將 Adroid 手機變成 Linux Server

- 安裝 Termux app
  - pkg update ; pkg install openssh ; sshd
  - id (獲得使用者名字) ; passwd (設定密碼) ; ifconfig (獲得 ip 位址)
- client 端連線： ssh -p 8022 id@ip 位址
- 存取 Android 手機上的檔案 : termux-setup-storage
- 防止 android 系統進入 deep sleep 而導致程式執行緩慢
  - termux-wake-lock, termux-wake-unlock
- 定時執行任務
  - crond, crontab -e, crontab -l, pidof crond, kill

將 iPhone 手機變成 Linux Server

https://github.com/ish-app/ish/wiki/Running-an-SSH-server

Running an SSH server

Richard edited this page yesterday · 5 revisions

Here's a quick step by step guide for running an ssh server.

1. `$ apk add openssh` — install the ssh tools and the ssh server.
2. `$ ssh-keygen -A` — create the host keys.
3. `$ passwd` — Set a password for root to protect your iOS device
4. `$ echo 'PermitRootLogin yes' >> /etc/ssh/sshd_config`
5. `$ /usr/sbin/sshd`

You should now be able to ssh to your device with username root and the password you typed.

SSH from the same device

If you are trying to connect via ssh from the same device, make sure you set the port configuration of sshd to use a non standard one (greater than 1024, eg: 22000).

You can do this by editing `/etc/ssh/sshd_config` and set `Port 22000` (Replace *22000* with any non-standard port).

