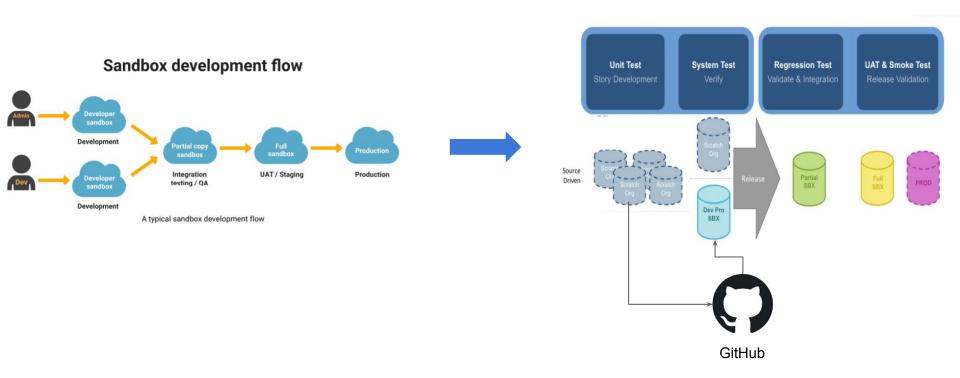
# Scratch Org

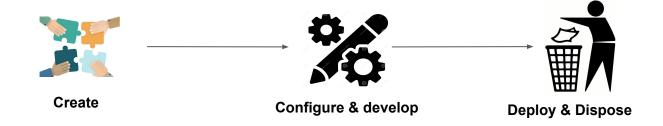
### Salesforce development model

→ Moving from org. development model to source driven development model



### Salesforce Scratch Org

- Source driven and disposable deployment of salesforce code and metadata
- Fully configurable to develop and test your feature independently



#### Things to know

- Scratch orgs are time bound (1- 30 days)
- You get a vanilla version of salesforce org and not your prod. org shape
- DevHub should be configured
- Your salesforce license determines max. number of scratch orgs that can be created

### Tools that you need

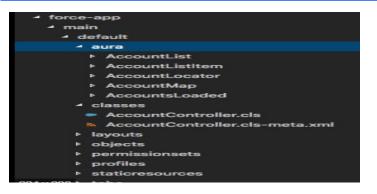
#### Must have

- 1. Salesforce CLI
- 2. VS Code
- 3. Salesforce extension

#### Good to have

- . ESlint
- 2. Prettier
- 3. Live Server

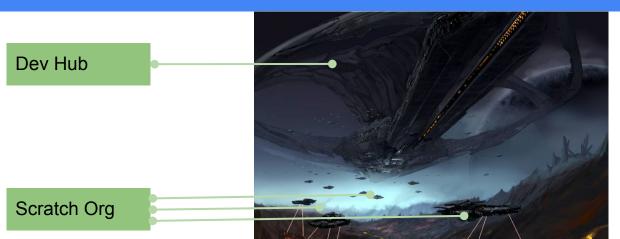
#### Salesforce Metadata



**What:** Anything that goes into building SF application.E.g. fields, code, logic

**Why:** Hard-coded applications are a thing of the past; customization is the flair of the season. Flexible applications that can be tailor-made, without the need for high-level programming skills. That is why Salesforce Metadata is so powerful

### Setup Dev Environment



**Step 1:** Setup Dev Hub

Step 2: Spin off scratch org

## Demo

### Salesforce CLI & VS Code

```
C:\Users\raj_a>sfdx version
sfdx-cli/7.108.0 win32-x64 node-v16.4.1
```

git clone https://github.com/dreamhouseapp/dreamhouse-sfdx

```
sfdx force:org:create -s -f config/project-scratch-def.json
```

PS C:\Rajesh\SourceCode\SFDevTraining\dreamhouse-sfdx> sfdx force:org:open -u test-hltzopiutvd7@example.com

```
PS C:\Rajesh\SourceCode\SFDevTraining\dreamhouse-sfdx> sfdx force:source:push

EPPOP running force:source:push: No one configuration found for name s brave
```

```
PS C:\Rajesh\SourceCode\SFDevTraining\dreamhouse-sfdx> sfdx force:user:permset:assign -n dreamhouse
```

```
PS C:\Rajesh\SourceCode\SFDevTraining\dreamhouse-sfdx> sfdx force:source:status === Source Status
```

PS C:\Rajesh\SourceCode\SFDevTraining\dreamhouse-sfdx> sfdx force:source:pull

### Demo

- 1. Create a SF project (Use either SF CLI or VS Code)
- 2. Create a scratch org
- 3. Create a github repo to manage our code
- 4. Make changes in local and push to scratch org
- 5. Make changes in org and bring back changes into the org
- 6. Checkin code into github source control

```
sfdx force:project:create --projectname SFDevTrainingPLanner d --manifest
sfdx force:org:create -s -a SFDevTrainingPlanner d -f config\project-scratch-def.json
       Help

    project-scratch-def.ison - SFDevTrainingPlanner d - Visual Studio Code

erminal
 {} project-scratch-def.jsor
 config > {} project-scrati
                       Git: Initialize Repository
                                                                                        recently used 🚭
 git add
                  git commit -m "Source code check in"
```

git remote add origin https://github.com/ShareAndShine/SFDevTrainning\_d.git

git push --set-upstream origin master

```
C:\Rajesh\SourceCode\SFDevTraining\SFDevTrainingPlanner d>sfdx force:source:status
=== Source Status
STATE
          FULL NAME
                            TYPE
                                                      PROJECT PATH
Local Add index\index.html
                            LightningComponentBundle
                                                      force-app\main\default\lwc\index\index.html
         index\index.js
                                                      force-app\main\default\lwc\index\index.js
Local Add
                            LightningComponentBundle
         index\index.js
                            LightningComponentBundle
                                                      force-app\main\default\lwc\index.is-meta.xml
Local Add
```

```
C:\Rajesh\SourceCode\SFDevTraining\SFDevTrainingPlanner_d>sfdx force:source:pull
=== Pulled Source
STATE FULL NAME TYPE PROJECT PATH
----- Add Account.Account_Segment_c CustomField force-app\main\default\objects\Account\fields\Account_Segment_c.field-meta.xml
```

git add . git commit -m "Source code check in"

sfdx force:source:push

### For further reading

https://developer.salesforce.com/docs/atlas.en-us.sfdx dev.meta/sfdx dev/sfdx dev scratch orgs.html