# Setup

## Part One install git, nodejs, and npm

Go to the website:

https://git-scm.com/downloads/

Choose the appropriate installer for your system. See the git tutorial for more help.

Go to the website:

https://nodejs.org/en/download/

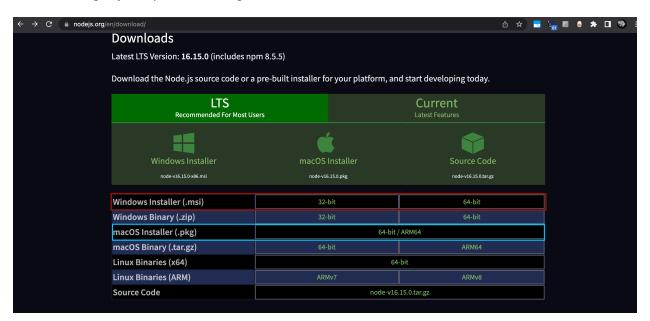
And choose the installer for your system, if you use linux you can probably just use your system's package manager, for example in ubuntu to install nodejs and npm into your console type:

sudo apt upgrade && apt update

sudo apt install nodejs

sudo apt install npm

If you are using a Mac OS, or Windows device than downloading and running the installer should also get you up and running.



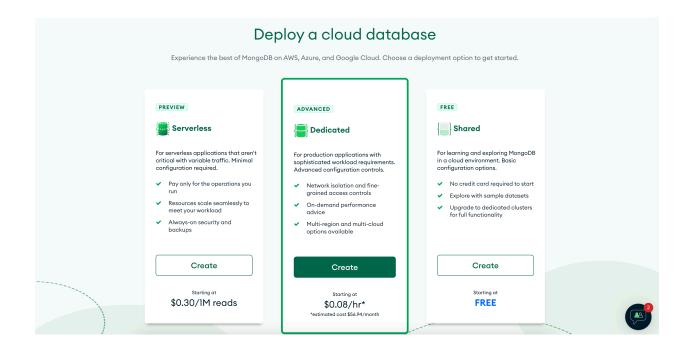
Red showing the windows installer, blue showing the Mac osx installer Part Two Setting up mongodb Atlas

First Navigate to the page mongodb.com

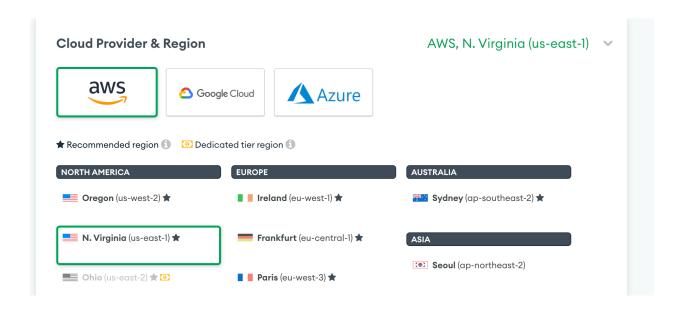
Fill in the information in the form to setup a free cluster of databases, or simply sign up with your Google account

One you sign up you should see the following screen press "Build a Database"

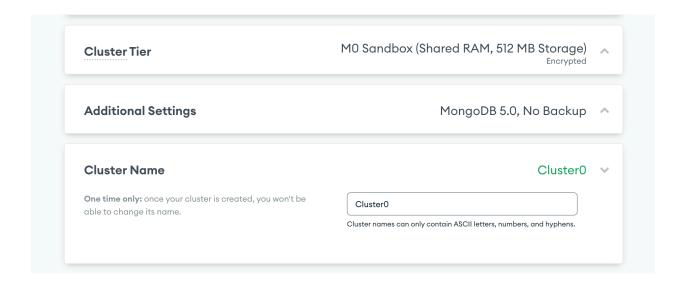
Once you click the button pictured above you will see the following screen: Press the rightmost "Create" button to create a free shared database.



This will load the following page where you can choose where your mongo database will be hosted:



Please ensure you've chosen the same options as shown above *AWS* as your cloud provider, and *N. Virginia* as your region.



Above we can choose a name for our cluster. By default it is cluster0.

A cluster is a collection of databases, so one cluster can have several databases, and a database itself is a collection of what mongodb calls "Collections" which are collections of arbitrary objects.

These collections of objects are kind of like tables of data, except they can be more complex than a 2d table representing any n dimensional table with its tree like structure.

When transmitting these database object records over the network we use typically will use json which is a text format designed for encoding arbitrary data, and it's structure.

for instance if we look at the C++ class Person defined below:

```
class Person {
    public:
    std::string first_name, last_name;
    std::vector<std::string> email_addresses;
};
```

An instance of a person's data represented as json might look like:

```
"example2@gmail.com",
"example3@gmail.com",
"example4@gmail.com"
]
```

First, we should notice the curly braces surrounding the text this denotes that everything between the curly braces will be the definition of an object record.

Inside the curly braces the first thing we see is:

```
"first_name": "John"
```

This is the definition for the field first\_name, and analogous to an instance of a Person's first\_name public member.

