# **DEPLOY**

### Environment

- There are certain pieces of information that you don't want to hardcode into your app
  - Base address of your app
  - Secrets for accessing resources
- Keep that information in an environment file named .env or some variation of this.
- If you are keeping secrets in the environment, it MUST be part of the .gitignore.
  - If you put secrets in a public git repository, they will be discovered within seconds.
  - If you are part of a larger team there are services that will allow secrets to be managed within the repository

## Example

```
# This is a comment
HOST=http//my.com/
# Turns into {HOST:'http//my.com/'}
PORT=200
```

If an environment variable is already set by the shell, .env will not override those definitions.

#### dotenv

- A JavaScript package that takes information from a .env file and makes it available via process.env
- Example: process.env.HOST.

### Heroku

- Heroku local web uses .env to set environment variables
- Git push heroku main will use an environment that you set using heroku calls.
- Heroku will persist its declared settings and restart the server if you make a change.

```
heroku config:set HOST=http//my.com/
heroku config:unset HOST
```

# Config vars

- Limited to 32kB
  - Use them appropriately for items that are part of the configuration process for your server. If you think you need more space, move to a service and keep the keys in the configuration.
- Names
  - Alpha numeric and underscore
  - No hypens
  - Don't start with \_
  - Don't start with HEROKU for heroku based apps.
- Probably want different configuration sets for development and production.