**9. Install Helm**

--- Reference - <https://helm.sh/docs/intro/install/>

--- Helm is written in Google Go programming language, which is a compiled language so you can download the binaries for your operating system and start using it.

--- the recommended and easy way is to use the packaging manager for any operating system.

**Install on MacOS**

--- **Reference** - <https://helm.sh/docs/intro/install/>

**# Install helm on MacOS**

--- brew install helm

**Install on windows**

--- **Reference** - <https://helm.sh/docs/intro/install/>

**# Install helm on windows**

--- choco install kubernetes-helm

**Install on Debian/ubuntu (apt)**

--- **Reference** - <https://helm.sh/docs/intro/install/>

**# Install on Debian/ubuntu**

--- curl https://baltocdn.com/helm/signing.asc | gpg --dearmor | sudo tee /usr/share/keyrings/helm.gpg > /dev/null

--- sudo apt-get install apt-transport-https --yes

--- echo "deb [arch=$(dpkg --print-architecture) signed-by=/usr/share/keyrings/helm.gpg] https://baltocdn.com/helm/stable/debian/ all main" | sudo tee /etc/apt/sources.list.d/helm-stable-debian.list

--- sudo apt-get update

--- sudo apt-get install helm

--- You should have homebrew installed.

**Install on fedora (dnf/yum)**

--- **Reference** - <https://helm.sh/docs/intro/install/>

**# Install on fedora (dnf/yum)**

--- sudo dnf install helm

**How does helm knows about the kubernetes cluster**

--- Helm uses the same config file, which kubectl Command uses. So, if you are already working with the kubernetes cluster, helm will uses the .kube/config file.

--- the file is **.kube/config**.

--- **important** - if you do not want helm to use this file, you can always override it by setting the KUBECONFIG environment variable. So, this kube config environment variable is what helm will first look for, which will point to a config file. If not, it will try to find this config file under the **.kube/config**.

--- **NOTE** - So the recommended way is to use kubectl to create a config for your cluster and helm will automatically start using that.