After this, you can ssh (from iSH itself) using `ssh root@localhost -p 22000`

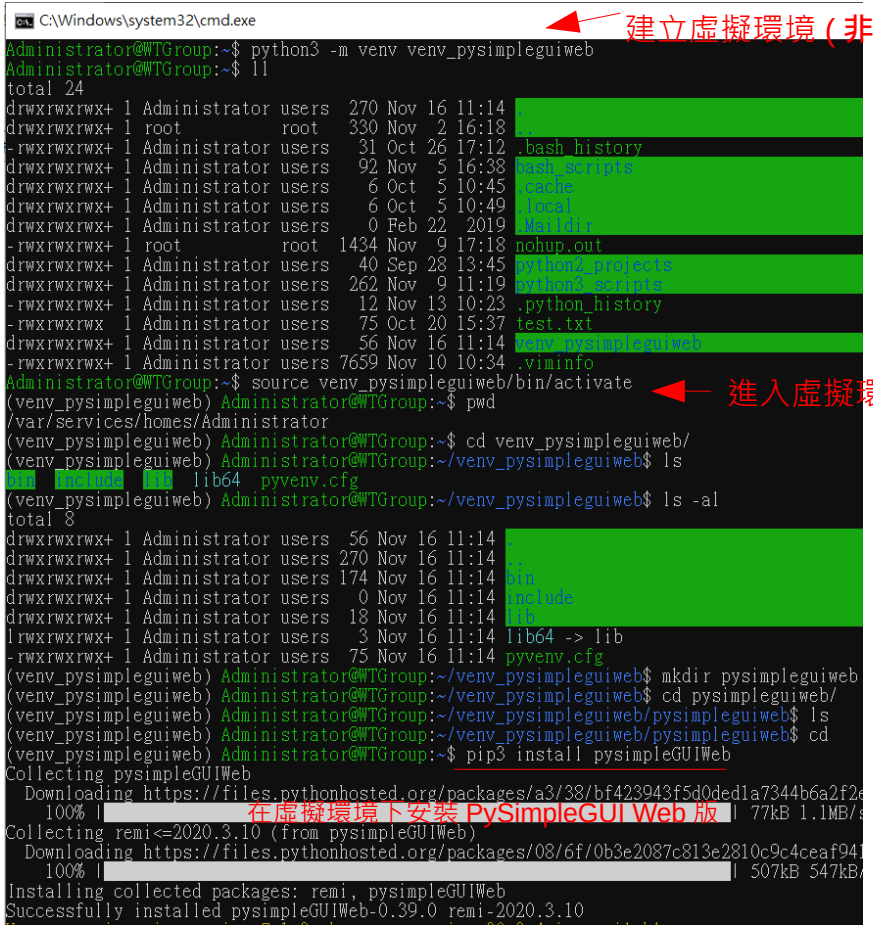
OpenSSH SSH client

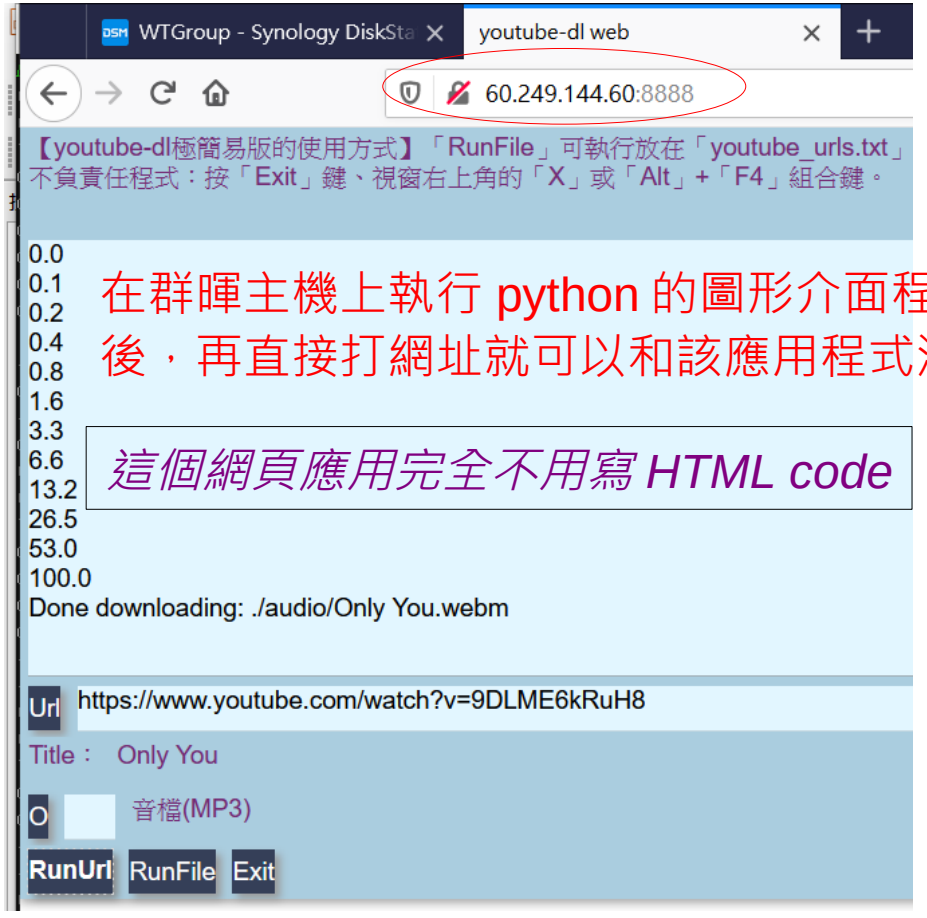
```
iPhone:~/python3_scripts/harbor# apk add python3
(1/8) Installing libbz2 (1.0.8-r1)
(2/8) Installing expat (2.2.9-r1)
(3/8) Installing libffi (3.3-r2)
(4/8) Installing gdbm (1.13-r1)
(5/8) Installing xz-libs (5.2.5-r0)
(6/8) Installing readline (8.0.4-r0)
(7/8) Installing sqlite-libs (3.32.1-r0)
(8/8) Installing python3 (3.8.5-r0)
Executing busybox-1.31.1-r16.trigger
OK: 58 MiB in 28 packages
iPhone:~/python3_scripts/harbor# python3 -m ensurepip --default-pip
Looking in links: /tmp/tmp7nm7dx8b
Processing /tmp/tmp7nm7dx8b/setuptools-47.1.0-py3-none-any.whl
Processing /tmp/tmp7nm7dx8b/pip-20.1.1-py2.py3-none-any.whl
Installing collected packages: setuptools, pip
Successfully installed pip-20.1.1 setuptools-47.1.0
```

設定 iPhone 螢幕永不關閉，以防 ssh 斷線

恢復 apk: wget -qO- http://dl-cdn.alpinelinux.org/alpine/v3.12/main/x86/apk-tools-static-2.10.5-r1.apk | tar -xz sbin/apk.static && ./sbin/apk.static add apk-tools && rm sbin/apk.static

將 GUI App 搬到 Linux Server 執行

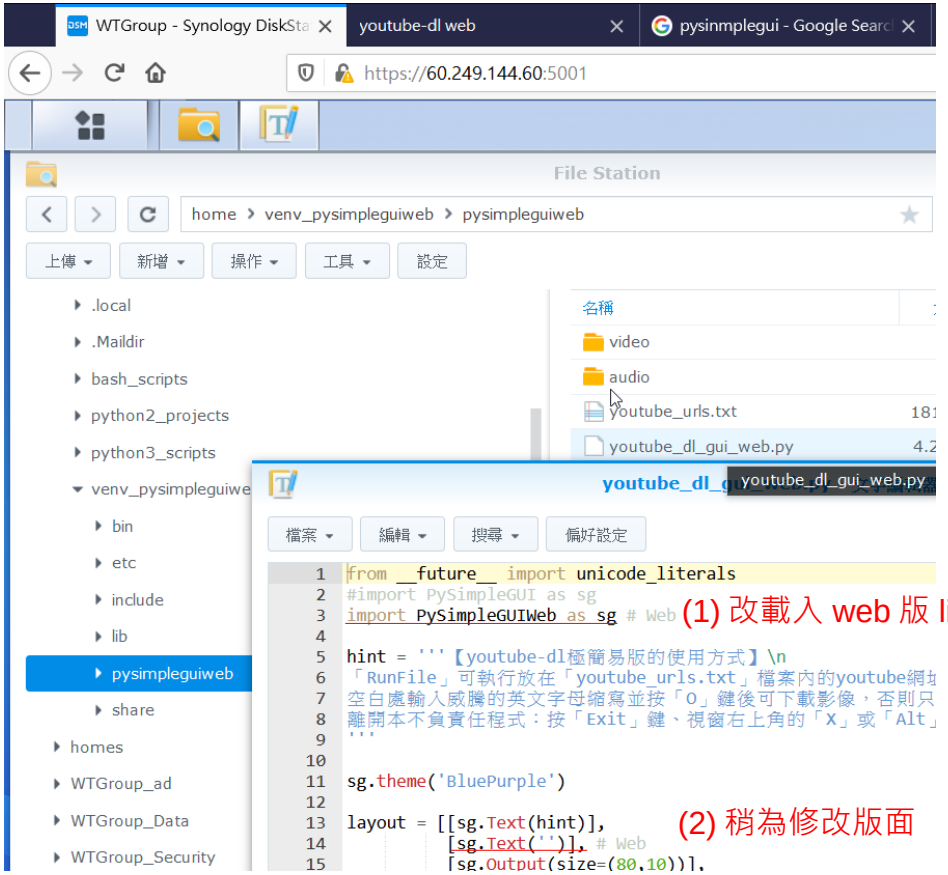




在群暉主機上執行 python 的圖形介面程式後，再直接打網址就可以和該應用程式溝通

這個網頁應用完全不用寫 HTML code

Web 版 GUI 程式幾乎和 PC 版一樣



(1) 改載入 web 版 library

(2) 稍為修改版面

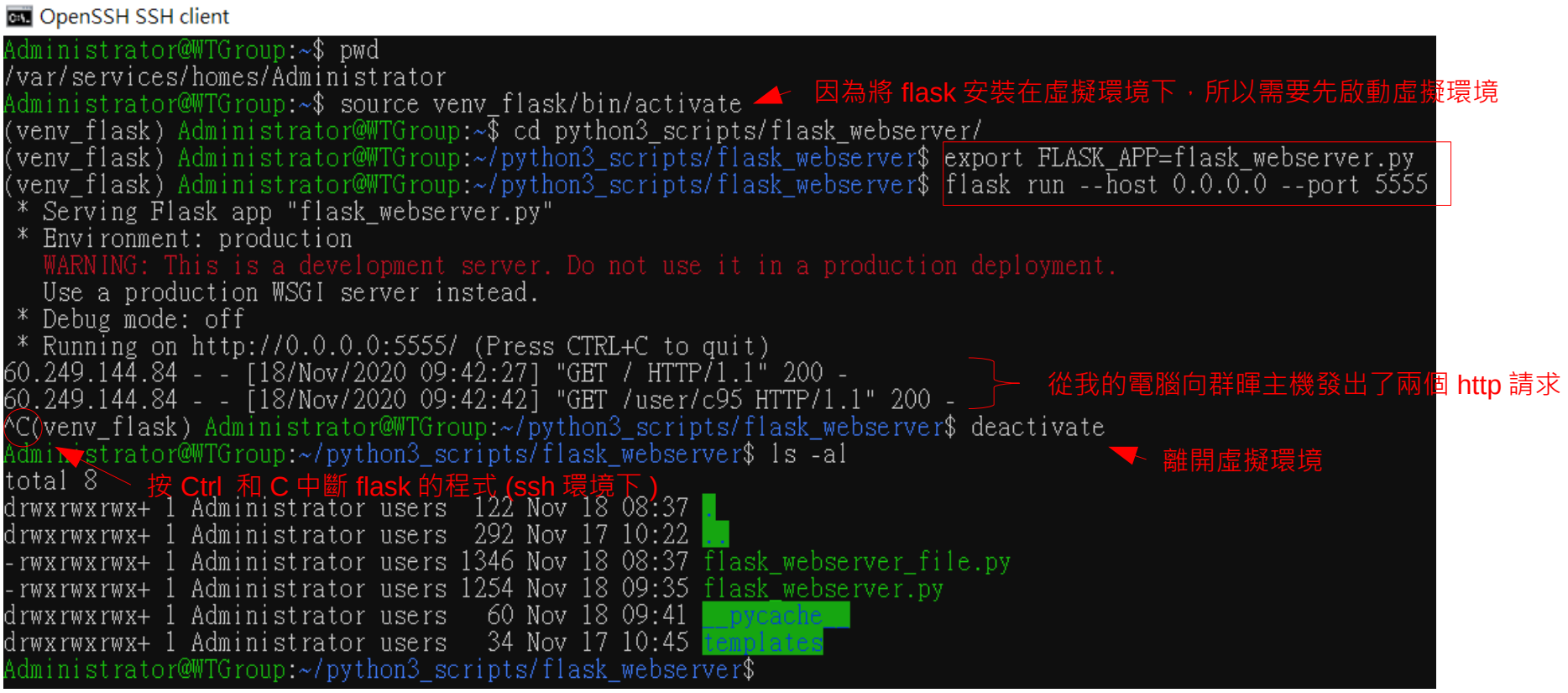
```
22 #window = sg.Window('youtube-dl embedded', layout, resizable=True) # resizable?
23 # Web
24 more_options = { 'web_ip': '60.249.144.60',
25                  'web_port': 8888,
26                  'web_start_browser': False}
