

图书基本信息

书名：<<Google App Engine开发>>

13位ISBN编号：9787564122683

10位ISBN编号：7564122684

出版时间：2010 年6月

出版时间：东南大学出版社

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页数：241

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前言

The greatest single reason that the World Wide Web has been so widely used and adopted is because individuals are allowed to participate in the Web. People can produce web content and create a MySpace page or home pages provided by their school or organization and contribute their creativity and content to the Web. Free services like Blogger, Flickr, Google Sites, Google Groups, and others have given us all an outlet for our creativity and presence on the Web—at no charge. For most of the life of the Web, if you wanted to have your own rich software-backed website with data storage, your only choice was to purchase hosting services from an Internet Service Provider (ISP) and learn database management and a programming language like PHP to build or run your software. Learning and paying for this much technology was just beyond the reach of most web users, who simply had to accept the limited features of MySpace, Blogger, or whatever system hosted their web content. In April 2008, Google announced a product called App Engine. When you write a program for the Web that runs on App Engine, your software runs on the Google servers somewhere in the Google "cloud." It is as if you are a Google employee and you have access to the entire scalable Google infrastructure. App Engine captures much of Google's experience of building fast, reliable, and scalable websites, and through App Engine, Google is revealing many of the secrets about how its own applications scale to millions of users. The most exciting part of the Google App Engine announcement is the fact that it is free for moderate levels of use. Every person with a Gmail account can have a number of free applications running on the Google infrastructure. If your application becomes extremely popular and your traffic goes above the allowed levels of the free account, you can pay to use more of Google's resources. As your application scales, Google engineers and operations staff take care of all the hardware, data storage, backup, and network provisioning for you.

内容概要

即便你在编程或者Web开发方面只有很少或者没有任何经验，使用Google APP Engine和这本书就能快速并且充满自信地构建那些激动人心的可扩展Web应用。

App Engine几乎是近年来最引人注目的Web技术，它提供了一个简单易用的应用程序框架以及基本的Web工具。

尽管Google自带的教程已经展示了主要的步骤，但是《Google App Engine开发》将会帮助任何人开始上手使用这个平台。

读完本书你将学会如何构建完整的交互应用，并且将它们部署到和Google搜索引擎使用同样服务器的云中。

拥有这本书，你将会：纵览Google App Engine相关必备技术；学习如何使用Python、HTML、层叠样式表（CSS）、HTTP和IDataStore（App Engine的数据库）；领会创建高级动态web应用的必备技术要点；掌握部署应用的前提要件。

《Google App Engine开发》同样也是那些想要获得Web开发技能的资深程序员的极佳参考资源。构建Web应用曾是专家们独占的领地，但自从有了Google App Engine和这本书，任何人都能创建一个动态Web网站。

作者简介

Charles Severance是密歇根大学信息学院的兼职助理教授。他也是IMS全球学习联合会的IMS开发者网络协调员。

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章节摘录

插图：Running an application in the cloud is kind of like flying business class across the Pacific Ocean between Australia and the United States. You are vaguely aware that you are going really fast inside of a highly complex device that you barely understand. The pilots, crew, maintenance people, chefs, logistics staff, traffic controllers, and gate agents all are making sure that your trip happens efficiently and comfortably—and that it is uneventful. All you know is that you sit in a recliner, watch a movie, eat a nice filet mignon, have a glass of red wine, lay the seat flat, sleep for a few hours, and wake up refreshed on a different continent. Why You Really Want to Run in the Cloud You might initially think that you don't want to run in the Google cloud because you want to make your own decisions and control your own destiny. You might want to run your own servers in your own facility and make all the decisions about your application. Perhaps you just like walking into a server room and seeing the hardware that is running the application. Although this sense of control might sound appealing at first, it is really just a lot of trouble and energy that does not advance the cause of your application. Here are a few of the things that you have to worry about when you run on your own servers: what operating system should I run ?

What version of the operating system is the most reliable ?

When do I apply vendor patches (especially those pesky security patches) ?

How do I protect my system from intruders ?

Do I need a firewall to protect my servers ?

How do I monitor my servers to detect when an intrusion happens and then how do I get notified ?

How far do I have to drive to the server room to reformat and reinstall the software at 4:00 a.m. so that it is back up by 10:00 a.m. ?

What database do I run ?

What version ?

What patches ?

Should I upgrade the memory of my database server, or should I add an additional disk to the RAID controller ?

Can I use a single database server, or do I need to cluster several database servers ?

How does the clustered database server get backed up ?

How long does it take to restore my database when there is a hardware problem with the database server's disk drives ?

How many application web servers do I need ?

I know that my application's peak usage is from 7:00 p.m. to 9:00 p.m. each day. Do I buy enough hardware to handle that peak load, or do I buy a little less hardware and just let the servers slow down a bit during the 7:00 p.m. to 9:00 p.m. period ?

If my application is so popular that it is used both in the United States and Europe, do I need to find a data center in Europe and put some hardware in Europe so that all the European users see a quick response time ?

When should I upgrade my hardware ?

Should I add more hardware and keep the old hardware or simply pitch the old hardware and install all new hardware ?

How much energy does my hardware take ?

Is there a way to reduce the energy footprint of my hardware ?

媒体关注与评论

“《Google App Engine开发》使几乎不可能的事成为可能，帮助我这个老家伙学习一些难以置信的相关技术诀窍。

我在过去整个职业生涯中一直想要更好地掌握Web开发，自从有了这本书，梦想终于成真。

” ——Robert Glushko . 学生，密歇根大学

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