

# Deployment



BEW 1.2

- Learning Outcomes
- Warm-Up
- What is Deployment?
- Deployment with Heroku
- Activity: Deploy your Project
- **BREAK**
- Lab Time

By the end of today, you should be able to...

1. Explain the difference between a PostgreSQL database & SQLite database.
2. Deploy a Flask application to Heroku using PostgreSQL.

# Warm-Up

# Warm-Up - Reflection Questions (6 minutes)

In a group of 3, answer the following reflection questions:

1. What is the most interesting topic we have covered this term?
2. What is the most useful topic we have covered this term (and how do you plan to use it in your projects)?

# What is Deployment?

# What is Deployment?

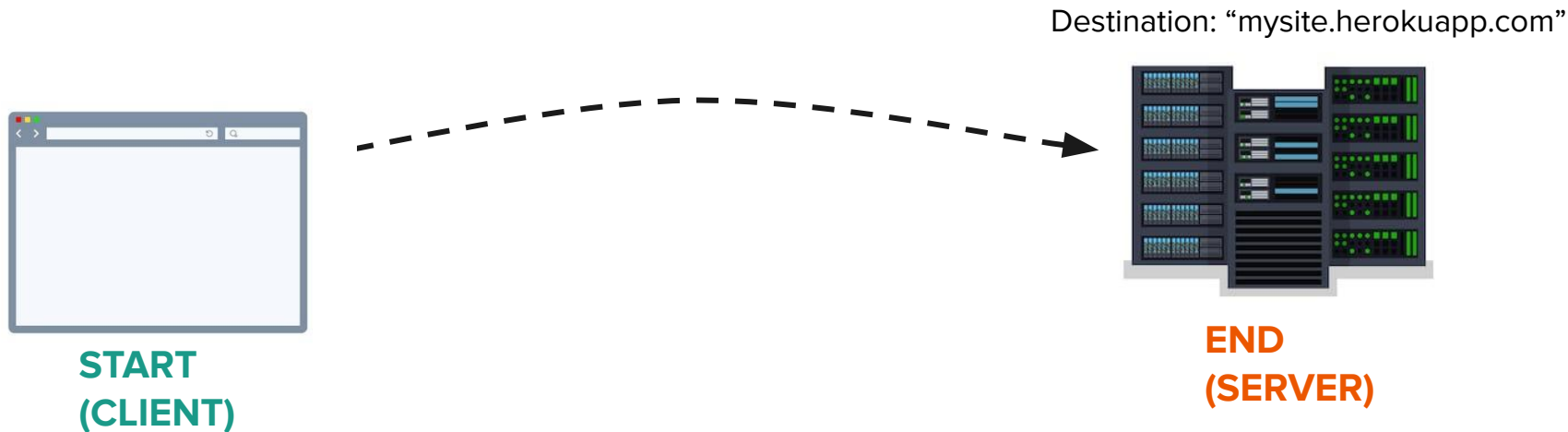
So far in this course, we've been running our applications on our local machines. This makes it easier to develop, debug, & test our work.

However, that means that only we can interact with it! The link won't work for anyone else.



# What is Deployment?

Now, we're going to push our code to a **deployment environment**, which means it'll be hosted in a **datacenter**.





**Deployment** in web development means pushing code changes from one deployment environment to another.

Development environments include:

- **Local:** Your own computer
- **Staging:** Intended for test users; usually available at a special staging URL
- **Production:** Intended for all users; usually available at a URL you release to the public

Deploying your application to production can allow you to:

- Show your work to employers
- Show your work to friends or family
- Get test users
- Get real users / paying customers

# What is Deployment?

Since Make School doesn't own any datacenters (yet), we'll be using a service called **Heroku** to host our code.



*"Heroku is a cloud platform that lets companies build, deliver, monitor and scale apps — we're the fastest way to go from idea to URL, bypassing all those infrastructure headaches."*

# Types of Deployment Environments

# Example: Facebook News Feed

Let's pretend you're an engineer at Facebook in 2006, and you've just completed a new feature - the News Feed. You've written all the code, and now you want to ship it to users! What do you do?