In json since we cannot encode functions or methods all of the members are public, like a C struct. This is why in the C++ code all the members of person are publicly accessible to simulate this restriction of JSON.

Notice how the field is encoded, first the field name first\_name wrapped in quotation marks, in json you will always first see a field name, also referred to as a key, and then a colon, and the data associated with that key, or field name. In JSON we never will have missing data because this is a data record we use to send data over the network, and that would only add an extra key value wasting time to send extra useless data.

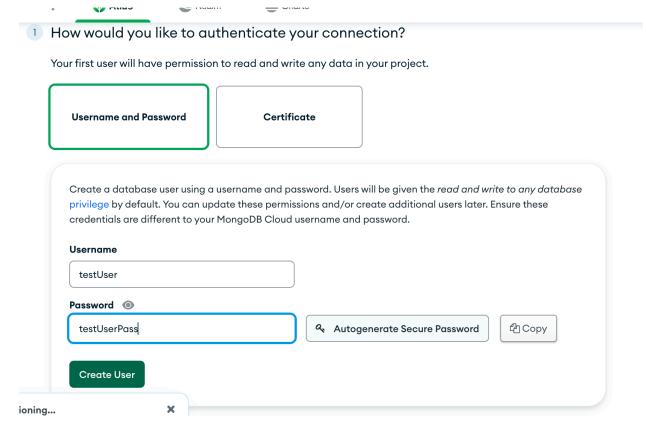
In this case first\_name's data is a string, we know this because it is wrapped in quotes, then followed by a comma to denote another field follows this one, that is the field last\_name. Note that it is also a string. The final field email\_addresses is an array of data denoted by the wrapping [] (square braces). Inside it is a comma separated list of strings which is analogous to the field email\_addresses in a person object.

Next you will create a username, and password that you will use so that your application can connect to the web server.

You will need to remember this to setup the .env file for your application

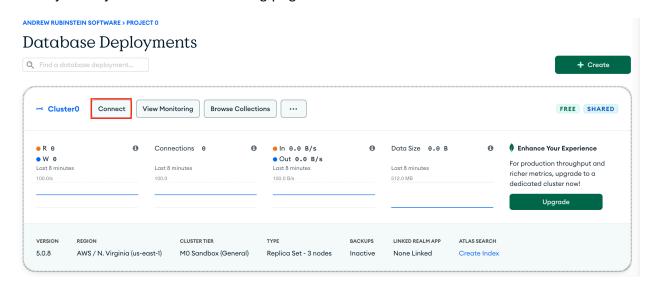
Next you will add a record that will whitelist all ip addresses so that you can connect your web server from a dynamically changing ip.

This is not good practice for security you should have a static ip you buy from your internet service provider, and only allow access from that ip, in a deployed application, but we want this tutorial to be free to use.



Click the "Add Entry" button and now we can begin setting up our mongoose application. Then press the finish and go to next page button on the bottom right once you've created your user, and allowed all its to connect.

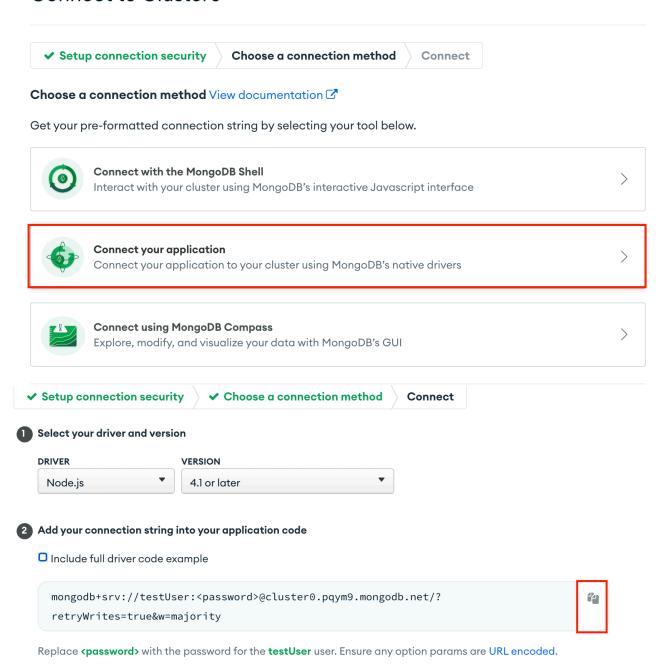
Once you do you will see the following page:



Click the connect button, we will use this to get the url to use to connect to our database

The following window will then popup, choose "Connect your application" to continue, this will give us a connection string url

### Connect to Cluster0

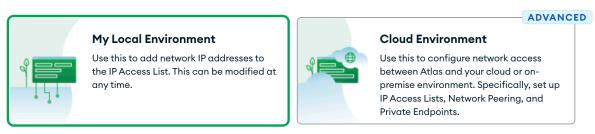


Having trouble connecting? View our troubleshooting documentation

Then click the highlighted button in the graphic above to copy this connection string, and make sure to save it somewhere to use in the .env file later

## 2 Where would you like to connect from?

Enable access for any network(s) that need to read and write data to your cluster.



#### Add entries to your IP Access List

