



BUILDING APPLICATIONS IN THE CLOUD

Concepts, Patterns, and Projects

CHRISTOPHER M. MOYER

Table of Contents

Preface xv

About the Author xx

Introduction 1

What Is Cloud Computing? 1

The Evolution of Cloud Computing 2

The Main Frame 3

The PC Revolution 4

The Fast Internet 5

The Cloud 6

HTML5 and Local Storage 7

The Dawn of Mobile Devices 9

**Threading, Parallel Processing, and
Parallel Computing 10**

**How Does Cloud-Based Development Differ
from Other Application Development? 11**

What to Avoid 13

Getting Started in the Cloud 14

Selecting a Cloud Pattern 16

Implementing a Cloud Pattern 17

I. Concepts

1 Fundamentals of Cloud Services 21

Origins of Cloud Computing 21

What Is a Cloud Service? 23

Compute 24

Storage 24

Connectivity 24

Contents

The Legacy Pattern	25
Just Because It's in the Cloud Doesn't Mean It Scales	26
Failure as a Feature	27
Consistency, Availability, and Partition Tolerance	28
Consistency	29
Availability	30
Partition Tolerance	30
Eventual Consistency	31
Summary	32

2 Making Software a Service 33

Tools Used in This Book	34
Signing Up for Amazon Web Services	34
Installing boto	35
Setting Up the Environment	36
Testing It All	38
What Does Your Application Need?	39
Data Layer	40
Introducing the AWS Databases	41
Application Layer	47
Using Elastic Load Balancing	47
Adding Servers to the Load Balancer	49
Automatically Registering an Instance with a Load Balancer	51
HTTP and REST	53
The Header	53
The Body	57
Methods	58
Authorization Layer	62
Client Layer	64
Browser-Based Clients	65
Native Applications	66
Summary	67

3 Cloud Service Providers 69

Amazon Web Services 69

Simple Storage Service (S3) 71

CloudFront 77

Simple Queue Service (SQS) 80

Elastic Compute Cloud (EC2) 83

Elastic Block Storage (EBS) 88

Elastic Load Balancing (ELB) 91

SimpleDB 93

Relational Database Service (RDS) 95

Simple Notification Service (SNS) 102

Virtual Private Cloud (VPC) 106

Google Cloud 108

AppEngine 108

Google Storage 111

Rackspace Cloud 112

CloudFiles 112

CloudServers 113

CloudSites 113

Summary 114

II: Patterns

4 Designing an Image 117

Prepackaged Images 119

Overview 119

Reasons for Usage 119

Description 120

Implementation 120

Example 122

Summary 125

Singleton Instances 127

Overview 127

Reasons for Usage 127

Description 128

Implementation 128

Example	128
Summary	130
Prototype Images	131
Overview	131
Reasons for Usage	131
Description	132
Implementation	132
Example	133
Summary	135

5 Designing an Architecture 137

Adapters	139
Overview	139
Reasons for Usage	140
Description	140
Implementation	140
Example	141
Summary	146
Facades	147
Overview	147
Reasons for Usage	148
Description	148
Implementation	148
Example	149
Summary	152
Proxies and Balancers	153
Overview	153
Reasons for Usage	153
Description	154
Implementation	154
Example	155
Summary	158

6 Executing Actions on Data 159

Queuing	161
Overview	161
Reasons for Usage	162

Description	162
Implementation	163
Example	163
Summary	170
Command	173
Overview	173
Reasons for Usage	173

Description	174
Implementation	174
Example	175
Summary	179

Iterator	181
Overview	181
Reasons for Usage	181

Description	182
Implementation	182
Example	183
Summary	185

Observer	187
Overview	187
Reasons for Usage	188

Description	188
Implementation	188
Example	189
Summary	191

7 Clustering 193

The n-Tier Web Pattern	195
Overview	195
Reasons for Usage	196

Description	196
Implementation	197
Example	198
Summary	210

Semaphores and Locking	211
Overview	211
Reasons for Usage	211

Description	212
Implementation	212
Example	213
Summary	218
Map/Reduce	219
Overview	219
Reasons for Usage	220
Description	220
Implementation	220
Example	222
Summary	226

III: Projects

8 A Simple Weblog 229

Storage	229
Creating a Domain	231
The User Object	232
The Post Object	234
The Comment Object	237
Application	240
A Brief Introduction to WSGI	241
The DB Handler	243
The User, Post, and Comment Handlers	248
Spam Classification	249
Presentation	253
Setting Up the HTTP Proxy	254
Posts	255
Comments	266
Deploying	272
Starting the Base Instance	272
Installing the Software	273
Installing the Application	275
Installing Apache	276
Bundling the Image	277
Creating the Proxy	279
Summary	279

9 A Weblog Using Marajo	281
Initializing the Environment	282
handlers	283
resources	283
static	283
templates	283
Creating the Resources	284
Creating the Handlers	286
Configuring the Application	287
Creating the Templates	288
Running the Application	289
Creating Custom Templates	289
The List Template	289
The Edit Template	292
Summary	296
Glossary	297
Index	307