# Example: Facebook News Feed

**Step 1:** Test changes (using automated & manual testing) locally to make sure they work on your machine

**Step 2:** Push changes to a small number of users (such as **beta users**) to catch any remaining bugs

**Step 3:** Push to all users. Feature is launched!

There are **three types of environments** we typically refer to in the software development lifecycle. Large companies (such as Google, Facebook, and yes, Make School!) use all three, and sometimes more.

1. **Development**
2. **Staging**    ← **we'll use this one today**
3. **Production**

Your **development environment** is the one you've been using all along: your code is hosted on your own machine, and only you can run it. This is also called the "local environment". It is...

- Where **all** code updates occur
- Where you will run your tests, debug, & fix any issues
- Easier & quicker to read error messages here
- Any changes made will not affect the live website.
- Example: `http://localhost:5000`



The **staging environment** is where we will push to today.

- All code lives on a server, not your machine.
- As similar to production as possible.
- Used in industry to beta test & catch any final issues before rolling out to production.
- Example: <https://projectname-test.herokuapp.com>

The **production environment** is the one that is rolled out to customers. It is the highest priority environment.

- Where we "**go live**", "**launch**", or "**ship**" our website.
- Real, live people will find any bugs you missed while coding!
- Example: `https://www.projectname.com`

In general, we want our environments to be **as similar as possible**. This will allow us to debug any issues we find in production using our local environment.

However, a few minor differences are allowed:

- The values of **environment variables** & **configuration settings** - e.g. the location of your database
- Different **data** in your local database vs. production

## Addendum: Virtual environment??

However, do **not** get these confused with your **virtual environment** - which is not a type of deployment environment at all!!!

A **virtual environment** is merely a container into which you can install any Python packages (a "sandbox"). It is used for local development so that you can keep your projects completely separate.

# Postgres Database

So far in this course, we've been using a SQLite database, because it's easy to set up & use.

However, it doesn't work well with Heroku, because Heroku does not guarantee that changes made to `database.db` will persist. (Basically, it can delete your data.)

So, we need a database that will persist over time.

**PostgreSQL** is a powerful, open source object-relational database system that uses and extends the SQL language combined with many features that safely store and scale the most complicated data workloads. ([Source](#))

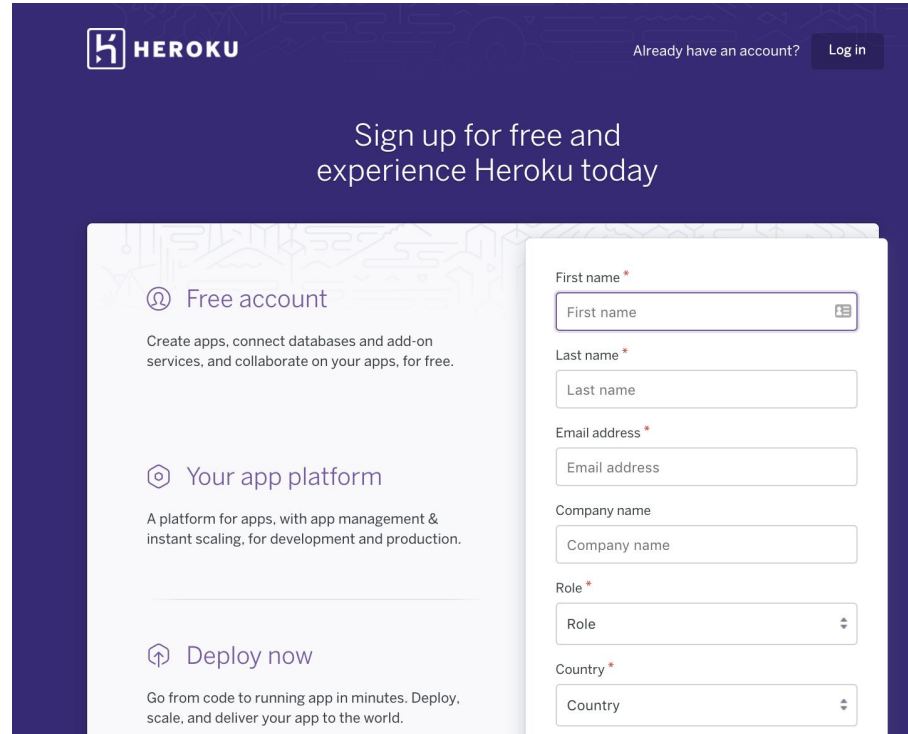
It works well with Heroku and is easy to set up!



