

Deploy a "Hello World" webpage to Bluemix

Build an easy app to deploy your webpage to the IBM cloud platform

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Let's deploy a simple Hello World webpage using nothing but HTML and a static buildpack on IBM Bluemix.

To view the introductory video **Deploy a Hello World webpage to Bluemix** please access the online version of the article.

“ Developers have created some really amazing sample applications and starter boilerplates on Bluemix, but sometimes all you want is a basic "Hello World" app. I've got you covered. ”

In this tutorial, I'll show you how to create a simple "Hello World" app to deploy a webpage to the IBM Bluemix cloud platform, using nothing but HTML and a static file **buildpack** that is hosted on GitHub. Here's the running app we're going to create and the code to create it:

[Run the app](#)
[Get the code](#)

Don't want to create the app yourself?

For a fast start, you can deploy the simple, pre-built app to Bluemix. From there, you can edit and redeploy the code as many times as you like.

[Deploy to Bluemix](#)

Or if you want to browse the code and view a read-only version of the app that creates the "Hello World" webpage, that's fine too! You can fork, edit, and deploy it to your heart's content.

What you'll need for your app

- A Bluemix account. [Log in to your account, or sign up to activate your free Bluemix trial.](#) Your Bluemix account includes access to [IBM Bluemix DevOps Services](#). (The same IBM ID works for both.)
- The latest version of Chrome, Firefox, Internet Explorer, or Safari.

Here's the plan

- [Step 1. Create a project for your app](#)
- [Step 2. Create a simple webpage](#)
- [Step 3. Create a manifest](#)
- [Step 4. Deploy and open the app](#)

Step 1. Create a project for your app

Your project will reside on IBM Bluemix DevOps Services.

1. Log in to [IBM Bluemix DevOps Services](#).
2. In the top navigation, click **My Projects**.
3. Click **CREATE PROJECT**.
4. On the "Create a project" page:
 1. Type a name for your project.
 2. Choose a source control option (I like to use a Git repository).
 3. Check the **Make this a Bluemix Project** box.
 4. Click **CREATE**.

Step 2. Create a simple webpage

After your project is created, it's time to code! In this example, we will say "Hello" to the world in a simple webpage. You can do the coding in the Web IDE, completely in your browser.

1. On your project's overview page, click the **EDIT CODE** button.
The Web IDE will open. A few files like the License.txt, project.json, and README.md will be created for you automatically.
2. In the Web IDE, select **File > New > File**.
3. The file is highlighted so that you can name it. Enter **index.html**.
4. In the editor area on the right, paste the following:

```
<html>
  <body>
    Hello, Bluemix World!
  </body>
</html>
```

Step 3. Create a manifest

A *manifest* is a file that tells Bluemix how to deploy the application. It's possible to deploy using the launch configuration wizard in the Web IDE without creating a manifest, but we'll create a very simple manifest so that your app can be easily deployed using *either* the Web IDE or the CF Command Line tool.

1. In the Web IDE, select **File > New > File**.
2. The file is highlighted so that you can name it. Enter **manifest.yml**.
3. In the editor area on the right, paste the following:

```
---
applications:
- buildpack: https://github.com/cloudfoundry-community/staticfile-buildpack.git
  host: helloworld-html-SOMETHING-UNIQUE
  name: helloworld-html
  memory: 64M
```

The host is essentially the URL of your application. The host you choose must be unique across all of Bluemix, so replace SOMETHING-UNIQUE with a unique string, such as your initials.

Each line in the manifest provides important instructions to Bluemix about how to deploy your app.

- **Buildpacks** contain the necessary framework and/or runtime support for Bluemix to run your application. For this application, we're using a [static file buildpack](#) that is hosted on GitHub.
- The **host** is essentially the URL of your application. The host you choose must be unique across all of Bluemix. We added the `${random-word}` keyword so that your deployment will not collide with the deployments of others who follow this tutorial. You can customize the host to be whatever you like.
- **Memory** refers to how much memory you are allocating to your app in your Bluemix space. Memory is not a required part of a manifest, but it is included in this example so that the app does not consume a large portion of the memory allocated to your Bluemix space.

READ: [Deploying with Application Manifests](#)

Step 4. Deploy and open the app

Now that you have a webpage and a manifest created, you're ready to deploy!

1. In the Web IDE, click the **Deploy** button:



Your application is now deployed to Bluemix. The process takes about a minute to complete. You'll know it's finished deploying when you see a green dot in the run bar:



2. When your app is deployed, open it in the Web IDE by clicking the **Open the application**

URL button:

Congratulations! Your application is now sending cheerful greetings to the Bluemix world.

Conclusion and next steps

In this tutorial, we created a simple "Hello World" webpage by creating a project in DevOps Services, creating index.html and manifest.yml files, and deploying the app to Bluemix. To continue

working on this app, you can make changes to index.html or create new webpages and then deploy to Bluemix.

Dive deeper into using DevOps Services for planning and organizing your app development. You can also start deploying dynamic applications by adding Bluemix services to your apps. (The [Personality Insights Node.js Web Starter](#) is fun when you feel like analyzing your coworkers' e-mails!)

READ: [Intro to Bluemix and DevOps Services](#)

READ: [Intro to adding Bluemix services to your apps](#)

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About the author

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