

# Dependencies in the development shell

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When packaging software in `default.nix`, you'll want a development environment in `shell.nix` to enter it conveniently with `nix-shell` or automatically with `direnv`.

How to share the package's dependencies in `default.nix` with the development environment in `shell.nix`?

## Summary

Use the `inputsFrom` attribute to `pkgs.mkShellNoCC`:

```
1 # default.nix
2 let
3   pkgs = import <nixpkgs> {};
4   build = pkgs.callPackage ./build.nix {};
5 in
6 {
7   inherit build;
8   shell = pkgs.mkShellNoCC {
9     inputsFrom = [ build ];
10  };
11 }
```

Import the `shell` attribute in `shell.nix`:

```
1 # shell.nix
2 (import ../.).shell
```

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# Complete example

Assume your build is defined in `build.nix`:

```
1 # build.nix
2 { cowsay, runCommand }:
3 runCommand "cowsay-output" { buildInputs = [ cowsay ]; } ''
4   cowsay Hello, Nix! > $out
5 ''
```

In this example, `cowsay` is declared as a build-time dependency using `buildInputs`.

Further assume your project is defined in `default.nix`:

```
1 # default.nix
2 let
3   nixpkgs = fetchTarball "https://github.com/NixOS/nixpkgs/tarball/nixos-23.11";
4   pkgs = import nixpkgs { config = {}; overlays = []; };
5 in
6 {
7   build = pkgs.callPackage ./build.nix {};
8 }
```

Add an attribute to `default.nix` specifying an environment:

```
let
  nixpkgs = fetchTarball "https://github.com/NixOS/nixpkgs/tarball/nixos-23.11";
  pkgs = import nixpkgs { config = {}; overlays = []; };
in
{
  build = pkgs.callPackage ./build.nix {};
+  shell = pkgs.mkShellNoCC {
+  };
}
```

Move the `build` attribute into the `let` binding to be able to re-use it. Then take the package's dependencies into the environment with `inputsFrom`:

```
let
  nixpkgs = fetchTarball "https://github.com/NixOS/nixpkgs/tarball/nixos-23.11";
  pkgs = import nixpkgs { config = {}; overlays = []; };
+  build = pkgs.callPackage ./build.nix {};
in
{
-  build = pkgs.callPackage ./build.nix {};
+  inherit build.
```

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```
};  
}
```

Finally, import the `shell` attribute in `shell.nix`:

```
1 # shell.nix  
2 (import ../.).shell
```

Check the development environment, it contains the build-time dependency `cowsay`:

```
$ nix-shell --pure  
[nix-shell]$ cowsay shell.nix
```

## Next steps

- [Towards reproducibility: pinning Nixpkgs](#)
- [Automatic environment activation with direnv](#)
- [Setting up a Python development environment](#)
- [Packaging existing software with Nix](#)