# Walk-Through: Deployment



Sign up for a Heroku account:




The image shows the Heroku sign-up page. At the top left is the Heroku logo. At the top right, there is a link "Already have an account?" and a "Log in" button. The main heading is "Sign up for free and experience Heroku today". Below this, there are three sections: "Free account" (with a person icon), "Your app platform" (with a gear icon), and "Deploy now" (with an upward arrow icon). Each section has a brief description. On the right side, there is a sign-up form with the following fields: "First name" (required), "Last name", "Email address" (required), "Company name", "Role" (required, dropdown), and "Country" (required, dropdown). The form is set against a dark blue background with a subtle circuit pattern.


HEROKU

Already have an account? [Log in](#)


## Sign up for free and experience Heroku today

 **Free account**

Create apps, connect databases and add-on services, and collaborate on your apps, for free.

 **Your app platform**

A platform for apps, with app management & instant scaling, for development and production.

 **Deploy now**

Go from code to running app in minutes. Deploy, scale, and deliver your app to the world.

**First name \***

**Last name \***

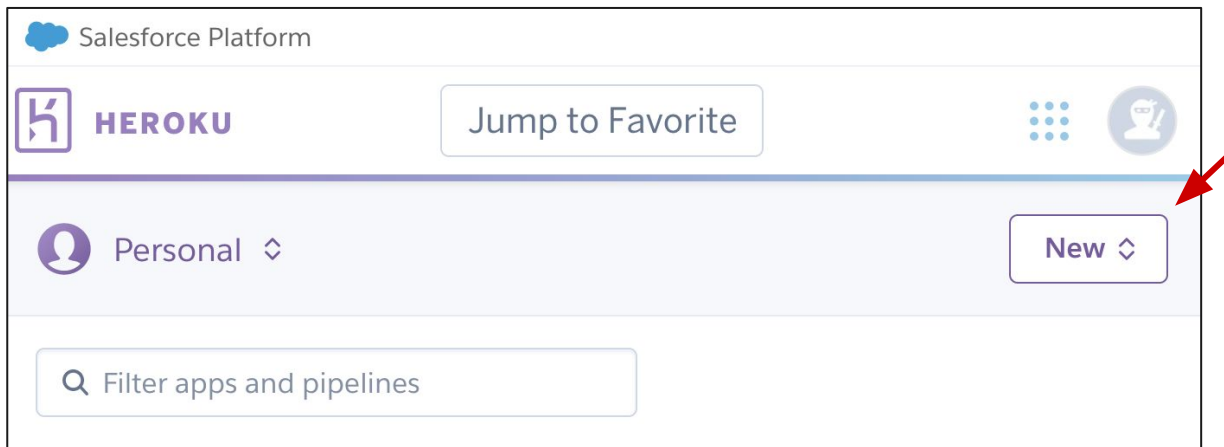
**Email address \***

**Company name**

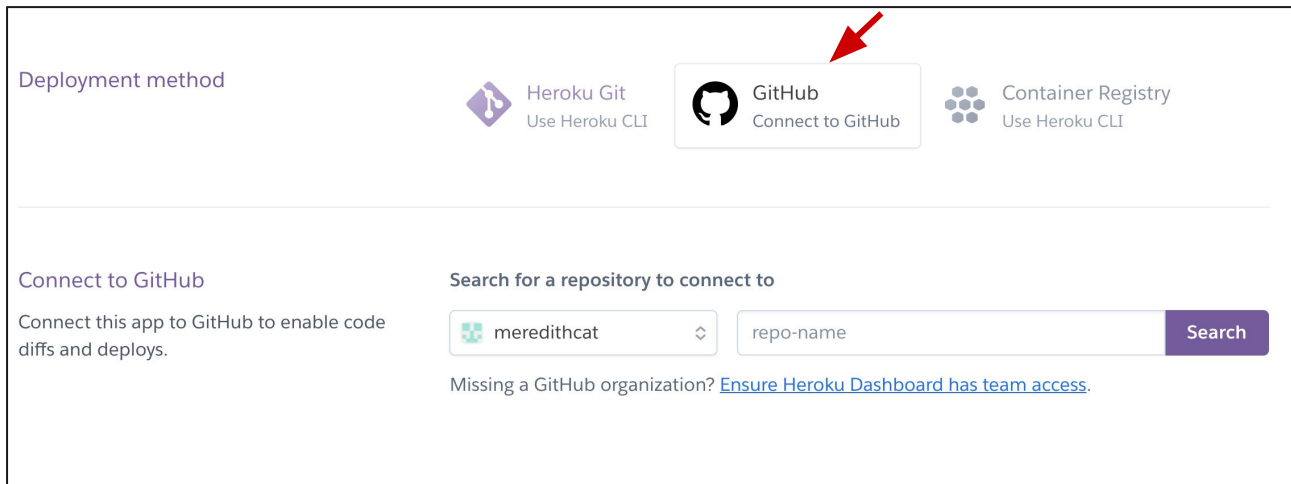
