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BETSOL CAMPUS WORKSHOP HANDS-ON GUIDE

WORKSHOP HANDS-ON

Version 1.0
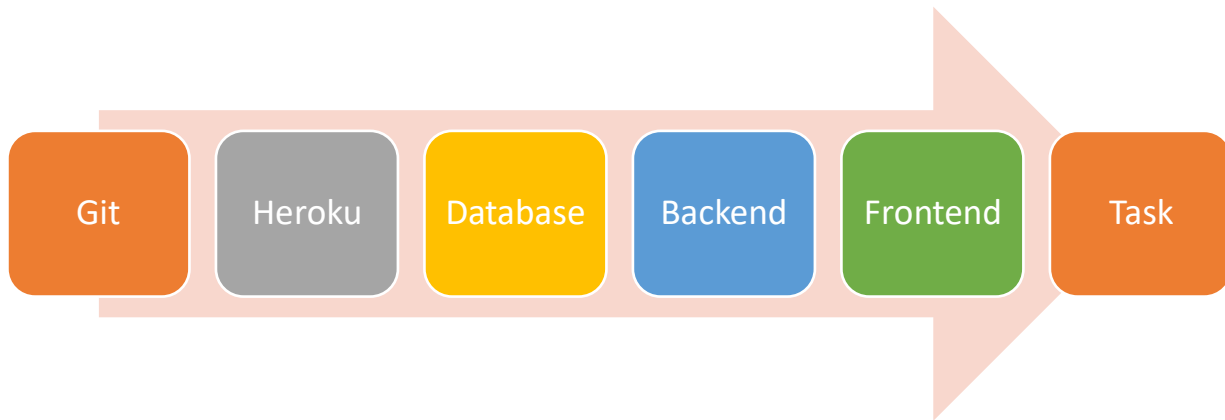
A Data Management and Intelligent Automation Company

CONTENTS

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| Git	Heroku	Database	Backend	Frontend	Task

WHAT WE WILL BE LEARNING IN WORKSHOP?

We'll build a simple **To-do app** and deploy the database and backend on the cloud. We'll be using Python & Flask framework to build the backend, React JS to build the frontend, PostgreSQL for the database and finally Heroku to deploy our finished database and backend on the cloud.

PREREQUISITES FOR THE WORKSHOP

Topic	Prerequisites
GitHub	• Create an account at: https://github.com/ • Download and install git: https://git-scm.com/downloads
Cloud	• Heroku Account (Free account) Heroku | Sign up • Heroku CLI https://devcenter.heroku.com/articles/heroku-cli
Database	• https://www.pgadmin.org/download/
Python	• Download and install python from Download Python | Python.org preferably >=3.6 • Pycharm community version • Postman
React	• Download & install NodeJS and NPM from: https://nodejs.org/en/download/ • Install Visual Studio Code from: https://code.visualstudio.com/download • Versions: Node - 14.16.1 and npm - 6.14.12

BETSOL WORKSHOP

Frontend 20%
GIT 15%
Heroku 10%
Database 20%
Backend 35%
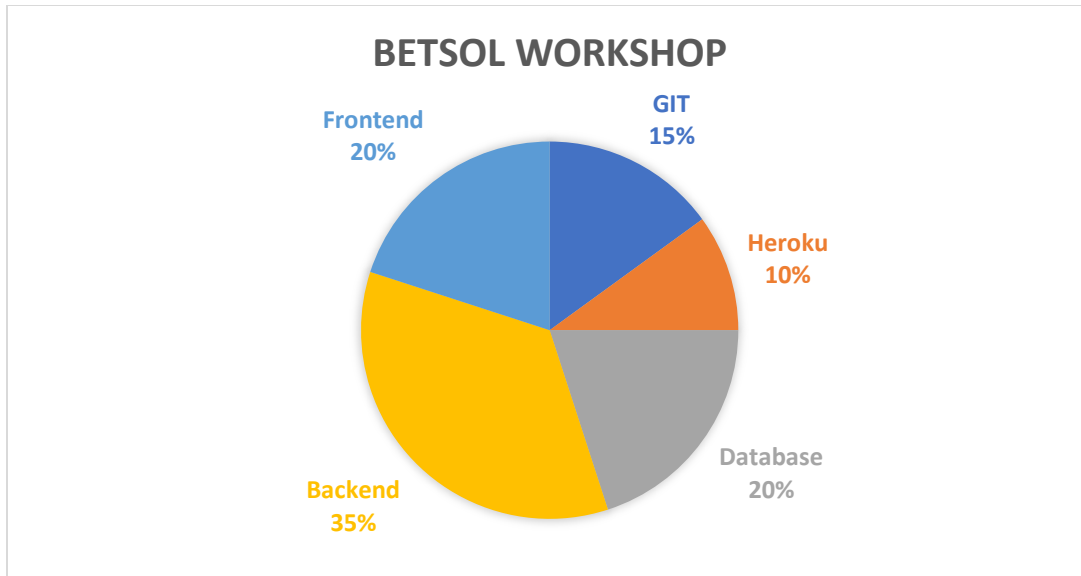
INSTALLATION AND SETUP OF GIT

Step 1: Go to: Git (git-scm.com)

Step 2: Click on the Download option on the bottom left
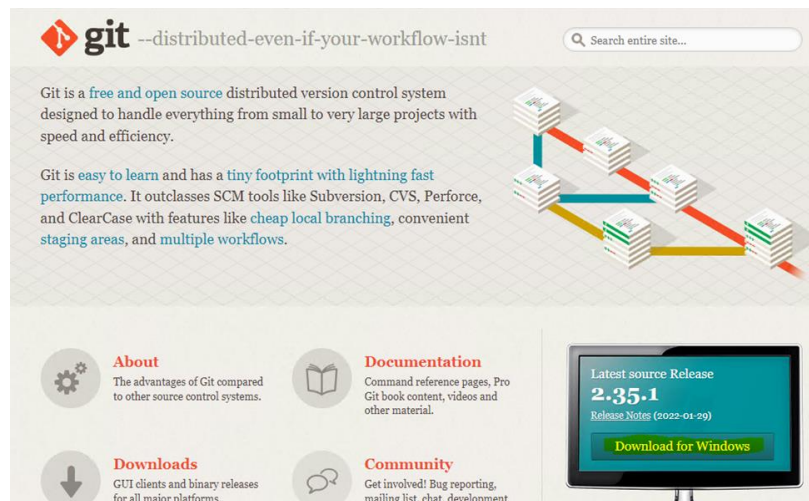
Step 3: Start installation

- While choosing your editor, select your preferred IDE and click next.
- Feel Free to install any other options than the selected default options

Step 4: On Installation, select Launch Git Bash option and click on Finish.

INITIALIZE A GIT REPOSITORY

Step 1: Create a folder:

```
mkdir hello-world
```

Step 2: Change directory into the folder created and initialize the Directory

```
cd hello-world
git init
```

This will initialize a local repository. The .git folder is a special folder tracked by the git utility to track changes made and state of the repo.

THE FIRST COMMIT

Step 3: Add a file called README.md and add content use the command

```
notepad README.md
```

Step 4: Type some Content in the file

Step 5: Check status of git repo: `git status`

Here we can see that there is a new file that is currently untracked by git. You may make more changes to this new file.

Step 6: Get ready with your changes by staging it:

```
git add .
```

The dot represents the current folder and will add all the untracked changes in that folder to the staging area.

Step 7: Check the git status again: you can see that there are list of files which are ready to be committed.

Step 8: Commit

```
git commit -m "my first commit"
```

Committing the changes will add the changes to the branch of the local repository.

CONNECTING TO GITHUB AND CLONING THE APPLICATION DIRECTORY TO WORK WITH
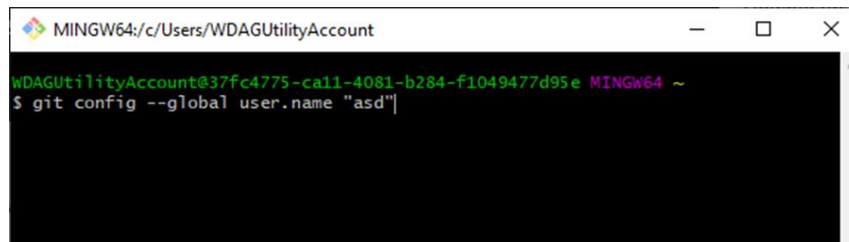
Step 0: Create a GitHub account

To be able to use GitHub, you will have to create an account first. You can do that on the website: http://github.com/
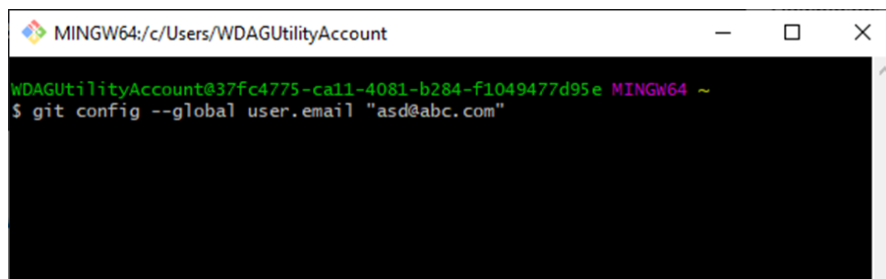
Step 1: Add Your Global Username and email of Git hub using following command:

```
git config --global user.name "<firstName lastName>"

git config --global user.email "<name@example.com>"
```


Step 2: Fork the repository which you want to work on.

Click on the Fork [Fork 38] button fork to copy the repository to your account. This will be essential for deployment to Heroku.

Step 3: Goto your account and you can find the copy of your repository.

Step 4: Click on the code and copy the link present in it.

Step 5: open the Git Bash

Step 6: Cloning a Git Repo:

Locate to the directory you want to clone the repo:

```
cd D:/

mkdir To-doApp

cd To-doApp
```

Step 4: Copy the link of your repository which you want to work with:

```
git clone Pastethelinkhere
```

Step 5: use to following command to avoid ssh errors

```
git config http.sslVerify "false"
```

Step 6: Type the ls command to verify that you have the repository

```
ls
```

Step 7: Enter the folder by typing

```
cd Todo-Backend/
```

Step 8: Type the ls command to verify the files inside the Todo-backend folder

```
ls
```

Step 9: Edit a README.md file and save it.

```
notepad README.md
```

Note : *If you are using git with your Github account for the first time* then you can click on this document , which details the steps to configure your git settings so that you can start pulling and pushing data to your remote repository

ADD AND COMMIT FILE

When we first initialized our project, the file was not being tracked by Git. To do that, we use this command git add .

The period or dot that comes after add means all the files that exist in the repository. If you want to add a specific file, maybe one named about.txt, you use git add about.txt

Step 1: **Add files to the Staging Area for commit:**

```
git add .

    # Adds all the files in the local repository and stages
    them for commit

    or

git add README.md

    # To add a specific file
```

Step 2: **Commit files in Git:** The next state for a file after the staged state is the committed state.

```
git commit -m "First commit"

 #The message in the " " is given so that the other users can read
 the message and see what changes you made
```

Step 3: **The git push command** pushes the changes in your local repository up to the remote repository you specified as the origin.

```
git push -u origin master #pushes changes to origin
```

NOTE: Each time you make changes that you want to be reflected on GitHub, the following are the most common flow of commands:

```
git add .
git status #Lists all new or modified files to be committed
git commit -m "Second commit"
git push -u origin master
```

Using Branches

- To check for all the branches in you project type

```
git branch
```

- To create a new branch, use the following command

```
git branch branchname
```

- To Switch between the branches, use the following command

```
git checkout branchnameyouwanttoswichto
```

SETUP HEROKU & POSTGRES ON HEROKU

INSTALL PGADMIN

- Download the latest version of pgAdmin:

https://www.pgadmin.org/download/pgadmin-4-windows/

SETUP HEROKU

Step 0: Create an Account: https://signup.heroku.com/

Note: You must leave the Company Name blank.

