Deployment View

¿What hardware do you need to use the application?

Fortunately, to use the application you just need one computer connected to Internet. You can also use a mobile phone to chat with your friends, but we haven´t developed the app specyfically to be used on it, so there will be some problems. We are working hard to try to make it more comfortable for mobile users.

At this point of the development, there is no need for geographical permissions or others like that, so the only thing you need is a computer and an Internet connection.

Although, this is an early version of the project, and it hasn´t been optimized yet, so you´ll need some available RAM in your computer, but not too much for worrying about it.

We developed this app mostly in Google Chrome and Firefox, so we recommend this browser.

Mapping of relationship between hardware and software

The relationship between software and hardware is very simple, there are three main components that need special attention:

- Computer.
- Browser: As we said before, we recommend Google Chrome and Firefox. Browser connects to the application.
- Application: It connects to server.
- Server: Automatically synchronizes with solid server.

It is important to notice that talking about resources **the application consumes the same resources as another app**, because it is launched in a browser.

There are other ways of deploying our app. We can deploy it using docker. For that there are 8 files we have to take a look into it.

- In Dockerfile we chooser how our image will be and how to create the docker container. To run a file type "docker-compose -f Dockerfile.XXX up" and "docker-compose -f Dockerfile.XXX down"
- Dockerfile.dev and docker-compose.dev: those files make our application run in a container during develop phase, we can access to the container through 4200 port.
- Dockerfile.test and docker-compose.test: those files allow karma and e2e tests run inside container. To make this possible we had to configure ChromeHeadless.
- Dockerfile.prod and docker-compose.prod: those files allow running the app on a server. An important feature is that the app run in a Nginx server web, unlike running our app in other server(github project). To make this possible we need other files
- nginx.conf: this file allow us to configure the web server. It is a standard file that we need even we are not running it o a web server.
- entrypoint.sh: this script is needed because we are going to deploy it on Heroku and we don’t

know which port will be assigned so this allow us to communicate the container with the outere.

Another way of deploying the app is cloning the github repository and running it as localhost