**Role \***

**Country \***


Go to [dashboard.heroku.com/apps](https://dashboard.heroku.com/apps) and create a new app:





Choose "Deployment Method: GitHub" and choose your repository:



**Deployment method**

 Heroku Git  
Use Heroku CLI

 GitHub  
Connect to GitHub



 Container Registry  
Use Heroku CLI


---

**Connect to GitHub**

Connect this app to GitHub to enable code diffs and deploys.

Search for a repository to connect to

 meredithcat 

repo-name 

Missing a GitHub organization? [Ensure Heroku Dashboard has team access.](#)

Click on "Manual Deploy -> Deploy Branch":



Manual deploy


Deploy the current state of a branch to this app.

Deploy a GitHub branch

This will deploy the current state of the branch you specify below. [Learn more.](#)

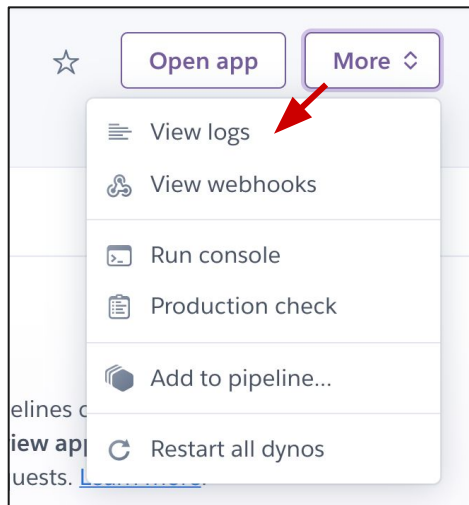
Choose a branch to deploy

 main 

Deploy Branch 

Try opening your application! It won't run successfully the first time - and that's ok. Let's see what went wrong.

Click on "More -> View logs" to see the logs:



Let's add a Procfile to tell our app how to run.

Create a file in the root directory named **Procfile** (no file extension) and give it the following contents:

```
web: gunicorn -w 1 app:app --preload
```

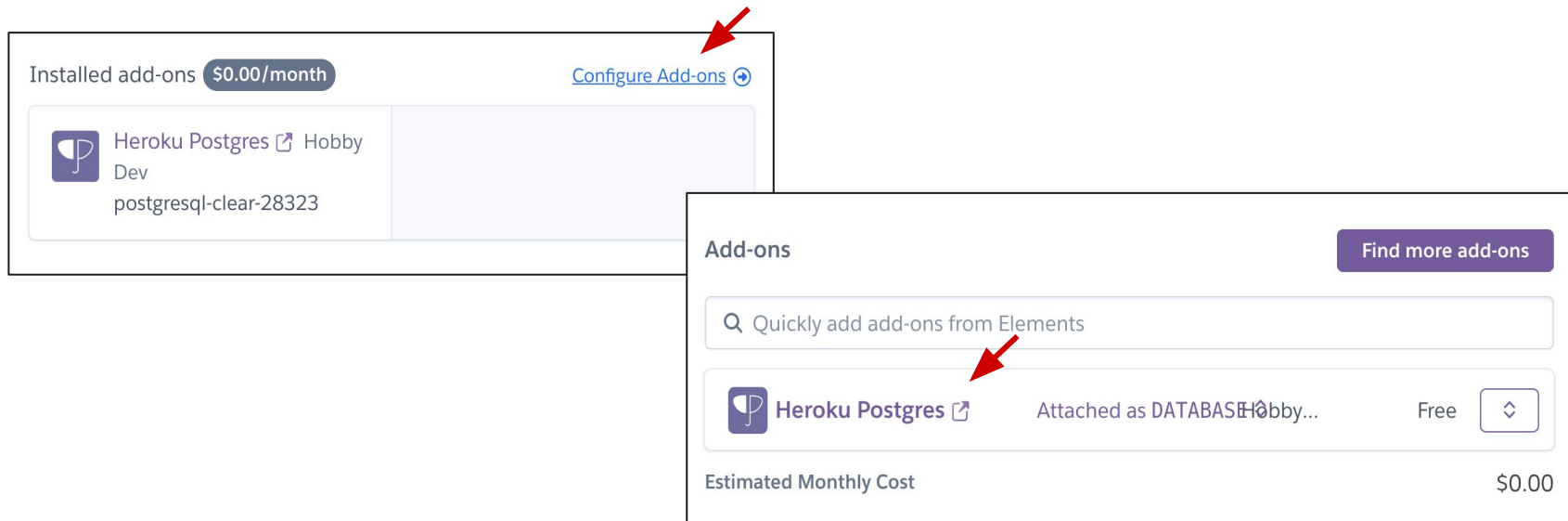
Then add **gunicorn** to your requirements.txt file, and try deploying again.

