**Data and File Locations**

All the compiled data, code, and other associated files are stored in the DIFUSE Github repo for the ENVS3 project: <https://github.com/difuse-dartmouth/21s_ENVS3>. Duplicates of these files also exist in the DIFUSE ENVS3 Google Drive folder, but it is not recommended that this location be used for deployment of the course materials to students.

There are two applications that were developed for the ENVS3 module: 1) a Google Colab Notebook ([located here](https://github.com/difuse-dartmouth/21s_ENVS3/tree/main/Module_Applications/Colab_Notebook)) and 2) a Heroku Web Application ([located here](https://github.com/difuse-dartmouth/21s_ENVS3/tree/main/Module_Applications/Heroku_App)).

**Using the Heroku Web Application**

To use the Heroku web application, simply navigate to this address in your internet browser <https://envs3-web-app.herokuapp.com/> and interact with the visualizations in each tab.

Some helpful tips:

* On the Map tab, you can turn off the Covid bubbles and Cancer Alley border by clicking on the map legend symbols in the upper left hand corner of the map
* Every plot/map has hover labels, where if you move your cursor over the data it will display relevant information

*Note: if you are the first person to use the app in a while, it will take a few seconds for the visualizations to load as the Heroku app “wakes up”*

**Using the Colab Notebook**

1. Download the ENVS3\_Module\_1\_v5.ipynb file from the Git repo ([located here](https://github.com/difuse-dartmouth/21s_ENVS3/tree/main/Module_Applications/Colab_Notebook)).
2. Navigate to <https://colab.research.google.com/notebooks/> in your internet browser
3. On the right hand side of the box in the middle, click the “Upload” tab and choose to upload the ENVS3\_Module\_1\_v5.ipynb file you have downloaded
4. After the file is opened in Colab, click on the “Runtime” menu along the top of the screen and select “Run all”
5. The Notebook will take a few moments to execute the code and install necessary Python packages; once it is finished executing the code blocks the lower panel is ready to be interacted with