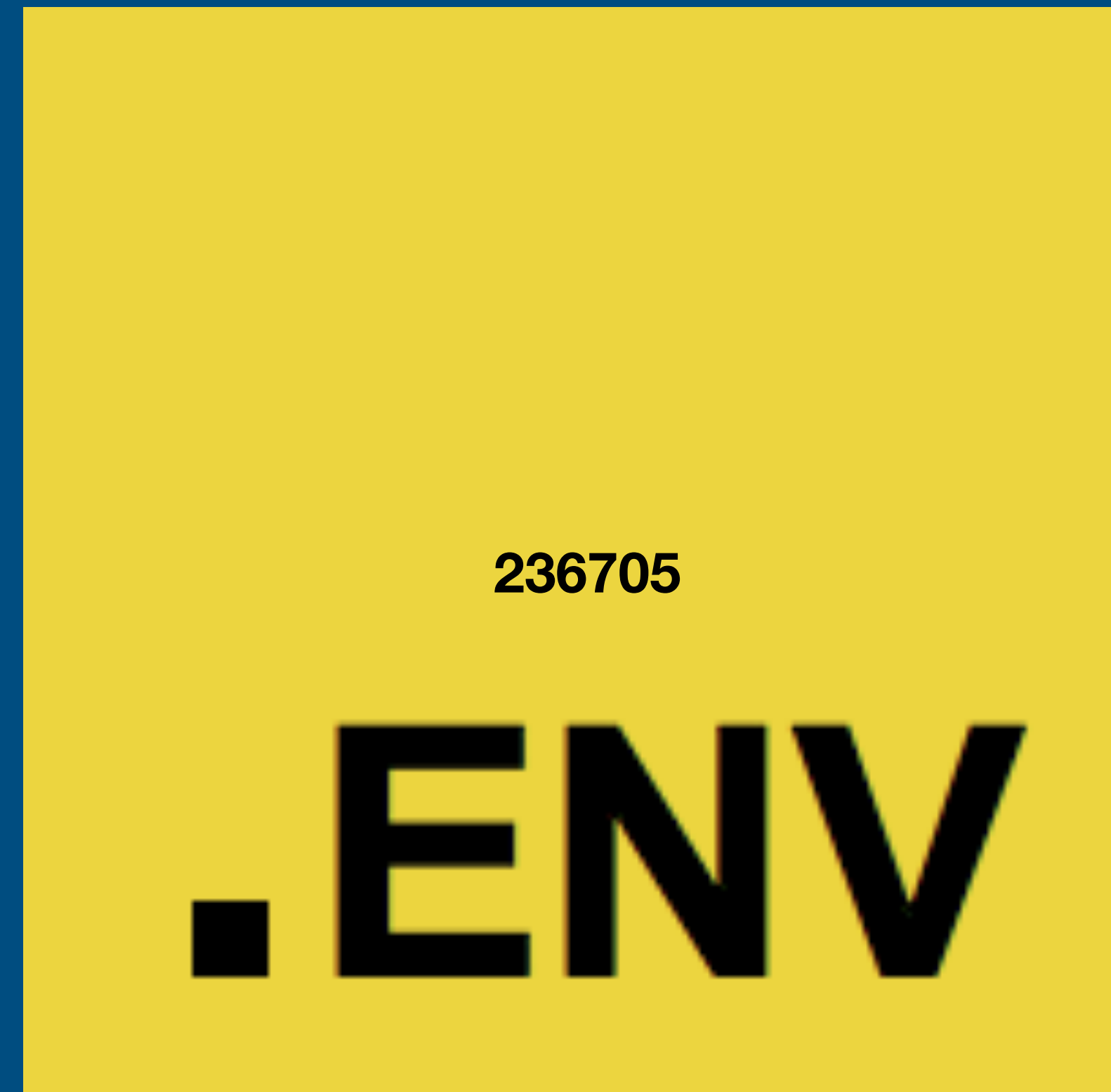


# Environment Variables



Full Stack Web Development

<https://github.com/motdotla/dotenv>

## dotenv

Dotenv is a zero-dependency module that loads environment variables from a `.env` file into `process.env`. Storing configuration in the environment separate from code is based on [The Twelve-Factor App](#) methodology.

