

Environment Variables

Web Programming Project / Meija Lohiniva, OAMK 2023



Question 1: What challenges do we have with given example?

- Below is a screenshot of the example code for ToDo database connection. What challenges do we have in this code?

```
const openDb = (): Pool => {  
  const pool: Pool = new Pool ({  
    user: 'postgres',  
    host: 'localhost',  
    database: 'todo',  
    password: 'root',  
    port: 5432  
  })  
  return pool  
}
```

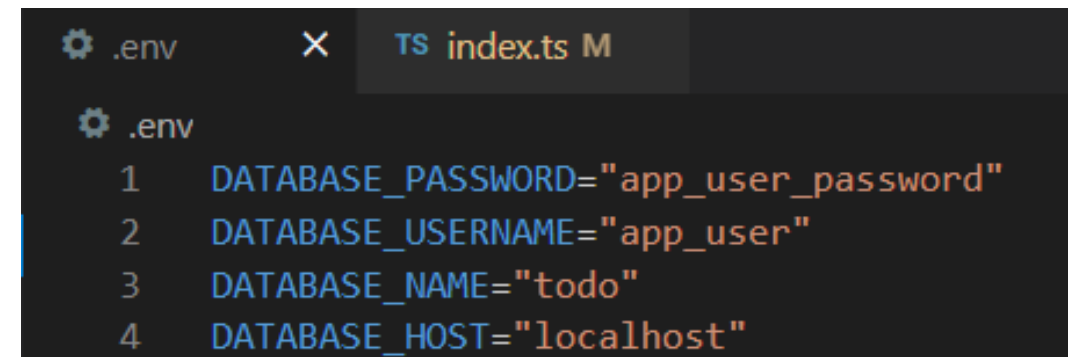
Environment Variables

- Environment variables are a simple way to configure your Node.js app.
- Many cloud hosts (Heroku, Render, Azure etc.) use environment variables.
- Access to existing environment variables is established automatically in `process.env` object.
- `process.env` object is like any other object -> you can set and override values.

```
const PORT = process.env.PORT || 3000;
```

Environment Variables

- Easy way to create project specific configuration is by using `.env` files.
- Usually you don't want to version control env files -> add it to `.gitignore`.
 - It's good practice to add a `.env.example` file in version control so it's clear what needs to be in the `.env` file.



The screenshot shows a code editor with two tabs: `.env` and `TS index.ts M`. The `.env` tab is active, displaying the following content:

```
.env
1 DATABASE_PASSWORD="app_user_password"
2 DATABASE_USERNAME="app_user"
3 DATABASE_NAME="todo"
4 DATABASE_HOST="localhost"
```

Environment Variables

- The easiest way to load values from `.env` file is with the help of `dotenv` node module.

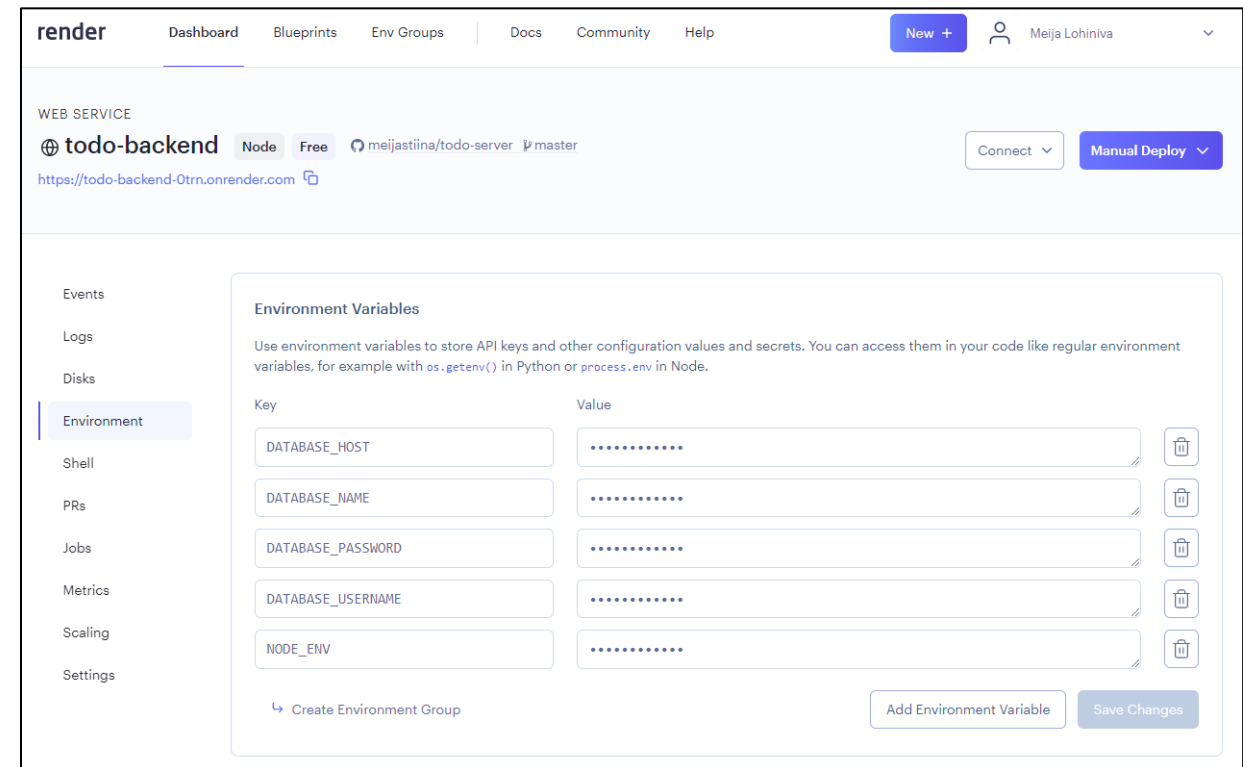
```
npm install dotenv --save
```

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

```
const openDb = (): Pool => {  
  const pool: Pool = new Pool({  
    user: process.env.DATABASE_USERNAME,  
    host: process.env.DATABASE_HOST,  
    database: process.env.DATABASE_NAME,  
    password: process.env.DATABASE_PASSWORD,  
    port: 5432,  
    ssl: process.env.NODE_ENV === 'production' ? true : false,  
  })  
  return pool  
}
```

Environment Variables

- In your cloud host you can define different credentials.
- In Render you can find environment variables under a deployed services settings.
- To determine whether app is running on development or production, you can use `NODE_ENV=production`
 - By default Node.js assumes it's running in development.





Task 1

Create simple example

1. Create a new project. **OAMK**
2. Install `dotenv`.
3. Create a `js` file.
4. Add `console.log` that prints out value of `process.env.foo`.
5. Require `dotenv` config.
6. Print out value of `process.env.foo` again.
7. Create `.env` file with a value for `foo`.
8. Run your code again.



Task 2

.gitignore

1. Initialize a local repository.
2. See what files are to be version controlled.
3. Create `.gitignore` file.
4. Add `.env` file into your `.gitignore`.
5. See what files are to be version controlled.



Group Work 1

Modify your app

Modify your app so that:

- Credentials are not version controlled.
- You can use different databases for development and production.

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