

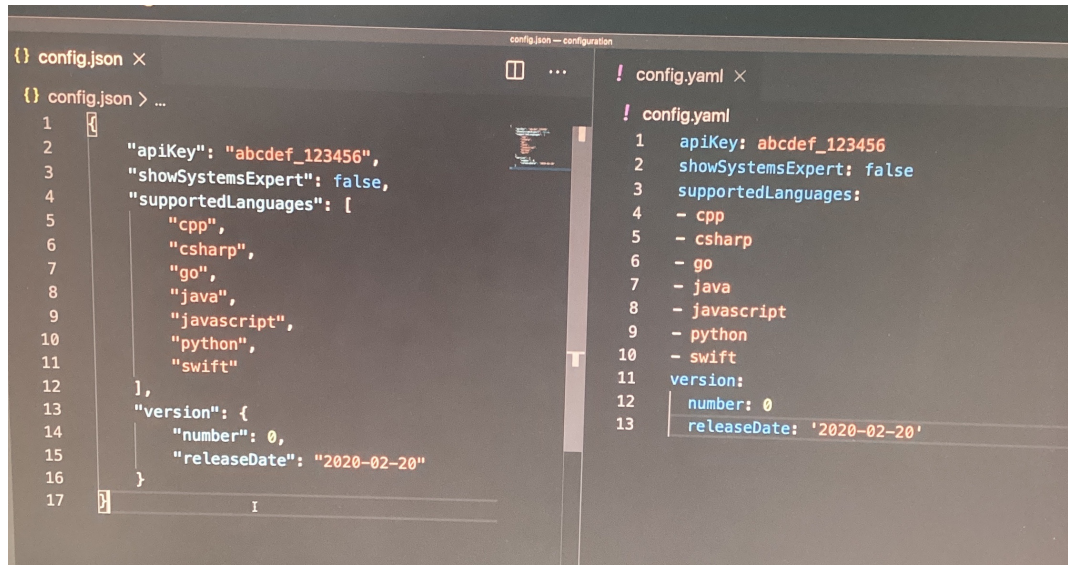
# Configuration

A configuration file consists of a set of parameters that are critical to a system. Configuration files are generally written in JSON or YAML. A configuration file can be static (meaning it is hard coded and shipped with the system's application code) or dynamic (meaning the config file lives outside of the system's application code). Here the configuration details are stored in a separate DB and UI can be used to change the config. The application should access the DB to get the configuration details.

The main advantage of a dynamic config is that changes in the configuration can be seen almost instantaneously (No need to host). The disadvantage of dynamic configuration is, unlike in static configuration where code reviews take place (reducing the bugs) here there are no code reviews thus the

configs should be changed with caution

Eg Config File



The screenshot shows a code editor with two files open. The left file is `config.json` and the right file is `config.yaml`. Both files contain configuration data for a system, including API keys, expert status, supported languages, and version information.

```
{  
  "apiKey": "abcdef_123456",  
  "showSystemsExpert": false,  
  "supportedLanguages": [  
    "cpp",  
    "csharp",  
    "go",  
    "java",  
    "javascript",  
    "python",  
    "swift"  
  ],  
  "version": {  
    "number": 0,  
    "releaseDate": "2020-02-20"  
  }  
}
```

```
! config.yaml  
1 apiKey: abcdef_123456  
2 showSystemsExpert: false  
3 supportedLanguages:  
4   - cpp  
5   - csharp  
6   - go  
7   - java  
8   - javascript  
9   - python  
10  - swift  
11 version:  
12   number: 0  
13   releaseDate: '2020-02-20'
```