If you have issues with requirements.txt, try copying [these contents](#) and add any other project requirements you may have:

```
bcrypt==3.2.0
cffi==1.14.5
click==7.1.2
Flask==1.1.2
Flask-Bcrypt==0.7.1
Flask-Login==0.5.0
Flask-SQLAlchemy==2.4.4
Flask-WTF==0.14.3
unicorn==20.1.0
itsdangerous==1.1.0
Jinja2==2.11.3
MarkupSafe==1.1.1
psycpg2==2.8.6
pyparser==2.20
python-dotenv==0.15.0
six==1.16.0
SQLAlchemy==1.3.23
SQLAlchemy-Utils==0.36.8
Werkzeug==1.0.1
WTForms==2.3.3
```



Next up -- another error! This time, we need to switch out the database.

Go to "Overview -> Configure Add-ons" and search for "Heroku Postgres":






The image shows two overlapping screenshots of the Heroku Add-ons interface. The top screenshot shows the 'Installed add-ons' section with a red arrow pointing to the 'Configure Add-ons' link. The bottom screenshot shows the 'Add-ons' search results with a red arrow pointing to the 'Heroku Postgres' add-on.

**Installed add-ons** \$0.00/month [Configure Add-ons](#)

Icon	Name	Plan
	Heroku Postgres 	Hobby Dev postgresql-clear-28323

**Add-ons** [Find more add-ons](#)

Quickly add add-ons from Elements

Icon	Name	Details	Price	Action
	Heroku Postgres 	Attached as DATABASE_Hobby...	Free	

Estimated Monthly Cost \$0.00



Now, we need to tell our application how to find the Postgres database!

Go to `app/config.py` and update the following line:

```
class Config(object):  
    """Set environment variables."""  
  
    SQLALCHEMY_DATABASE_URI = os.getenv('DATABASE_URL')
```

Then update your `.env` file to reflect the new variable name:

```
DATABASE_URL=sqlite:///database.db
```

Also, you'll need to add the `psycopg2` package to your `requirements.txt` file.

If you're using a virtual environment, you can instead install it with `pip3 install psycopg2` and `pip freeze > requirements.txt`.

Now, try deploying again. If you followed all of the steps, it should work!

Woo-hoo!!

If not, try using the logs to debug further.

## Activity (50 minutes)

Choose a project or homework assignment to deploy.

Follow [this video](#) to create a Heroku app and connect it to your GitHub repository.

Keep in mind that there are some differences between your code and the video. This is good practice for being able to understand other people's code and integrate it into your own!

**Break - 10 min**

# Course Feedback Survey

# Feedback Survey

Please complete the course feedback survey: [link](#)

# Lab Time



Cumulative final assessment on Wed/Thurs

You do not have to take the final if you scored  $\geq 70\%$  on Quizzes 1 and 2.

Final project - please submit:

1. Code
2. Video & deployment

Last day to submit will be this Friday, the 14th