Clockify set up

Steps: Create the Spotify web application: Create the new .env file: Replace the "client_id" in the AUTH_URL parameter Run node server.js in ./backend Run npm install and then npm start in the ./src directory The result

Steps:

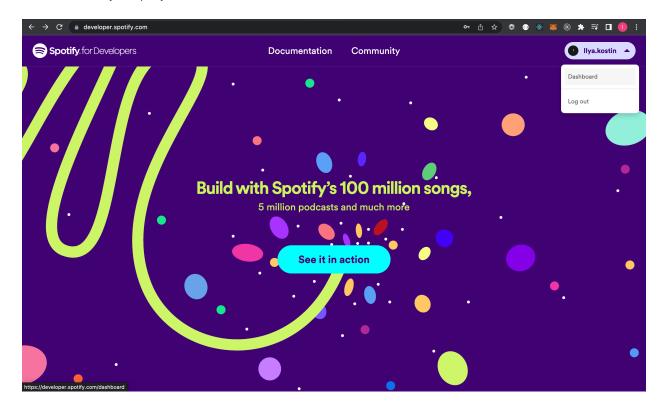
This process consists of creating the Spotify web application, creating the new .env file, replacing the "client_id" parameter in the AUTH_URL, running node server.js in ./backend, and running both npm install and npm start at the ./src directory

IMPORTANT! In order to run the app you need to have a Spotify Account with a premium subscription

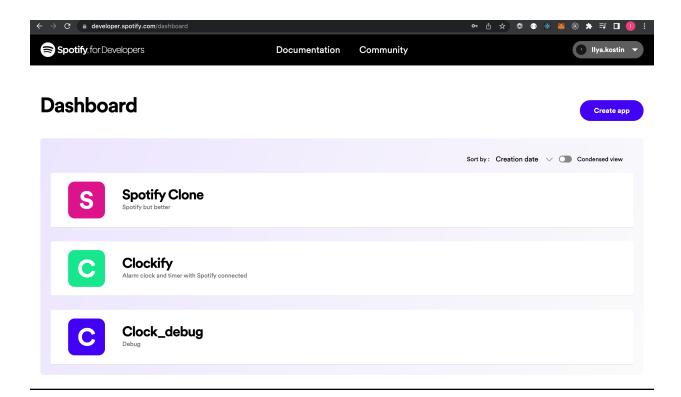
Create the Spotify web application:

You need to follow https://developer.spotify.com/ and log in using the button in the upper right corner.

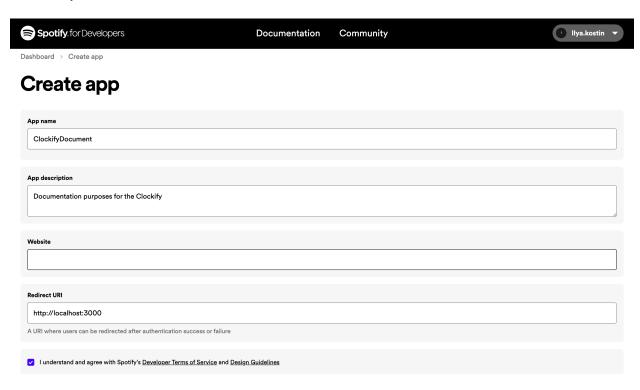
After that, click on your Spotify account and follow to the dashboard section:



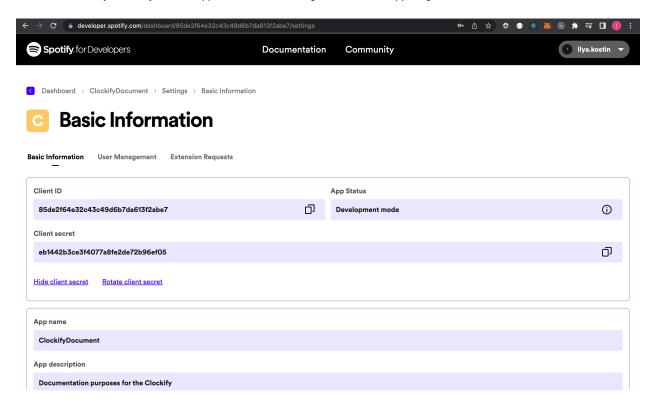
Press the "Create app' button to create your app:



Fill in the data accordingly to your needs, but the "Redirect URI" must stay the same, because 3000 is the port where the React app will run locally:



After that, click on your newly created app and click the "Settings" button in the upper right corner:



Create the new .env file:

Save ...env file of this form inside the backend folder, because the backend will use these settings:

REDIRECT_URI=http://localhost:3000 CLIENT_ID=85de2f64e32c43c49d6b7da613f2abe7 CLIENT_SECRET=eb1442b3ce3f4077a8fe2de72b96ef05

Replace the "client_id" in the AUTH_URL parameter

You also need to modify the AUTH_URL inside the ButtonLogIn.js file in ./src/components/ directory on line 4:

const AUTH_URL = "https://accounts.spotify.com/authorize?client_id=85de2f64e32c43c49d6b7da613f2abe7&response_type=code&redirect_uri=http://

Run node server.js in ./backend

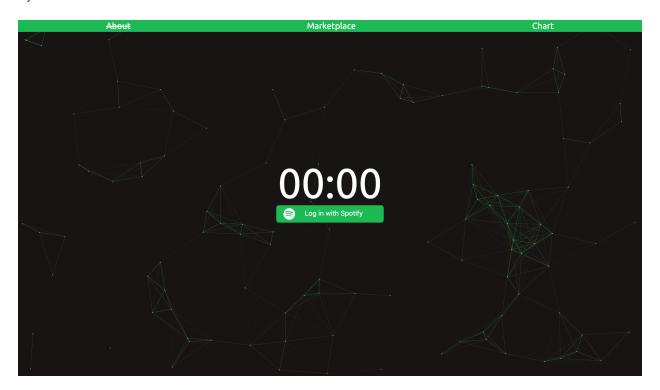
We do this in order to set the server up.

Run npm install and then npm start in the ./src directory

This means you have set the Frontend up.

The result

If you see this screen:



Congrats, now it's time to increase your productivity!:)