Step 1: Login to Heroku and go to the Application dashboard

Step 2: Create a new app with the name get-my-db (any other name which is available)
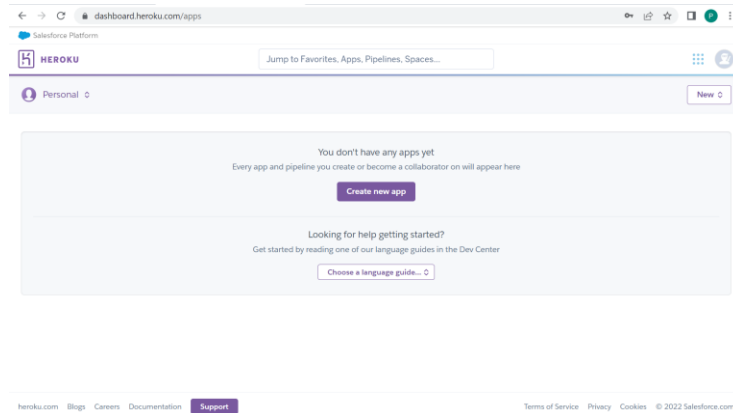
Step 3: Navigate to the **Resources tab** of Application dashboard

Step 4: Add Heroku Postgres Add-on
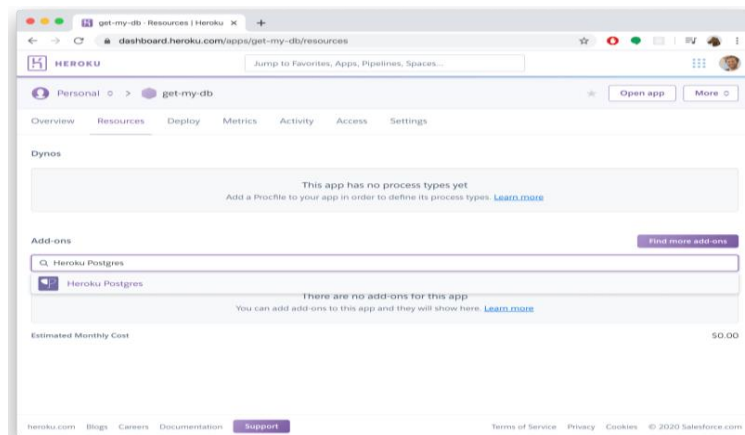
Step 5: Select Hobby Dev - Free in the Plan Name Dropdown

![BETSOL logo]
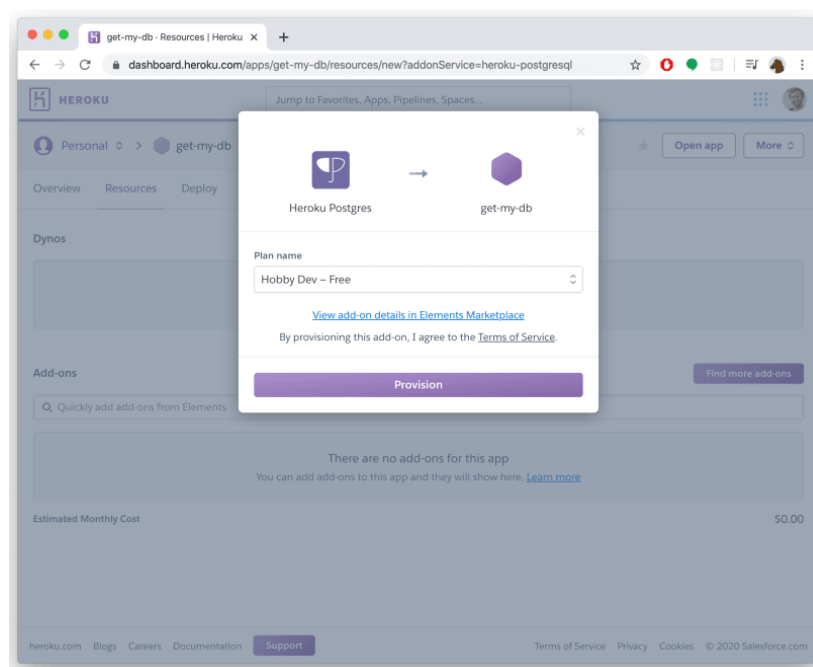
Step 6: Get the database credentials and connection URL

- Navigate to the Resources tab again
- Select Heroku Postgres
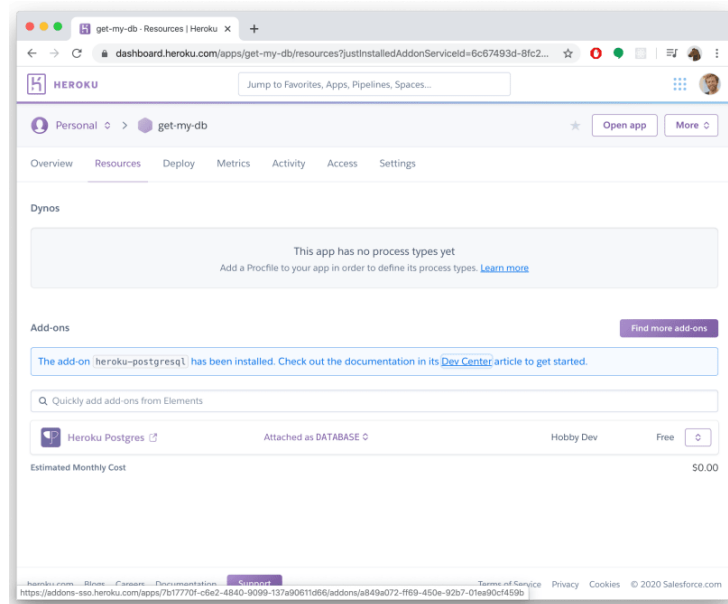
- Should look something like this

![BETSOL logo]
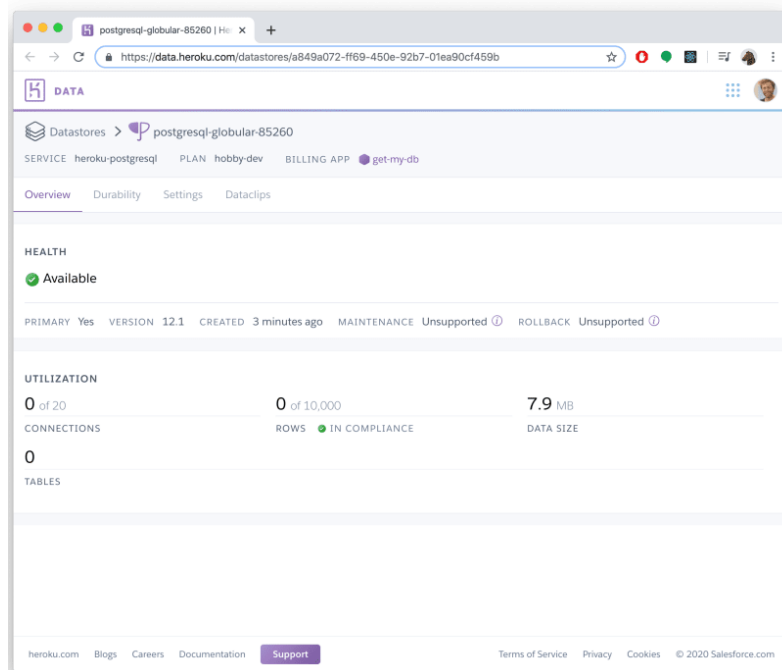
- Select Settings Tab
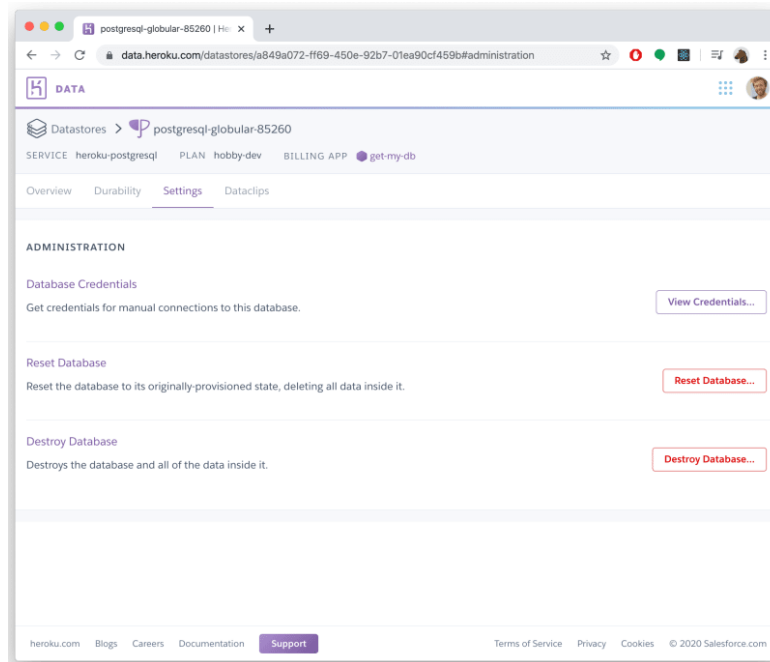
- Click on View Credentials
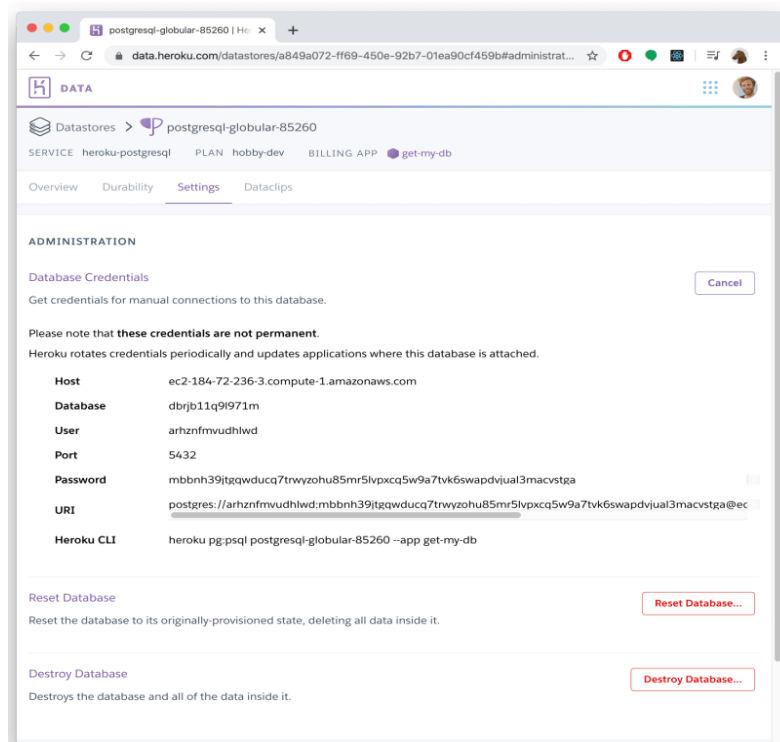
- Note down the credentials in notepad or keep the tab open for the next steps.

