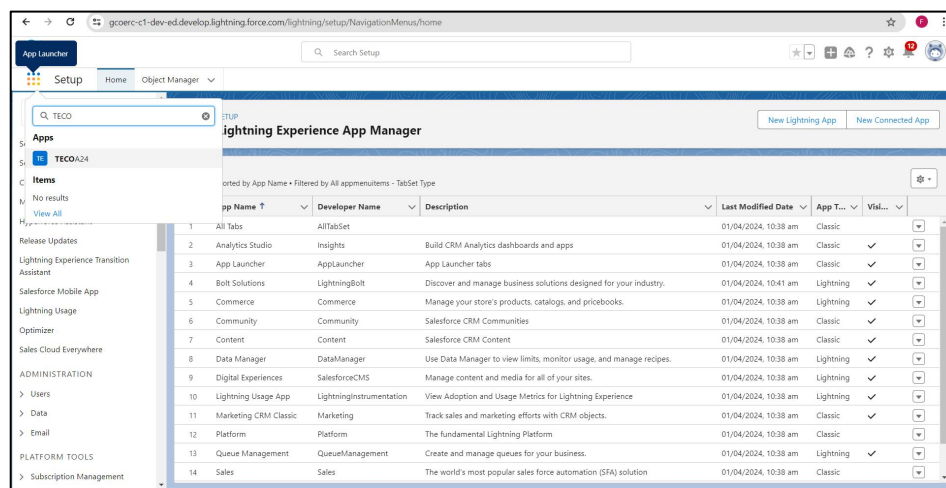
- Click Next on App and Utility Options.
- Choose the Navigation Items needed and click Next:



- Choose the user profiles that can access the app:



- Search by application name in App Launcher:



- Click on the app and it will open:

