

How to Upload a Website to AFS

Where can I see my project website?

Your team's webspace can be viewed at:

`https://web.stanford.edu/class/cs147/projects/[studio-name]/[project-name]`

If you are unsure about your studio name or project name, go to [this link](#) to see all studio name options. From there, click on your studio name and then click your project name. On this page, look at the URL to see how your studio and project are represented (this is your URL).

How do I access my team's AFS directory and edit the contents?

Websites are hosted on [Stanford AFS](#). Your team's website lives in the directory

`/afs/ir/class/cs147/WWW/projects/[studio-name]/[project-name]`

How do I copy code into my team's directory?

- 1. Go to Terminal:** Do NOT ssh into myth. Simply open the terminal window.
- 2. Find local directory path of your code**
 - a. On Mac:** Find the folder/directory in Finder. Right-click the folder. Hold down the OPTION key. Click 'Copy [folder] as pathname'. Path should now be in your clipboard.
 - b. Make sure to add an extra slash (\) at the end of the local path** so that it only copies the contents, not the directory folder
- 3. Write this command** and fill in the blanks
`scp -r [local directory path] [SUNetID]@myth.stanford.edu:
/afs/ir/class/cs147/WWW/projects/[studio-name]/[project-name]`
- 4. Enter password**
- 5. Files should be uploaded**
6. You can now go to the terminal, ssh into myth, and see if your code was uploaded properly.

There are multiple ways to **access this directory in myth**, but here are some common ways:

*** THIS IS ONLY TO ACCESS YOUR DIRECTORY, NOT COPY CODE INTO IT**

1. Command line/Terminal (ssh and scp)

In your computer's command line or terminal, type `ssh [SUNet ID]@myth.stanford.edu` and enter your Stanford login information. Once logged in, move to the directory by typing:

`cd /afs/ir/class/cs147/WWW/projects/[studio-name]/[project-name]`

2. Visual Studio Code SFTP Extension

If you use [Visual Studio Code](#) as your editor of choice there's a great plugin to setup secure file transfer on save. You can find the plugin [here](#) or by searching for it in the plugin area of VSCode. Also checkout this [YouTube setup tutorial](#). For the json file:

```
"name": "AFS",  
"host": "myth.stanford.edu",  
"protocol": "sftp",  
"port": whatever it defaulted to,  
"username": your SUID,  
"remotePath":  
"/afs/ir.stanford.edu/class/cs147/WWW/projects/[studio-name]/[project-name]",  
"uploadOnSave": true,  
"interactiveAuth": true
```

Once the json is set up, you can edit files locally and the edits will auto upload to the server on save. If you have multiple website editors collaborating, be sure to pull from the server each time you want to edit.

3. Fetch SFTP (Mac only)

Software download that provides a browser-like GUI for uploading files to AFS. Allows for drag and drop mass upload unlike the browser version. Find it [here](#).

More

In the directory mentioned above, you want to create an 'index.html' file to be displayed once someone goes to your website URL.

We recommend creating the website and editing files locally and then transferring the files to the AFS directory when they're ready. This allows you to view and test your website design and changes locally in case anything goes crazy.

If you have any questions, please post on Slack (see the #slack-overflow channel) or reach out to your CA. We will also be releasing a web dev workshop video.