  Host:

Database:

User:

Port:

Password:

URI:

Heroku CLI:

Connect to the setup database from PG Admin

Step 7: Open pgAdmin and choose a master password.
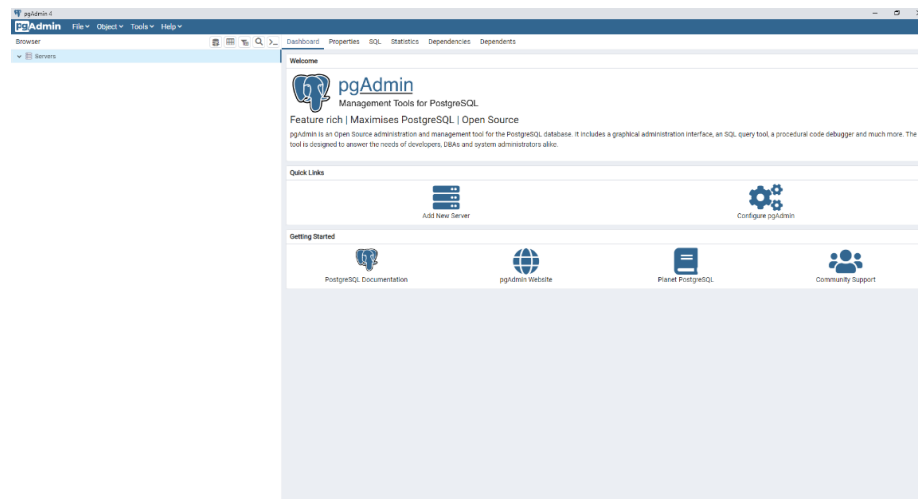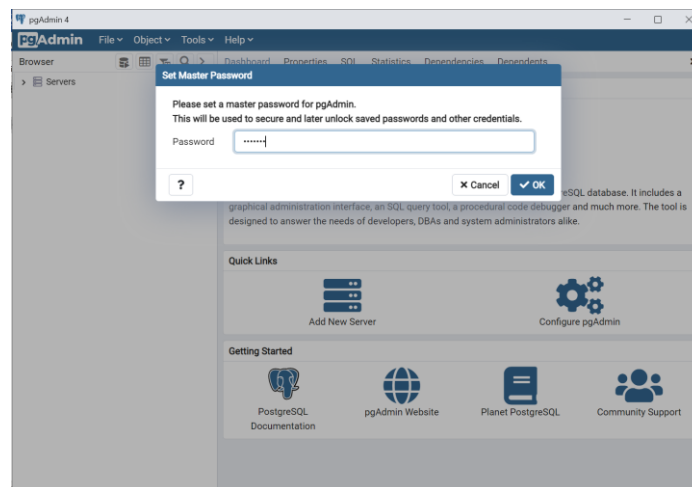
Step 8: Right-Click on Servers > Register > Server and enter a name of your choice
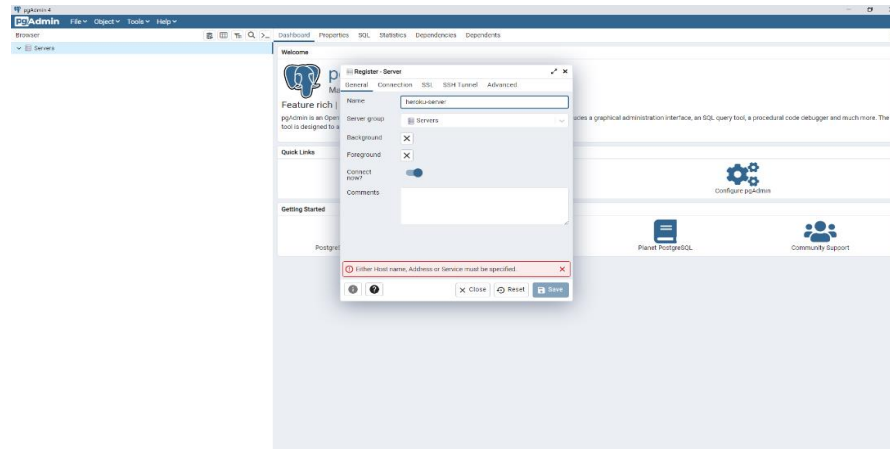
Step 9: Navigate to the Connection Tab and enter the connection information collected at the end of Step 5
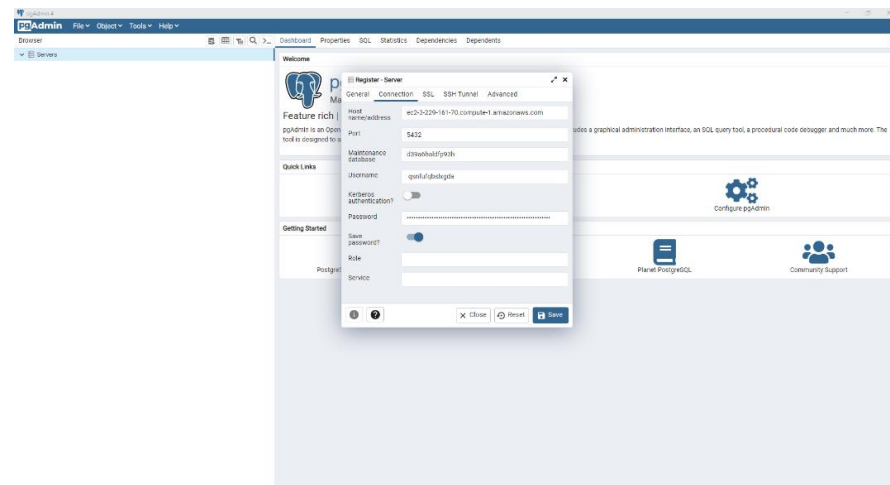
Step 10: Navigate to the SSL Tab and set SSL Mode as required
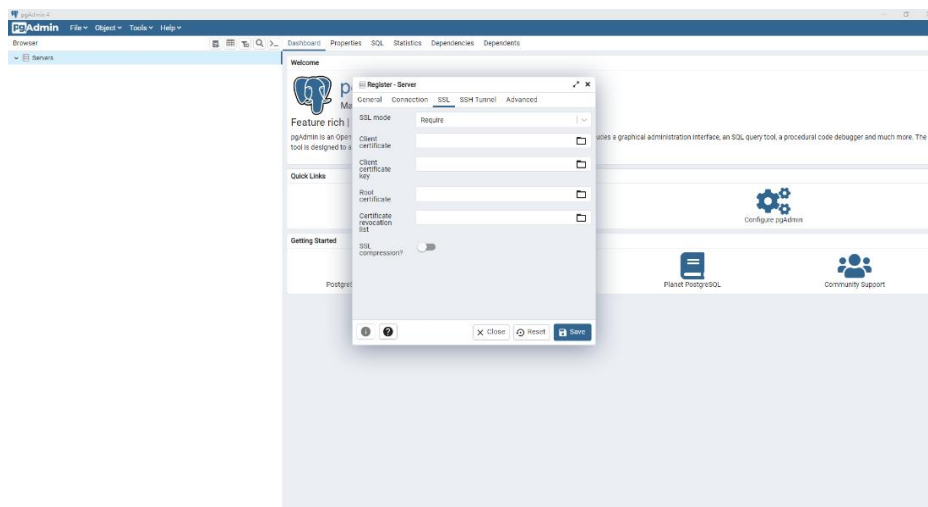
Step 11: Navigate to the Advanced tab and set DB Restriction to the name of the database you previously copied at the end of step 5

![BETSOL logo]
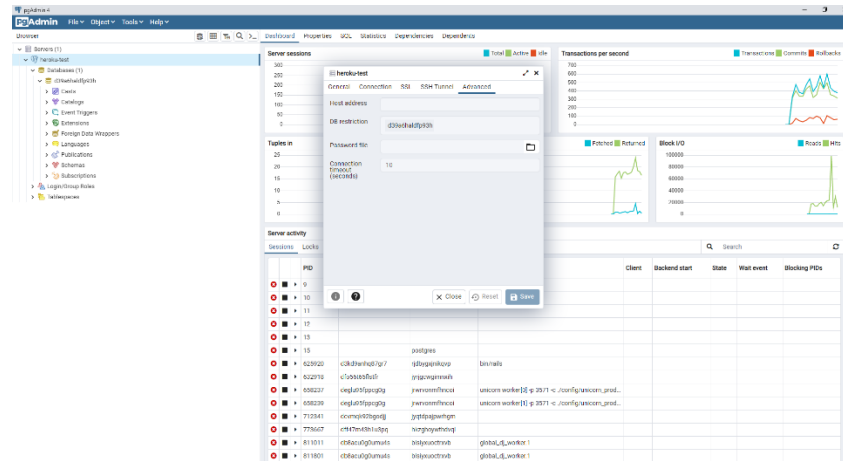
Step 12: Click on Save to see a similar dashboard
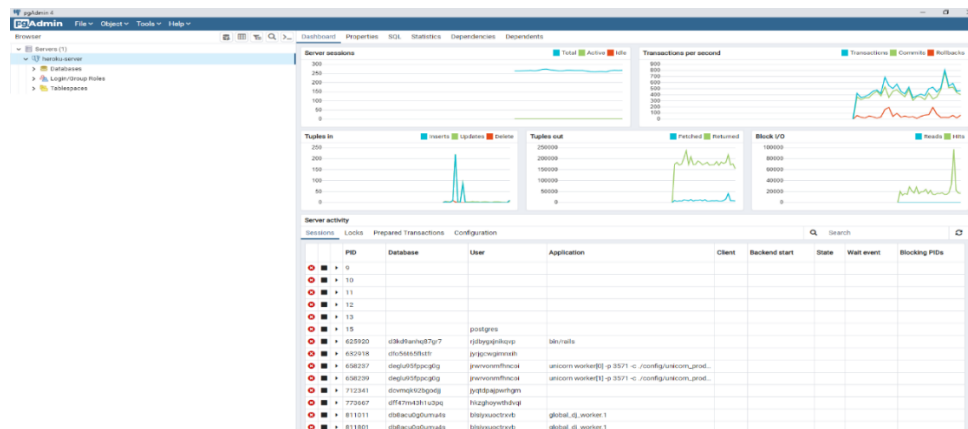
Create a table using CREATE command

Step 1: Right click on the database click on Query Tool and type the queries.
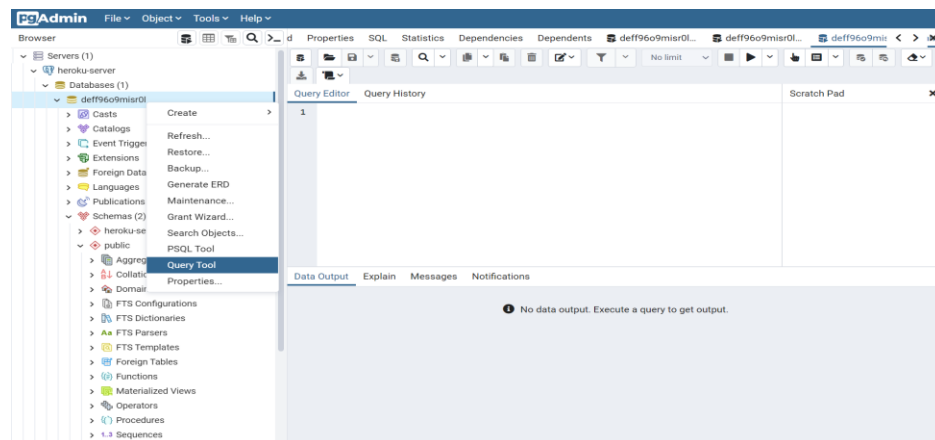
Step 2: For our Database demonstration let us create TODOApp table. below are the command by which we can create the two tables:

```
CREATE TABLE TODOApp
(
    id  SERIAL PRIMARY KEY,
    title VARCHAR(50) NOT NULL,
    complete BOOLEAN,
    date_modified TIMESTAMP
);
```

BACKEND DEVELOPMENT

PREREQUISITES

Install your preferred IDE example Atom, VS Code, PyCharm

INSTALLING POSTMAN:

1. Go to: Postman (Download)
2. Select your OS and click on the Download option
3. Select and run the .exe file to install Postman.
4. -Refer to Postman Documentation for any queries
5. You can also use the web version of Postman (localhost requests will not work here)

FORKING THE REPOSITORY
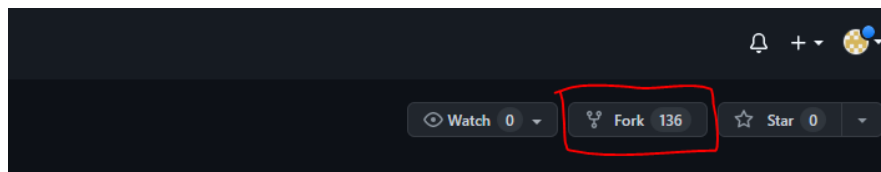
1. Click on the Fork Button on the Top-Right
2. Then go to yourUserName/Todo-Backend to clone the repository (Clone the code from the forked repository under your name. **NOT the original repository that you forked previously**).