build **passing** build **failing** npm **v10.0.0** code style **standard** coverage **100%**  
license **BSD-2-Clause** Conventional Commits **1.0.0** **4.9/5** [Rate this package >](#)

## Install

```
# with npm  
npm install dotenv
```



**.ENV**

# Usage

---

As early as possible in your application, require and configure dotenv.

```
require('dotenv').config()
```

Create a `.env` file in the root directory of your project. Add environment-specific variables on new lines in the form of `NAME=VALUE`. For example:

```
DB_HOST=localhost
DB_USER=root
DB_PASS=s1mpl3
```

`process.env` now has the keys and values you defined in your `.env` file.

```
const db = require('db')
db.connect({
  host: process.env.DB_HOST,
  username: process.env.DB_USER,
  password: process.env.DB_PASS
})
```

- Currently cookie name + password are hard coded into the server.js
- If application source is compromised, then these secrets become available

```
cookie: {  
  name: "playtime",  
  password: "secretpasswordnotrevealedtoanyone",  
  isSecure: false,  
},
```

- Install dotenv module
- Introduce text file containing these secrets

```
npm install dotenv
```

**.env**

```
cookie_name=playlist  
cookie_password=secretpasswordnotrevealedtoanyone
```

- Import dotenv
- Fail to launch application if dot env not found, or incorrectly formatted

### server.js

```
import dotenv from "dotenv";

const result = dotenv.config();
if (result.error) {
  console.log(result.error.message);
  process.exit(1);
}
```

**.env**

```
cookie_name=playlist  
cookie_password=secretpasswordnotrevealedtoanyone
```

```
cookie: {  
  name: "playtime",  
  password: "secretpasswordnotrevealedtoanyone",  
  isSecure: false,  
},
```



```
cookie: {  
  name: process.env.cookie_name,  
  password: process.env.cookie_password,  
  isSecure: false,  
},
```

- .env values inject into **process.env**



# The Environment

- A Unix concept, the environment encapsulates a set of name/value pairs that define useful contextual information for a process

ENVIRON(7)

Linux Programmer's Manual

ENVIRON(7)

## NAME [top](#)

`environ` – user environment

## SYNOPSIS [top](#)

```
extern char **environ;
```

## DESCRIPTION [top](#)

The variable *environ* points to an array of pointers to strings called the "environment". The last pointer in this array has the value NULL. This array of strings is made available to the process by the `execve(2)` call when a new program is started. When a child process is created via `fork(2)`, it inherits a *copy* of its parent's environment.

By convention, the strings in *environ* have the form "*name=value*". The name is case-sensitive and may not contain the character "`=`". The value can be anything that can be represented as a string. The name and the value may not contain an embedded null byte (`'\0'`), since this is assumed to terminate the string.

Environment variables may be placed in the shell's environment by the *export* command in `sh(1)`, or by the *setenv* command if you use `csh(1)`.



# process.env

Added in: v0.1.27

- `<Object>`

The `process.env` property returns an object containing the user environment. See [environ\(7\)](#).

An example of this object looks like:

```
{
  TERM: 'xterm-256color',
  SHELL: '/usr/local/bin/bash',
  USER: 'maciej',
  PATH: '~/.bin:/usr/bin:/bin:/usr/sbin:/sbin:/usr/local/bin',
  PWD: '/Users/maciej',
  EDITOR: 'vim',
  SHLVL: '1',
  HOME: '/Users/maciej',
  LOGNAME: 'maciej',
  _: '/usr/local/bin/node'
}
```

- Node makes the environment available via the `process.env` identifier.








- As well as .env files, variables are often also specified on the configuration dashboard for cloud services
- These should override values in .env file

Config Vars

Config vars change the way your app behaves. In addition to creating your own, some add-ons come with their own.

Config Vars

Hide Config Vars

DATABASE_URL	postgres://qnjxuhwmmcebwi:880529c0acce	 
JAVA_OPTS	-Xmx384m -Xss512k -XX:+UseCompressed0	 
PLAY_OPTS	--%prod -Dprecompiled=true	 
KEY	VALUE	

# Heroku Dashboard

# Environment Variables

A yellow square containing the text **.ENV** in bold black font, representing an environment variable file.

**.ENV**

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