# Developer Documentation

How to run the edYou app:

1. Have git, npm, nodejs, and Flutter installed in your computer. See
   https://docs.flutter.dev/get-started/install for details on how to set up Flutter.
2. In the terminal, run `git clone`
   `https://github.com/MarianaTorresTorres/IntroToSWEProject.git`
3. Run the server:
   a. Go into the server directory
   b. Add a .env file (see at the bottom of these instructions for the content of that file)
      in that same directory
   c. Run `npm install` to get node_modules
   d. Run `node index` (or `nodemon` if you have nodemon installed)
   e. To check that it works, go to localhost:5000 and the GraphQL Playground (where
      you can run queries and mutations) should appear.
4. Run the client:
   a. In another terminal (keep the server running), go into the client directory
   b. Run `flutter pub get` to install dependencies
   c. From step #1, you should have an emulator setup (through Android Studio for
      Windows or xcode for Mac). Run the emulator. The app should not show up yet.
   d. Open the repo on Virtual Studio Code (we recommend you have the Flutter and
      Dart plugins for VSCode). At the bottom, you should see something like this. If it
      says something other than "Phone," click on that and select your emulator in the
      dropdown that shows up in the top center of the screen.
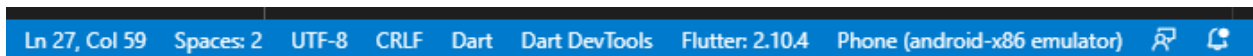
   e. Go to lib/main.dart and run with debugging. If everything was done correctly, our
      edYou app should appear in the emulator

The code inside the.env file:
```
URI=mongodb+srv://admin:wCFP6KfHR2pawjK@cluster0.3szop.mongodb.n
et/DB?retryWrites=true&w=majority
SECRET=daymwearethebestteam
SENDGRID_API_KEY=SG.sn-c9uMZQXqVLJJ8dYH25g.UB3SBgtcljmw6d-aVR5_Z
30iQW4NlaHmwh6N456xUAs
PORT=5000
CLIENT_ORIGIN=http://localhost:3000
YOUTUBE_API_KEY=AIzaSyA1zwXRtu42csU1eCfxQ_BMFlmylepYEfA
NEWS_API_KEY=665631c3b57f47b79b0bda13de78cabe
```