CLONING THE REPOSITORY

Step 1: Go to YourUserName/Todo-Backend

Step 2: Click code and copy
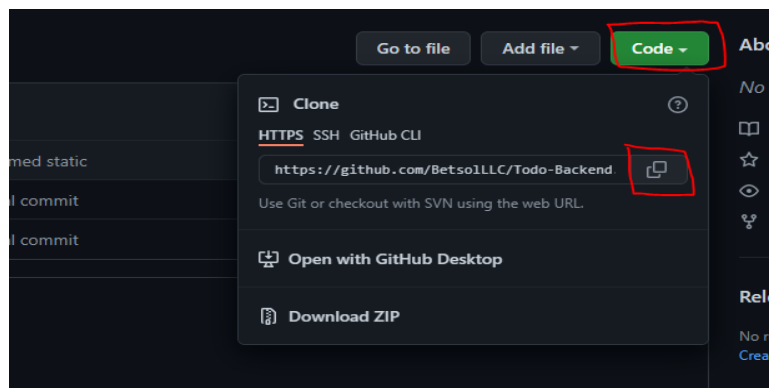
Step3: Go to your desired folder preferably D drive and open the git-bash

Step 4: Type the command

```
git clone <linkyoucopiedfromyourrepositary>
```

Step 5: Move into the folder using cd command

Step 6: Use `git branch -a` to see all branches

Step 7: Use `git checkout Todo-Class-Logger` to change to the Todo-Class-Logger branch

Step 8: Once this is done, verify the files present in the directory to be same as the content given below.

```
$ ll
total 52
-rw-r--r-- 1 Hitesh.Balegar 1049089     22 Apr 20 01:03  Procfile
-rw-r--r-- 1 Hitesh.Balegar 1049089 23267 Apr 20 02:09  'Todo APP.postman_collection.json'
drwxr-xr-x 1 Hitesh.Balegar 1049089      0 Apr 20 01:25  __pycache__/
-rw-r--r-- 1 Hitesh.Balegar 1049089   4922 Apr 19 23:03  readme.md
-rw-r--r-- 1 Hitesh.Balegar 1049089    434 Apr 20 01:00  requirements.txt
drwxr-xr-x 1 Hitesh.Balegar 1049089      0 Apr 20 01:46  static/
-rw-r--r-- 1 Hitesh.Balegar 1049089  16154 Apr 19 23:42  stattic.log
-rw-r--r-- 1 Hitesh.Balegar 1049089    335 Apr 19 23:03  steps.txt
-rw-r--r-- 1 Hitesh.Balegar 1049089     53 Apr 19 23:55  wsgi.py
```

Step 9: Also verify the content present within the file cat requirements.txt to be same as given below.

```
$ cat requirements.txt
alembic==1.7.7
aniso8601==9.0.1
click==8.1.0
colorama==0.4.4
Flask==2.1.0
Flask-Cors==3.0.10
Flask-Migrate==3.1.0
Flask-RESTful==0.3.9
Flask-SQLAlchemy==2.5.1
Flask-WTF==0.9.3
greenlet==1.1.2
gunicorn==20.1.0
importlib-metadata==4.11.3
itsdangerous==2.1.2
Jinja2==3.1.1
Mako==1.2.0
MarkupSafe==2.1.1
psycopg2-binary==2.9.3
pytz==2022.1
six==1.16.0
SQLAlchemy==1.4.32
Werkzeug==2.1.0
WTForms==3.0.1
zipp==3.7.0
```

Once verified, we are good to go. Hence forth the branch **"Todo-Class-Logger"** would be used to demonstrate **Class-based views approach** to a Flask application and if interested you can switch the branch **"Todo-Method-3-JsonResponse"** to view **Method-based approach**.

CREATING A VIRTUAL ENVIRONMENT

Step 1: Use pip install virtualenv to install virtualenv module

```
PS D:\To-Do Flask\Todo-Backend> pip install virtualenv
Requirement already satisfied: virtualenv in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (20.14.0)
Requirement already satisfied: six<2,>=1.9.0 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from virtualenv) (1.16.0)
Requirement already satisfied: platformdirs<3,>=2 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from virtualenv) (2.5.1)
Requirement already satisfied: filelock<4,>=3.2 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from virtualenv) (3.6.0)
Requirement already satisfied: distlib<1,>=0.3.1 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from virtualenv) (0.3.4)
PS D:\To-Do Flask\Todo-Backend> []
```

Note: If the above command fails with an error output similar to the one below. Then you can continue to step 4 directly without activating the environment. Just make sure to use pip instead of pipenv

Ex: `pipenv install -r requirements.txt` ➔ `pip install - r requirements.txt`

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```
$ pip install virtualenv
Collecting virtualenv
  Using cached virtualenv-20.14.1-py2.py3-none-any.whl (8.8 MB)
Requirement already satisfied: six<2,>=1.9.0 in c:\python310\lib\site-packages (
from virtualenv) (1.16.0)
Requirement already satisfied: platformdirs<3,>=2 in c:\python310\lib\site-packa
ges (from virtualenv) (2.5.2)
Requirement already satisfied: distlib<1,>=0.3.1 in c:\python310\lib\site-packag
es (from virtualenv) (0.3.4)
Requirement already satisfied: filelock<4,>=3.2 in c:\python310\lib\site-package
s (from virtualenv) (3.6.0)
Installing collected packages: virtualenv
  WARNING: Failed to write executable - trying to use .deleteme logic
ERROR: Could not install packages due to an OSError: [WinError 2] The system can
not find the file specified: 'C:\\Python310\\Scripts\\virtualenv.exe' -> 'C:\\Py
thon310\\Scripts\\virtualenv.exe.deleteme'
```

Figure 1 shows one of the possible errors during the installation of virutalenv

VISUAL STUDIO CODE

Step 1: Execute `virtualenv <yourVenvName>`

```
PS D:\To-Do Flask\Todo-Backend> virtualenv venv
created virtual environment CPython3.10.4.final.0-64 in 680ms
  creator CPython3Windows(dest=D:\To-Do Flask\Todo-Backend\venv, clear=False, no_vcs_ignore=False, global=False)
  seeder FromAppData(download=False, pip=bundle, setuptools=bundle, wheel=bundle, via=copy, app_data_dir=C:\Users\Ayush.Gautam\AppData\Local\pypa\virtualenv)
    added seed packages: pip==22.0.4, setuptools==61.0.0, wheel==0.37.1
  activators BashActivator,BatchActivator,FishActivator,NushellActivator,PowerShellActivator,PythonActivator
PS D:\To-Do Flask\Todo-Backend>
```

Step 2: Type the command `pip install pipenv` to install pipenv module

```
PS D:\To-Do Flask\Todo-Backend> pip install pipenv
Requirement already satisfied: pipenv in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (2022.3.28)
Requirement already satisfied: setuptools>=36.2.1 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from pipenv) (58.1.0)
Requirement already satisfied: pip>=18.0 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from pipenv) (22.0.4)
Requirement already satisfied: virtualenv-clone>=0.2.5 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from pipenv) (0.5.7)
Requirement already satisfied: certifi in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from pipenv) (2021.10.8)
Requirement already satisfied: virtualenv in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from pipenv) (20.14.0)
Requirement already satisfied: filelock<4,>=3.2 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from virtualenv->pipenv) (3.6.0)
Requirement already satisfied: distlib<1,>=0.3.1 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from virtualenv->pipenv) (0.3.4)
Requirement already satisfied: six<2,>=1.9.0 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from virtualenv->pipenv) (1.16.0)
Requirement already satisfied: platformdirs<3,>=2 in c:\users\ayush.gautam\appdata\local\programs\python\python310\lib\site-packages (from virtualenv->pipenv) (2.5.1)
PS D:\To-Do Flask\Todo-Backend>
```

Step 3: Type `source venv/Scripts/activate` to activate a virtual environment

```
Hitesh.Balegar@BSL-BNG-L377 MINGW64 /d/ZMC/campus 2022 Workshop
$ source venvPycharm/Scripts/activate
```

Note: The args after `source "venvPycharm/Scripts/activate"` , has *venvPycharm* as the virtual env name , this can be different for your local setup depending on the name you give.

Step 4: Then `<pipenv install -r requirements.txt>` to install all the dependencies

