

Hobsons Bay Recycling App 2.0 Tech Documentation

22.05.2023

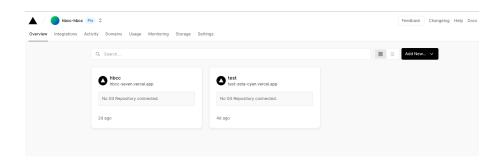
Server - Key Changes and Step by Step guide.

- The legacy Server code was in Javascript, which is been cleaned up and redesigned with typescript.
- Removed AWS connection for news feed notifications and is done using Knack.
- For deployment we are using Vercel (Serverless function). A new project has been created named HBCC in Vercel for the HobsonsBay team to have access.
- For database Knack is being used. No changes as part of this release.
- For Items search and addresses Algolia search is being used. No changes as part of this release.

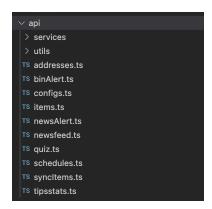
Links to access the Test and Prod for Versel

Testserver Url - https://stagingenv.vercel.app/api (Will update this soon)
Production Url - https://hbcc-seven.vercel.app/api

Documentation for vercel - https://vercel.com/docs/cli



Open the test / prod server by accessing the links above. The screenshot shows the list of api you can access.



Following are the Cronjobs files we worked on as part of this project.

- api/binAlert.ts --> Bin Schedule reminder via notification
- api/newsAlert.ts ----> News Alert reminder via notification
- api/syncItems.ts --> Sync Knack Items with Algolia Knack

Vercel.json file --> used to define the cron files and also define the frequency of api

Schedule can be configured as follows:

Following are the config files for firebase, used for notification.

serviceAccountKey.json —-> It's a firebase dev service account key which is used for notifications

serviceAccountKeyProd.json —-> It's a firebase service account key which is used for notifications

.env --> It's the environment file that needs to be updated on vercel as well.

The sample file has been attached below on Annexure 1.0.

Installing Server locally

Use the following command for Installing vercel locally - yarn global add vercel

To run the server on locally use the following command - vc dev

Deploying changes

To deploy server on preview vc deploy

To deploy changes to production vc --prod

Mobile

Android Development

Follow the react native docs to setup your machine with the necessary dependencies react native development.

1. Change into the android app folder

cd /android/app

2. Add the following config files

/android/app/google-services.json Created in firebase settings console
/android/app/recycle-upload-key.keystore Created during react native setup

3. Add the following env files

.env.dev * file with attributes (ALGOLIA_APPID,ALGOLIA_API_KEY and API_URL)*

.env.prod * file with attributes (ALGOLIA_APPID,ALGOLIA_API_KEY and API_URL)* 5. Run android dev

To debug on emulator or physical device: react-native run-android --variant=stagingDebug --appldSuffix=staging ``To Release apk file` react-native run-android --variant=stagingRelease --appldSuffix=release

6. Run android Prod

To debug on emulator or physical device: react-native run-android --variant=productionDebug --appldSuffix=staging ``To Release apk file` react-native run-android --variant=productionRelease --appldSuffix=release

Android Production

1. Change into the android app folder

cd /android/app

2. Update the two lines in build.gradle to bump the version up

versionCode 116

versionName "1.1.6"

3. Change into the android folder

cd android

4. Run the build script

./gradlew bundleRelease

5. Build artifact is generated

android/app/build/outputs/bundle/release/app.aab

6. Upload this artifact in Android PlayStore Releases

Follow the creation prompts in the dashboard Release Management / App releases

permission issues

If there are issues with registering a key, add the necessary values to /mobile/android/gradle.properties

```
MYAPP_UPLOAD_KEY_ALIAS=recycle-key-alias
MYAPP_UPLOAD_STORE_PASSWORD=*******
MYAPP_UPLOAD_KEY_PASSWORD=*******
```

IOS Development

You need to follow the react native docs to setup your machine with the necessary dependencies react native development.