27 window = sg.Window('youtube-dl web', layout, resizable=True, **more_options)
```

(3)Web 版主要新增 3 個圖形視窗控制選項

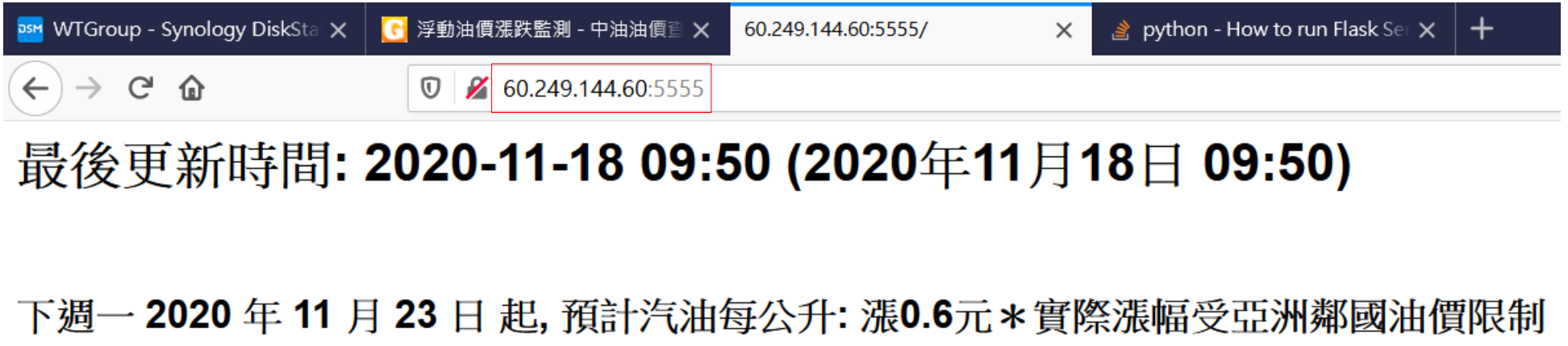
```
80 os.makedirs('video', exist_ok=True)
81 os.makedirs('audio', exist_ok=True)
82 ##### non-gui code (end)
83
84 while True:  # Event Loop
85     event, values = window.read()
86
87     #if event == sg.WIN_CLOSED or event == 'Exit':
88     if event in (None, 'Exit'): # Web
89         break
90
91     if event == 'Url':
```