```
(venv) PS D:\To-Do Flask\Todo-Backend> pipenv install -r requirements.txt
Courtesy Notice: Pipenv found itself running within a virtual environment, so it will automatically use that environment, instead of creating its own for any project. Yo
u can set PIPENV_IGNORE_VIRTUALENVS=1 to force pipenv to ignore that environment and create its own instead. You can set PIPENV_VERBOSITY=-1 to suppress this warning.
Creating a Pipfile for this project...
Requirements file provided! Importing into Pipfile...
C:\Users\Ayush.Gautam\AppData\Local\Programs\Python\Python310\Lib\site-packages\pipenv\vendor\requests\structures.py:60: ResourceWarning: unclosed <ssl.SSLSocket fd=948,
 family=AddressFamily.AF_INET6, type=SocketKind.SOCK_STREAM, proto=0, laddr=('2405:201:d001:90f1:10c1:a250:ab7a:5ab8', 57289, 0, 0), raddr=('2a04:4e42::223', 443, 0, 0)>
  return (casedkey for casedkey, mappedvalue in self._store.values())
ResourceWarning: Enable tracemalloc to get the object allocation traceback
Pipfile.lock not found, creating...
Locking [dev-packages] dependencies...
Locking [packages] dependencies...
        Building requirements...
Resolving dependencies...
Success!
Updated Pipfile.lock (8b8008)!
Installing dependencies from Pipfile.lock (8b8008)...
  ============                7/18 - 00:00:00
```

Note: For issues related to python setup not being in your **PATH** under your system environment variable you can click this document.

PYCHARM

Use one of the following:

- Click the Python Interpreter selector and choose Add Interpreter.
- Press Ctrl+Alt+S to open the project Settings/Preferences and go to Project <project name> | Python Interpreter. Click and select Add.

In the left-hand pane of the Add Python Interpreter dialog, select Virtualenv Environment. The following actions depend on whether the virtual environment existed before.
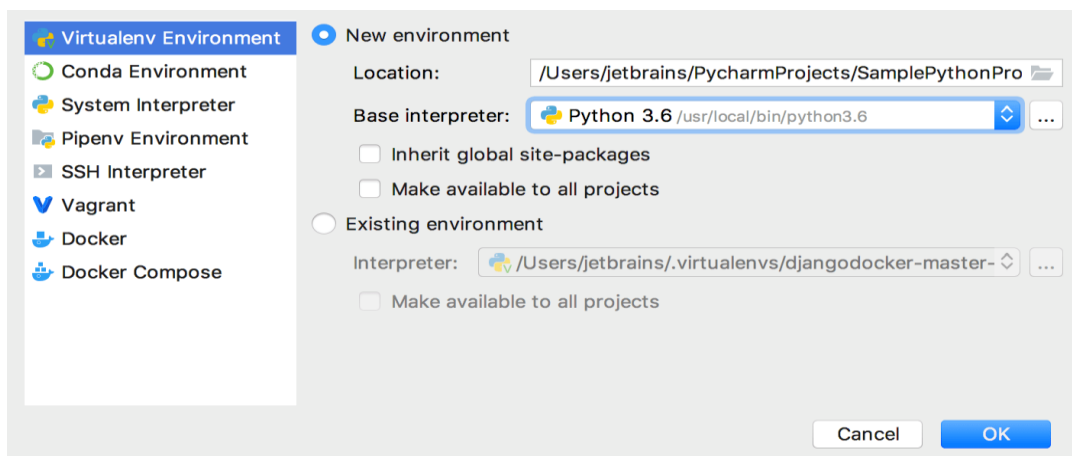
If New Virtualenv is selected:

- Specify the location of the new virtual environment in the text field, or click ⋯ and find location in your file system. Note that the directory where the new virtual environment should be located, must be empty!
- Choose the base interpreter from the list, or click ⋯ and find a Python executable in your file system.

If PyCharm detects no Python on your machine, it provides two options: to download the latest Python versions from **python.org** or to specify a path to the Python executable (in case of non-standard installation).
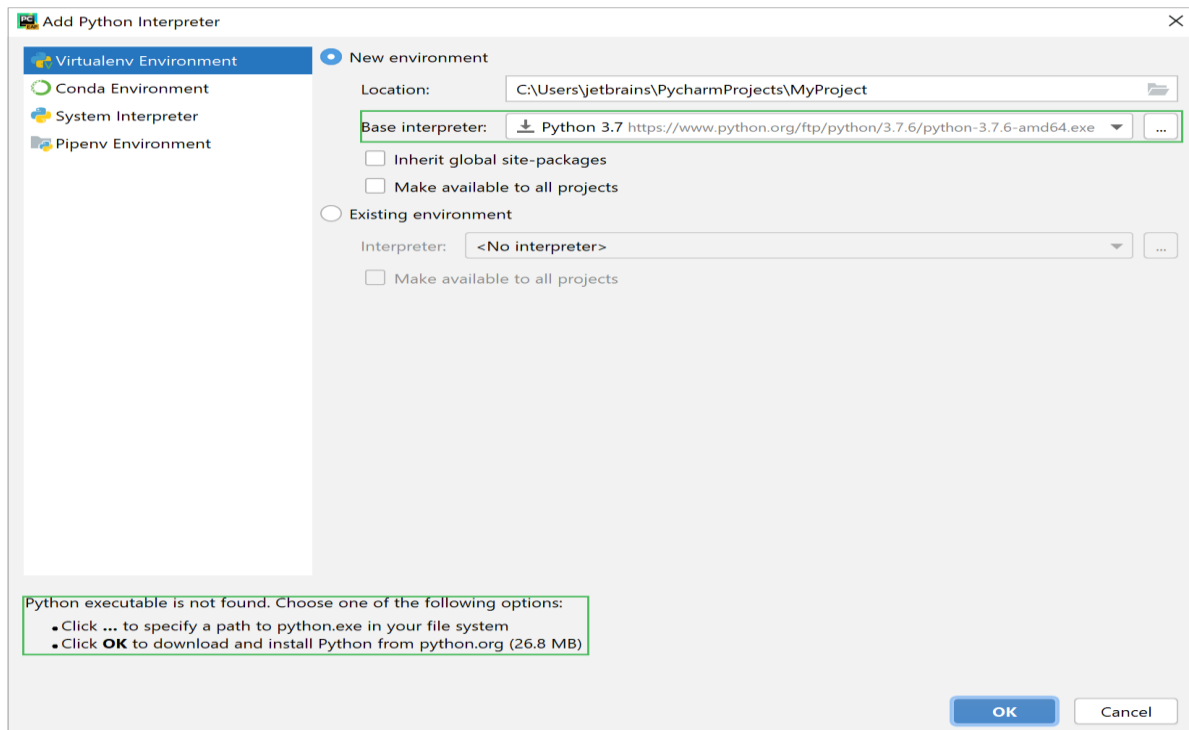
- Select the Inherit global site-packages checkbox if you want that all packages installed in the global Python on your machine to be added to the virtual environment you're going to create. This checkbox corresponds to the --system-site-packages option of the virtualenv tool.

If you select any of the existing virtual environments from the Interpreter list, it will be reused for the current project.

Finally Click OK to complete the task.

WORKING ON THE TO-DO APP

INSTALL HEROKU CLI

Once the above steps are done, we can proceed with deploying backend on Heroku. For this, follow the below steps:

1. Install Heroku CLI from https://devcenter.heroku.com/articles/heroku-cli using the appropriate method based on your OS.

2. Go for the **64-bit installer for Windows Operating System**.

3.Verify the installation using command

```
heroku version
```


Note: PS: you can ignore the warning if your version is >=0.53

MODIFY THE DATABASE URI

The URL for the projects under app.py in method based or __init__.py in class methods are the same URI that you receive from the "Heroku: Resource:YOUR_CUSTOM_postgres_app" with a small exception of adding

Step 1: Get to the "Resources" section from you created app on Heroku.
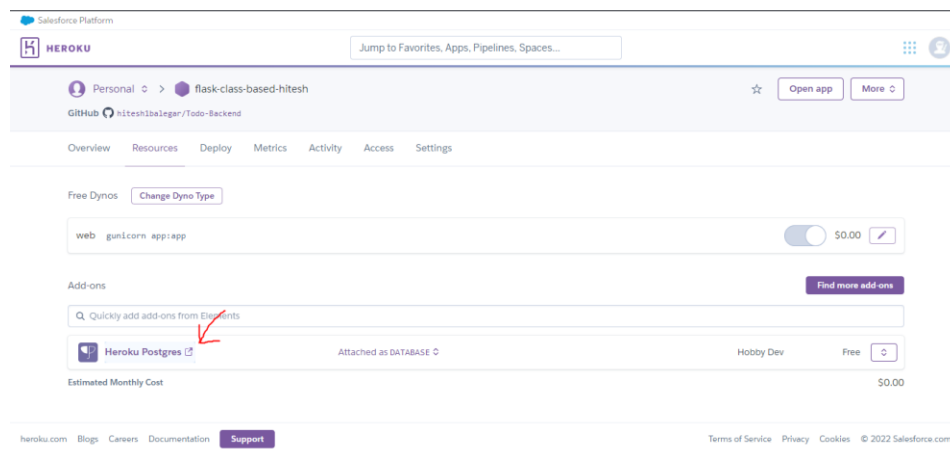
Step 2: Once there click on the resource which would open a new tab.
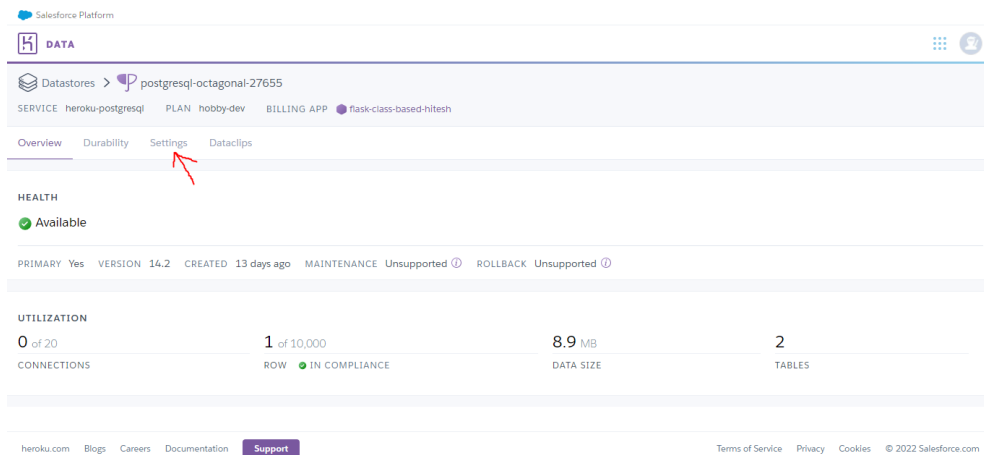
Step 3: Click on settings
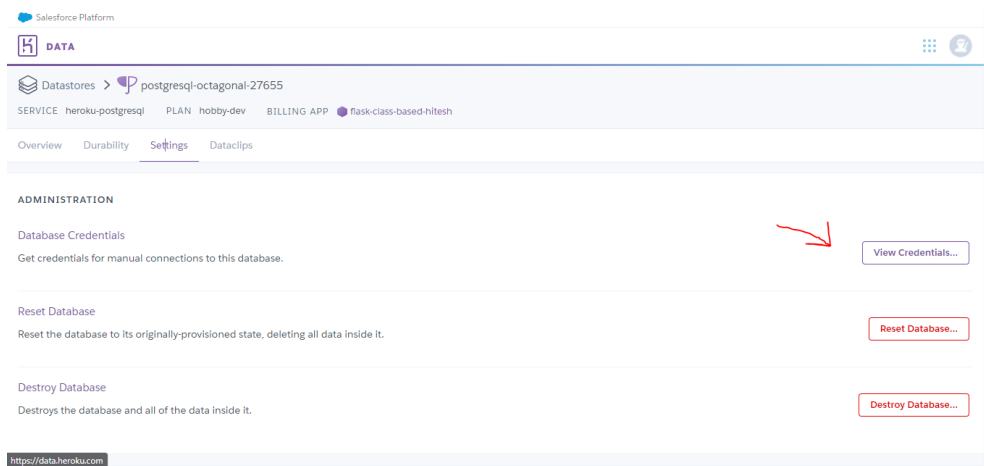
Step 4: Once you click on the "View credentials" button, you would be directed to a new tab which would have all the Database URI required by the app to connect to the database present on Heroku
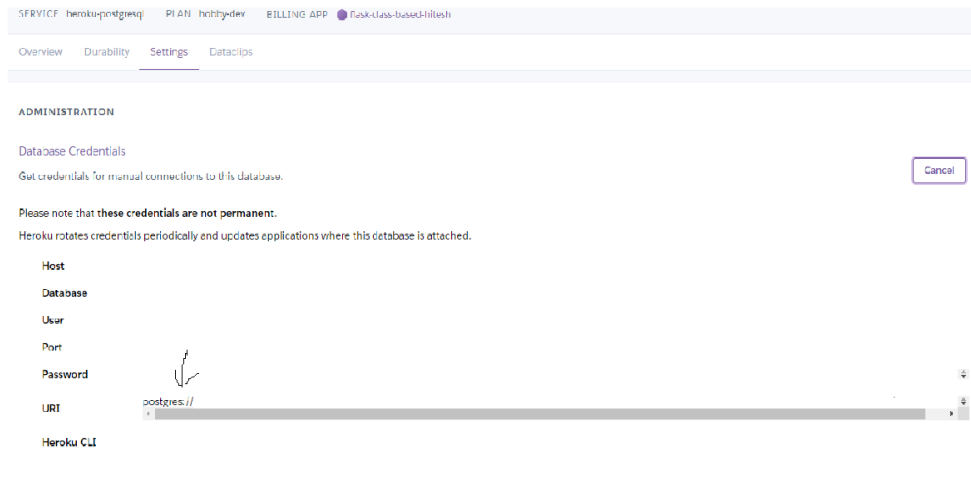
Step 5: Once you have the URI which would in the format like "postgresql://__CREDENTIALS__", you need to replace the once present your app.py in method-based views and "__init__.py" in class-based views.
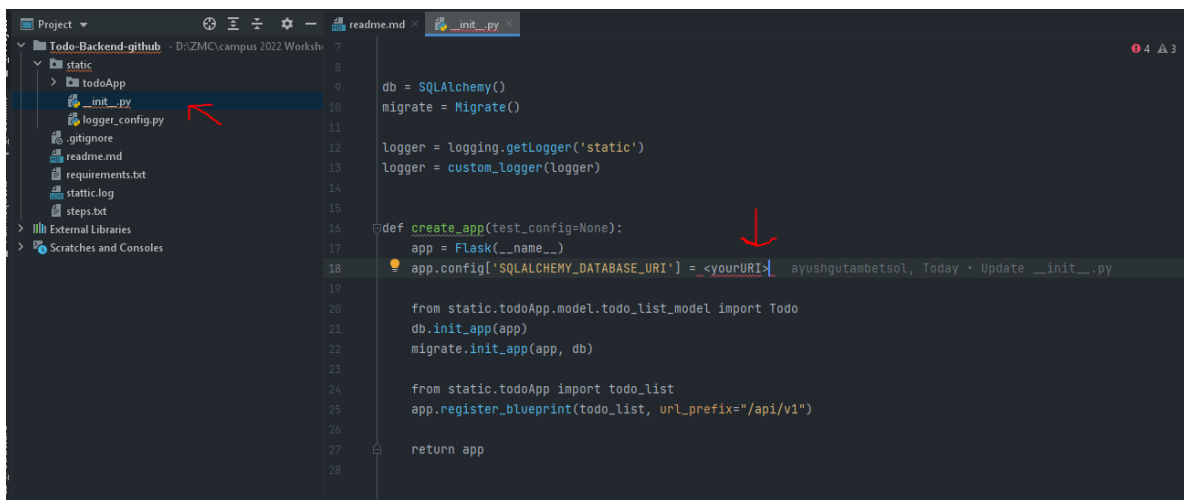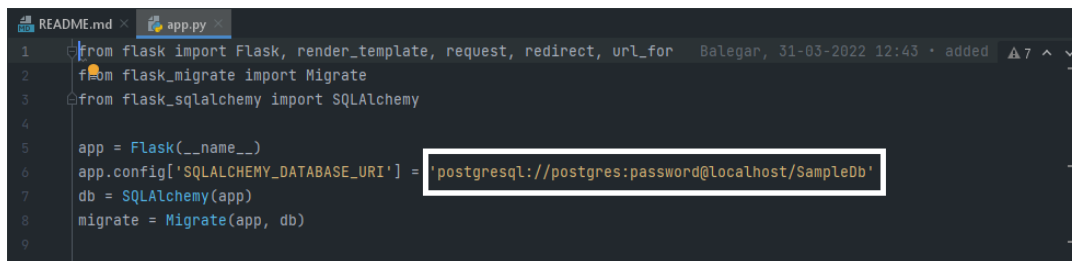
Step 6: Change the URI from

postgres://user:password@localhost/DbName

to

postgresql://user:password@localhost/DbName

DEPLOYING THE APP

Once you have the changes saved into the corresponding file. It's time for deployment, the procedure given here would be save for the class-based views or method-based-views.

Step 2: To deploy our app on Heroku now, attach it to the Heroku remote repository that was created for our Heroku app created recently. Use the command –

 heroku git:remote -a $APP_NAME