1. Change into the ios app folder

cd /ios

2. Add the following config files

/ios/HoubsonBay/Firebase/GoogleService-Info.au.gov.vic.hobsonsbay.prod.plist Created in firebase settings console /ios/HoubsonBay/Firebase/GoogleService-Info.au.gov.vic.hobsonsbay.dev.plist Created in firebase settings console

5. Run ios dev

yarn react-native run-ios react-native run-ios --scheme 'HoubsonBayDev' react-native run-ios --scheme 'HoubsonBay'

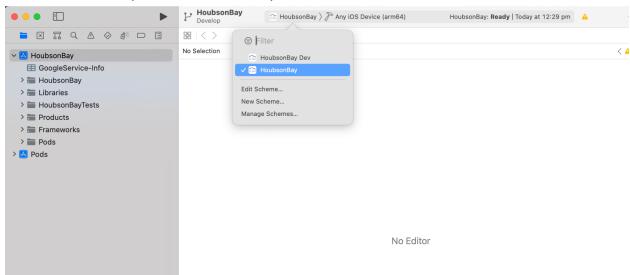
IOS Production

1. Open the xcworkspace in Xcode.

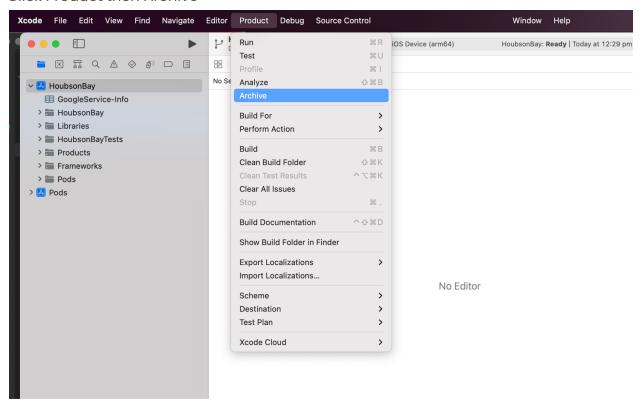
ios/HobsonsBay.xcworkspace

- 2. Select HobsonsBay release scheme in top bar
- 3. Change version 1.0.x to 1.0.n in General tab

4. Select Hobson Bay Scheme from dropdown



5. Click Product then Archive



- 6. Click Window then Organizer
- 7. Select your Archive
- 8. Click Validate App
- 9. Click Distribute App
- 10. Create new App version in App Store

Follow the creation prompts in the App Store / (+) version or platform

Annexures

1.0

```
ALGOLIA_APP_ID=XM440BDFWL
ALGOLIA_API_KEY=b4a1845dc1158f9a7b943987620234ab
# ALGOLIA_APP_ID = JW7FDA7YTI -> Dev Enviroment
# ALGOLIA_API_KEY = 7a3b39eba83ef97796c682e6a749be71 -> Dev Enviroment
APPLICATION_ID=643f9820e4bda7002768d23a
# APPLICATION_ID=6462e6f069968a0029e244a4 --> Dev Enviroment
API_KEY=e3d1e240-75de-43c2-b9f3-f7764534a100
# API_KEY=159147db-3e9f-43ff-a337-1e26091d4315 -> Dev Enviroment
KNACK_API_URL=https://api.knack.com/v1/objects/
KNACK_BIN_DAYS_OBJECT_ID=object_99
```

```
KNACK_PROPERTY_OBJECT_ID=object_86
KNACK_ITEM_OBJECT_ID=object_103
KNACK_ADDRESS_OBJECT_ID=object_95
KNACK_USER_CONFIGS_OBJECT_ID=object_116
FIREBASE_ADMIN=AAAA1TUOBUc:APA91bFccMtPJ1XMypdQkYOqnDtQZfdoBKz0r9Rw9KIRS3y9SP03DBAIPEfhL
3dDNMAwnJxRtEO3Mlm9lxtyQMtdb6kU4Mbl7gK3UmqW2UdajvxtjFnURgnNSJcEBilo_X_KdwURyg3A
KNACK_NEWSFEED_OBJECT_ID=object_136
KNACK_QUIZ_OBJECT_ID=object_144
KNACK_QUIZ_QUESTIONS_OBJECT_ID=object_147
KNACK_TIPS_CATEGORIES_OBJECT_ID=object_148
KNACK_TIPS_OBJECT_ID=object_146
KNACK_STATS_OBJECT_ID=object_149
AWS_MYSQL_URL=hbrdsmysqldb.cz0p0qlqs1ze.ap-southeast-2.rds.amazonaws.com
AWS_MYSQL_USER=kalihb
AWS_MYSQL_PASS=Hb$ym3Ki2520
```