(4) 改成較符合 web 版的程式退出

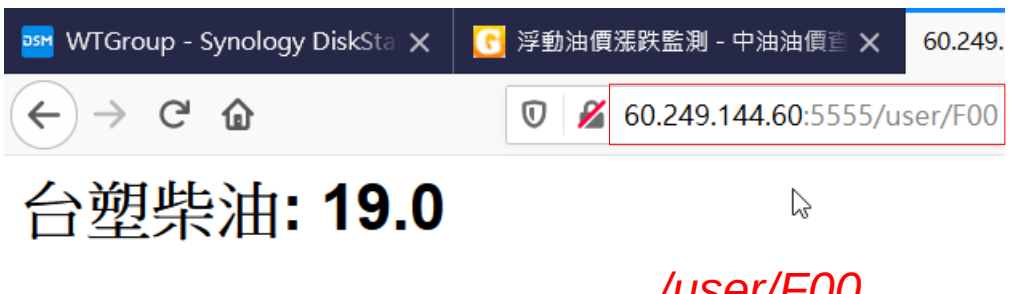
在群暉主機測試 flask 生成的網頁



透過瀏覽器和 flask 生成的網頁溝通



/user/c95



/user/F00

flask 網頁框架下的程式碼 (35 行)

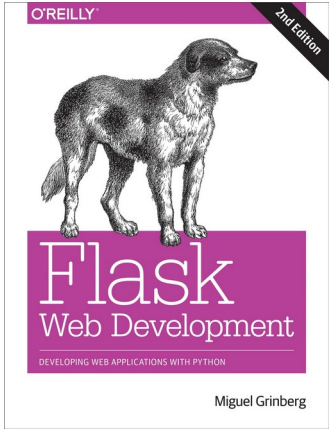
```python
from flask import Flask, render_template
import requests, bs4

res = requests.get('https://gas.goodlife.tw')
res.raise_for_status()
soup = bs4.BeautifulSoup(res.content, 'html.parser')
res.close()
#last_update = soup.select('div#main p.update')
last_update = soup.find('p', {'class':'update'}).text
#estimate = soup.select('div#gas-price ul li.main')
estimate = soup.find('li',{'class':'main'}).text
prices = soup.select('div#cpc ul li')
prices_dict = { 'c92': '中油 ' + prices[0].text,
                'c95': '中油 ' + prices[1].text,
                'c98': '中油 ' + prices[2].text,
                'c00': '中油 ' + prices[3].text,
                'f92': '台塑 ' + prices[4].text,
                'f95': '台塑 ' + prices[5].text,
                'f98': '台塑 ' + prices[6].text,
                'f00': '台塑 ' + prices[7].text }

app = Flask(__name__)

@app.route('/')
def index():
    return '<h1>{}</h1><br><h2>{}</h2>'.format(last_update,estimate)

@app.route('/user/<name>')
def user(name):
    options = prices_dict.keys()
    gas_name = name.lower()
    if gas_name in options:
        return '<h1>{}</h1>'.format(prices_dict[gas_name])
    else:
        return '<h1>油價代號錯誤</h1><br><h2>{}</h2>'.format(options)
```



書的前言

Flask stands out from other frameworks because it lets developers take the driver's seat and have full creative control of their applications. Maybe you have heard the phrase "fighting the framework" before. This happens with most frameworks when you decide to solve a problem with a solution that isn't the official one. It could be that you want to use a different database engine, or maybe a different method of authenticating users. Deviating from the path set by the framework's developers will give you lots of headaches.

Flask is not like that. Do you like relational databases? Great. Flask supports them all. Maybe you prefer a NoSQL database? No problem at all. Flask works with them too. Want to use your own homegrown database engine? Don't need a database at all? Still fine. With Flask you can choose the components of your application, or even write your own if that's what you want. No questions asked!

The key to this freedom is that Flask was designed from the start to be extended. It comes with a robust core that includes the basic functionality that all web applications need and expects the rest to be provided by some of the many third-party extensions in the ecosystem—and, of course, by you.

In this book I present my workflow for developing web applications with Flask. I don't claim this to be the only true way to build applications with this framework. You should take my choices as recommendations and not as gospel.

Most software development books provide small and focused code examples that demonstrate the different features of the target technology in isolation, leaving the "glue" code that is necessary to transform these different features into a fully working application to be figured out by the reader. I take a completely different approach. All the examples I present are part of a single application that starts out very simple and is expanded in each successive chapter. This application begins life with just a few lines of code and ends as a nicely featured blogging and social networking application.