```
Hitesh.Balegar@BSL-BNG-L377 MINGW64 /d/ZMC/campus 2022 Workshop/Github Repo Original LLC/Todo-Backend (Todo-Class-Logger)
$ heroku git:remote -a flask-class-based-hitesh
 »   Warning: heroku update available from 7.53.0 to 7.60.1.
set git remote heroku to https://git.heroku.com/flask-class-based-hitesh.git
(venvPycharm)
```

Step 2: Commit the changes made to the respective file for the class-based views or method-based-views using

 git add.
 git commit -m "YOUR_MESSAGE"

Step 3: Push your changes to the remote branch and trigger a build

 git push heroku Todo-Class-Logger:main

```
Enumerating objects: 127, done.
Counting objects: 100% (127/127), done.
Delta compression using up to 8 threads
Compressing objects: 100% (84/84), done.
Writing objects: 100% (127/127), 31.78 KiB | 5.30 MiB/s, done.
Total 127 (delta 36), reused 85 (delta 20), pack-reused 0
remote: Compressing source files... done.
remote: Building source:
remote:
remote: -----> Building on the Heroku-20 stack
remote: -----> Using buildpack: heroku/python
remote: -----> Python app detected
remote: -----> No Python version was specified. Using the same version as the last build: python-3.10.4
remote:        To use a different version, see: https://devcenter.heroku.com/articles/python-runtimes
remote: -----> No change in requirements detected, installing from cache
remote: -----> Using cached install of python-3.10.4
remote: -----> Installing pip 22.0.4, setuptools 60.10.0 and wheel 0.37.1
remote: -----> Installing SQLite3
remote: -----> Installing requirements with pip
remote: -----> Discovering process types
remote:        Procfile declares types -> web
remote:
remote: -----> Compressing...
remote:        Done: 69.3M
remote: -----> Launching...
remote:        Released v32
remote:        https://flask-class-based-hitesh.herokuapp.com/ deployed to Heroku
remote:
remote: Verifying deploy... done.
To https://git.heroku.com/flask-class-based-hitesh.git
 + c2783c8...1c1dc4f Todo-Class-Logger -> main (forced update)
```

Step 4: Once this is done you can start using postman to hit and try out these URLs.

Step 5: Open you Postman and either go to workspace -> My Workspace or create a new workspace from the same option.
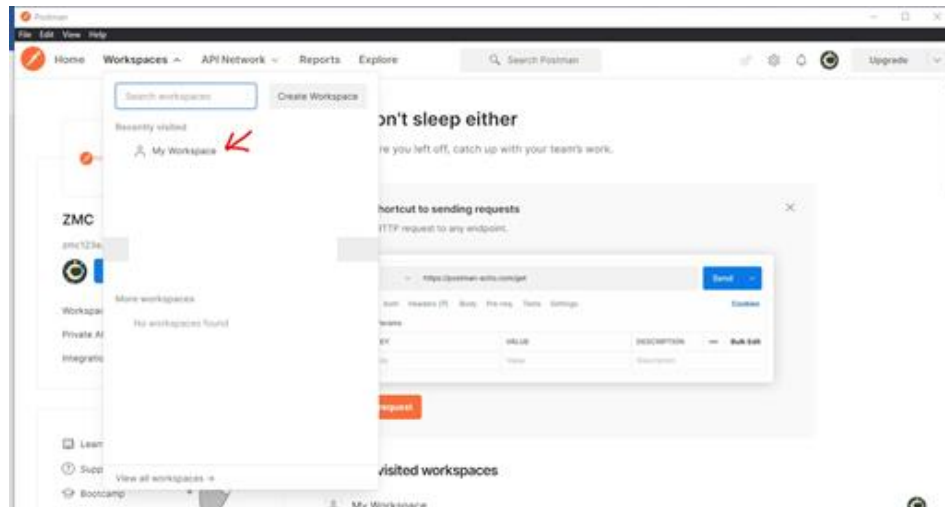
Step 6: Once selected click on file -> Import
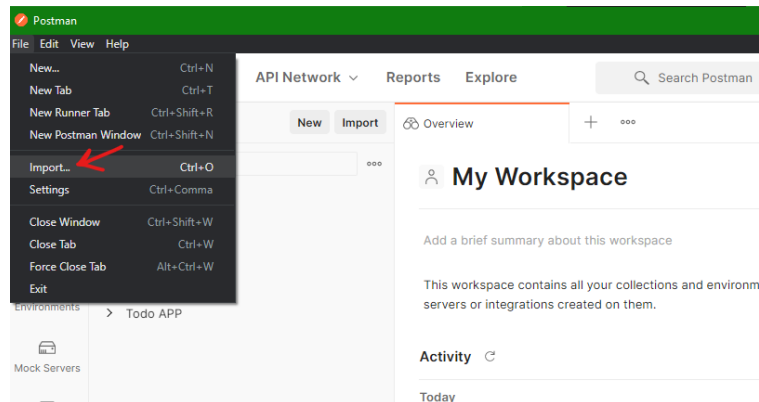
Step 7: You'll get a window to upload files, click on the upload button and upload the *'Todo APP.postman_collection.json'* which can be found from your present working directory.

Step 8: Once uploaded, you can probably see something like the figure below.

![BETSOL logo]
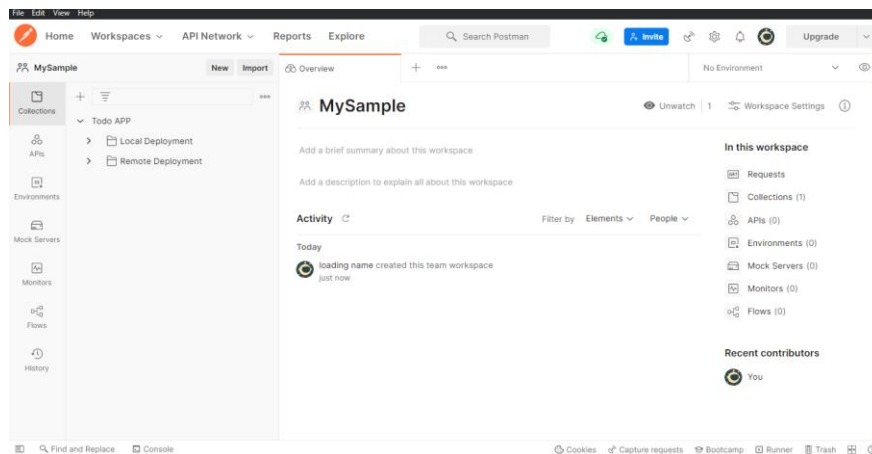
Step 9: From here you can open the Remote Deployment and click on the "Get All Tasks" collection to check out the get method for our App

1. Make sure to replace your application's URL in the request's URL section in POSTMAN.
2. Once done hit Send and see if the response if same as below.

Figure 2 Get response with no content body

Figure 3 Get containing tasks already in the database

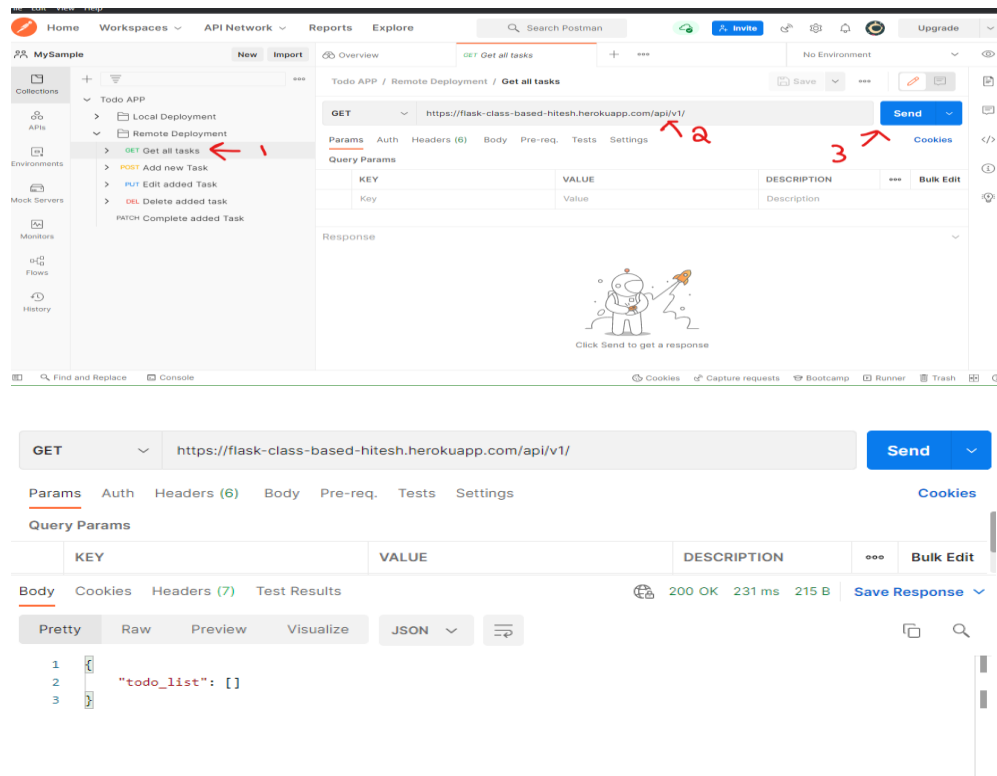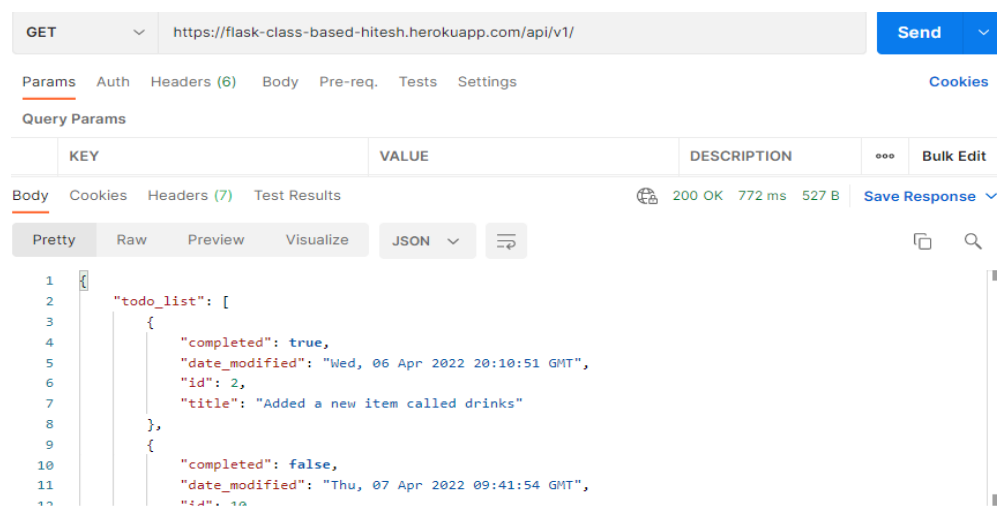You can also explore the same examples under each request, which has already captured the sample output for the respective method.

From here you can go out and explore the various methods implemented on our App which are GET, POST, PUT and DELETE

EXERCISES:

E01 -> Implement PATCH Complete Item feature – to mark a "to do" item as complete.

E02 -> Implement a serializer for the DELETE method.

HINTS:

E01 - Please refer to the implementation of delete item for trying out patch item.

E02 - For complete item, refer the already implemented method POST.

FRONTEND DEVELOPMENT

PRE-REQUISITES

The following tools / modules must be installed before proceeding further:

1. NodeJS and NPM - https://nodejs.org/en/download/
2. Visual Studio Code i.e., VS Code - https://code.visualstudio.com/download
3. Heroku CLI - https://devcenter.heroku.com/articles/heroku-cli

   Note: Versions: **Node - 14.16.1 and npm - 6.14.12**

START WORKING ON THE TO DO APP

SETUP THE TEMPLATE CODE

There is already a project template built and ready to use to start with the To Do App.

Step 1: Fork the repository from the given URL from GitHub - https://github.com/BetsolLLC/Todo-Frontend-ReactJS.git
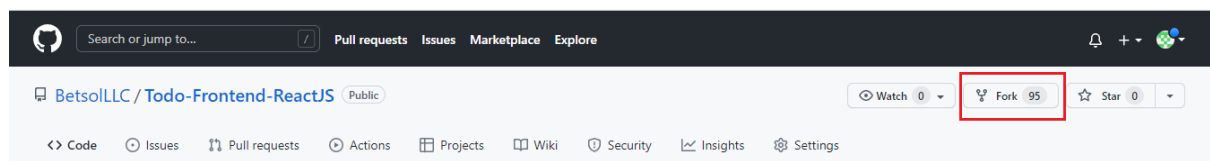
Step 2: Then create a new folder in your system (preferably in D drive) and go into the folder.

Step 3: Then **clone the code from the forked repository under your name**. (NOT the original repository that you forked previously).
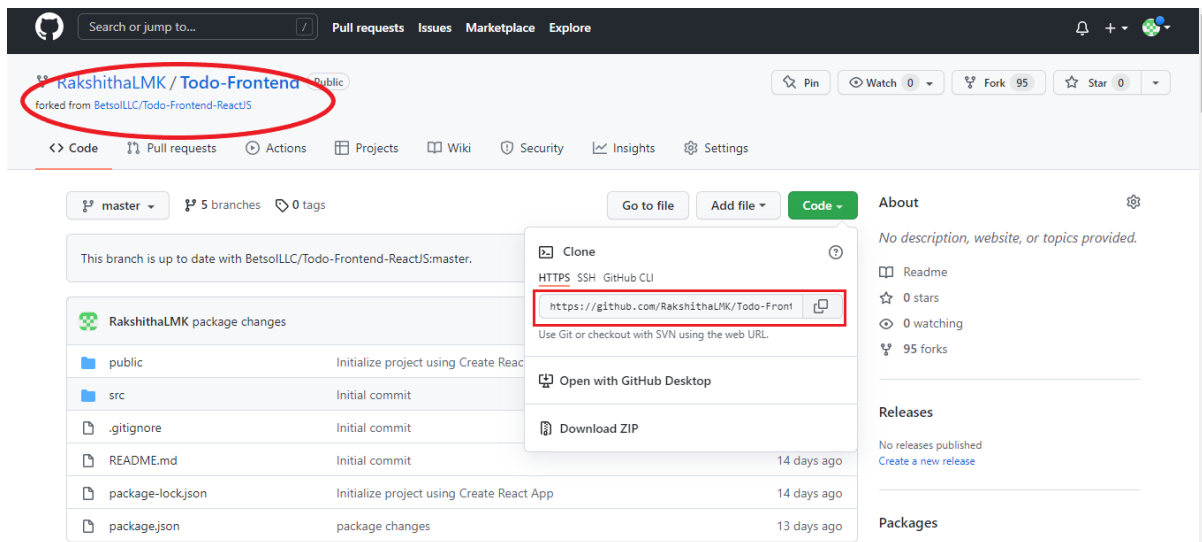
Step 4: Open VS Code.
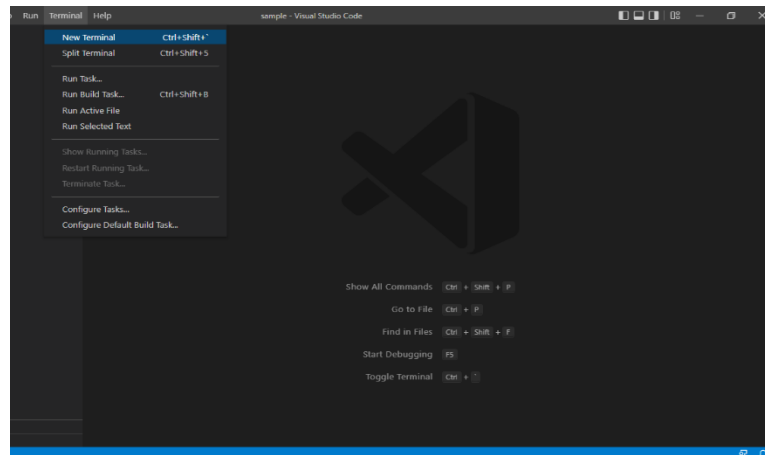
Step 5: Go to File -> Open Folder option and select the "todo-frontend" folder.
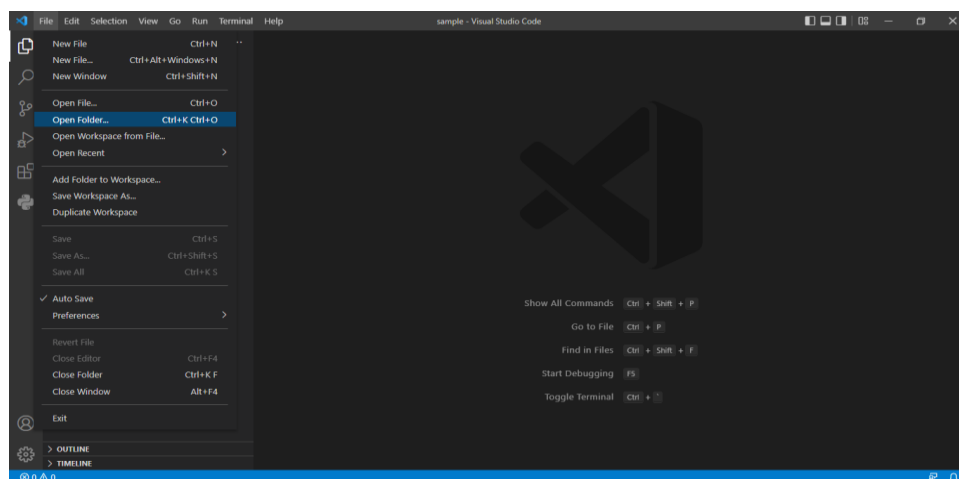
Step 6: Then open a terminal here and **checkout**/switch to the branch **"app-lst"** using command

git checkout app-lst

Change the Endpoint URL in App.js

Step 1: Open the file src -> App.js.

Step 2: Change the value of the variable "url" to the backend URL that was deployed on Heroku.

Step 3: Save the changes.

Step 4: Then execute the following commands to push the new changes to the repository.

```
git add .
git commit —m "changes made to the endpoint URL"
git push origin app-1st
```

DEPLOY FRONTEND ON HEROKU

INSTALL HEROKU CLI (IF DONE ALREADY)

Once the above steps are done, we can proceed with deploying frontend on Heroku. For this, follow the below steps:

Assuming that Heroku CLI installation is done already, verify the installation using the command -

```
heroku version
```

Note: If Heroku CLI is not installed, please follow the steps given during backend development for the same.

DEPLOY APP TO HEROKU

Step 1: Login to your Heroku account via CLI using the command –

```
heroku login –i
```

Here it prompts you to enter the following credentials –
a. Email: <your Heroku login mail id">
b. Password: <Your Heroku account authorization token for Heroku CLI (mentioned in detail below)>
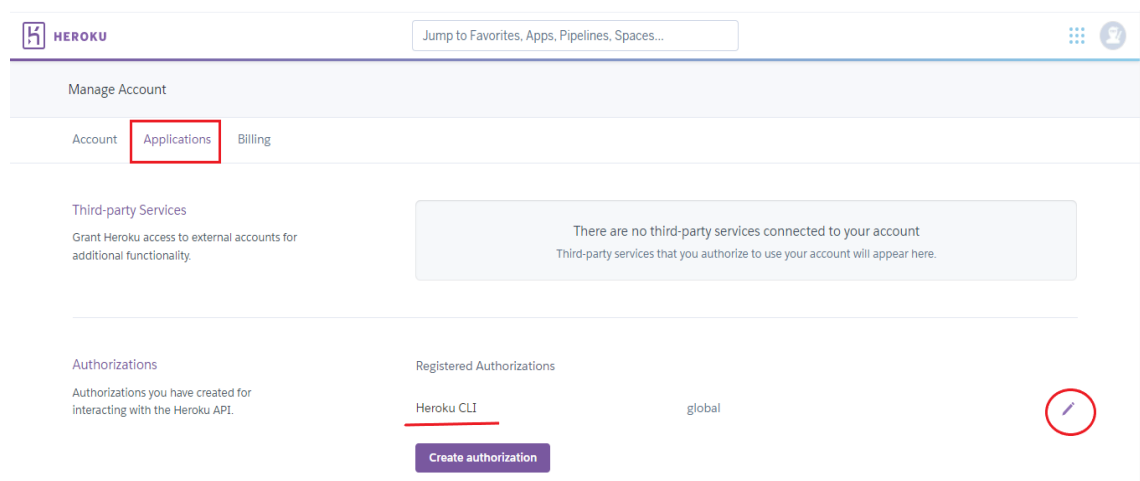   **Note**: Please use 'right click' to paste the password once u get it.

To get the authorization token,

Step 1: Go to Heroku Dashboard -> account settings
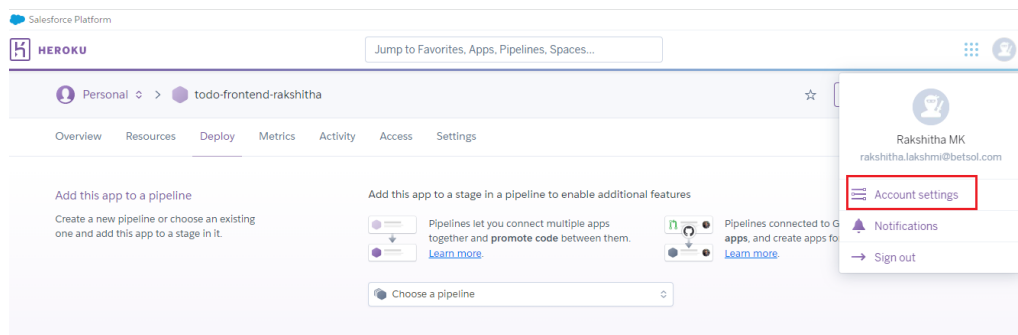
Step 2: Then navigate to Applications tab and click on the 'edit' icon of the Heroku CLI Authorization.

Step 3: Then **copy the TOKEN** given there and that **would be the Password for login** via the command "`heroku login -i`" mentioned previously.

Step 4: Once done, it will show our login like below:

```
PS D:\Rakshitha Lakshmi\CAMPUS WORKSHOP\todo\frontend\todo-frontend> heroku login -i
 »   Warning: heroku update available from 7.53.0 to 7.60.1.
heroku: Enter your login credentials
Email [rakshitha.lakshmi@betsol.com]:
Password: *********************************
Logged in as rakshitha.lakshmi@betsol.com
```

Step 5: Then create a Heroku App using the command below: Here, we are using the build-pack suitable for ReactJS i.e., mars/create-react-app.

Note: The app name must start with a letter, end with a letter or digit and can only contain lowercase letters, digits, and dashes.

```
heroku create $APP_NAME --buildpack mars/create-react-app
```

```
PS D:\Rakshitha Lakshmi\CAMPUS WORKSHOP\todo\frontend\todo-frontend> heroku create "todo-frontend-rakshitha" --buildpack mars/create-react-app
 »   Warning: heroku update available from 7.53.0 to 7.60.1.
Creating ● todo-frontend-rakshitha... done
Setting buildpack to mars/create-react-app... done
https://todo-frontend-rakshitha.herokuapp.com/ | https://git.heroku.com/todo-frontend-rakshitha.git
```

Step 6: Once done, we can see the app under our personal apps section on Heroku. You can navigate to the URL https://dashboard.heroku.com/apps to check it.
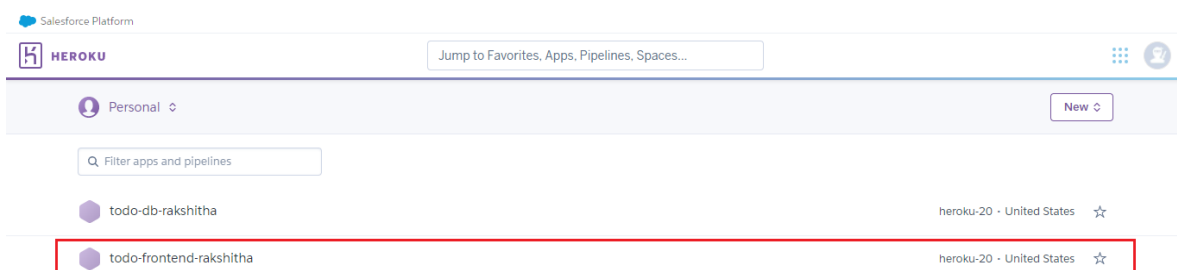
Step 7: To deploy our app on Heroku now, attach it to the Heroku remote repository that was created for our Heroku app created recently. Use the command –

```
heroku git:remote -a $APP_NAME
```

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```
PS D:\Rakshitha Lakshmi\CAMPUS WORKSHOP\todo\frontend\todo-frontend> heroku git:remote -a todo-frontend-rakshitha
 »   Warning: heroku update available from 7.53.0 to 7.60.1.
set git remote heroku to https://git.heroku.com/todo-frontend-rakshitha.git
```

Step 8: Then do a git push to the heroku remote repository and the necessary branch i.e, **app-lst** using the command – Here, we deploy code to Heroku from a non-main branch i.e, app-lst.

<div align="center">

`git push heroku app-lst:main`

</div>

Note: Do **not to push the package.json.lock file** to the repository. This is because the build might fail due to inconsistencies in the lock files when it tries to download the dependencies.

Step 9: This deploys the App as well. Hence, we should see the output of the command as below:

```
remote:
remote: -----> Compressing...
remote:        Done: 77.7M
remote: -----> Launching...
remote:        Released v3
remote:        https://todo-frontend-rakshitha.herokuapp.com/ deployed to Heroku
remote:
remote: Verifying deploy... done.
Everything up-to-date
```
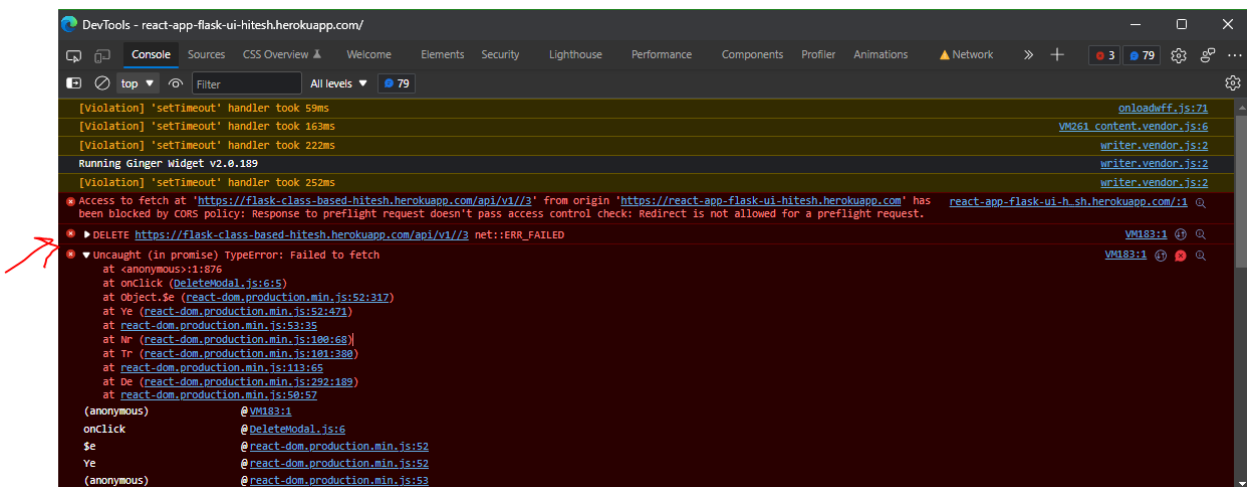
Step 10: Go to the heroku dashboard -> your frontend App and then click on "Open App" button.
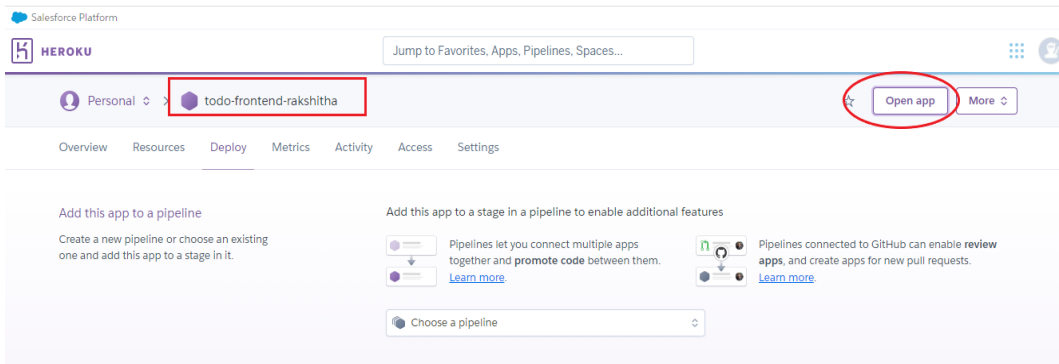
It will navigate to the respective URL of your Frontend App where you will be able to see the TO DO APP!
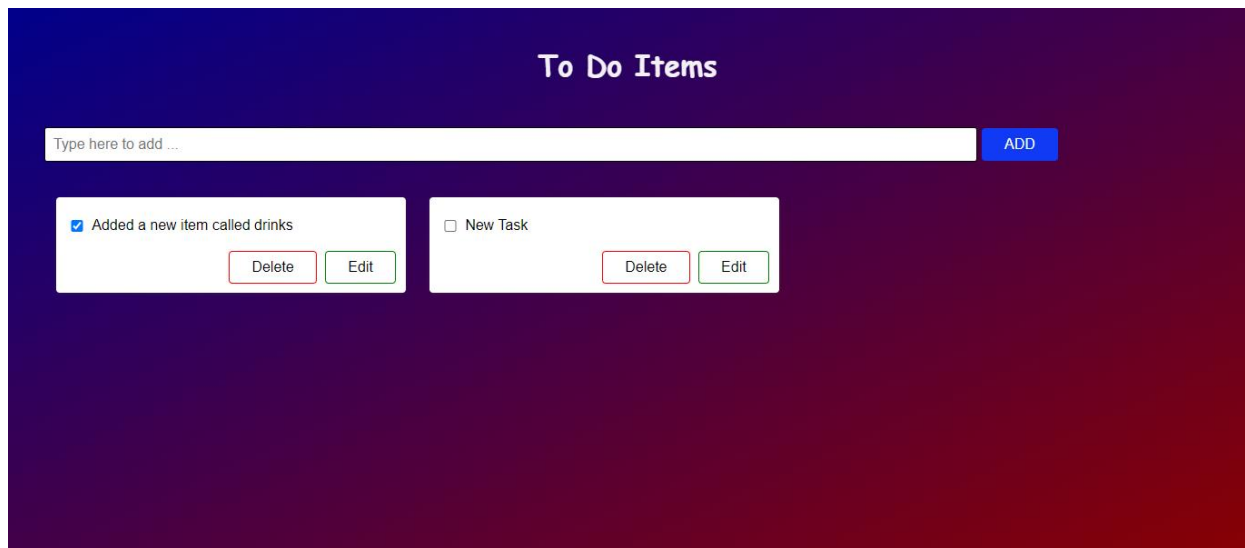
Note: 1. While you are on the react app tab , press F12 or right click->inspect and go to the console tab . Check if there is a CORS issue similar to the pic given below.

In case there are CORS issues for the API requests, please start the chrome session without web security temporarily by executing this command in Command Prompt terminal:

```
"C:\Program Files\Google\Chrome\Application\chrome.exe" --disable-web-
            security --user-data-dir="C:\tmpChromeSession"
```

Then, navigate to URL where your frontend App is hosted.

Explore the existing functionalities such as Adding, deleting and listing the "To Do" items.

EXERCISES:

E01 -> Implement Complete Item feature – to mark a "to do" item as complete (checkbox).

E02 -> Implement Edit Item feature – to edit / update the title of the "to do" item.

Hints:

E01 - For complete item, the functionality is implemented from frontend ReactJS code **(refer file src -> components -> Todo.js)**, just that a **backend API should be brought up** to handle it properly.

E02 - Please refer to the implementation of delete item for trying out edit item.