

Developing #Challenge2022

1. Check out project from GitHub
 - a. [challenge2022/challenge2022-firebase](#)
2. Set up local hosting
 - a. The project contains three firebase-configxxx.js files. The connection is set in firebase-config.js, use config-values from firebase-config prod.js (test.js is linked to my private firebase-account)
 - b. Follow instructions for setting up firebase CLI
[Firebase web codelab \(google.com\)](#) steps 3, 4 and 5
 - c. When doing firebase login, use the account pushup.challenge2022@gmail.com
password M8^gWibRFM6d9*WLPHE
3. Start webpack – this is described in step 6 on the codelab, but the config is already set up.
The necessary actions are:
Open a new terminal window

Leave the terminal running `firebase serve` open. That's still what we'll use to host the app locally

1. Make sure you're in the `web-start` directory
2. Run `npm install` to download the Firebase SDK
3. Run `npm run start` to start up Webpack. Webpack will now continually rebuild our source code for the rest of the codelab.
4. The Webpack will continuously deploy changes to the local running server. However, some browsers may cache html and css. In Chrome you may disable caching when developer tools are open: More Tools > Developer tools > Network "tab" then click on Disable cache. Note that this work only when the Developer tool is open.
Alternatively Shift-f5 should force loading new changes.
5. To deploy to firebase run `firebase deploy --except functions`
6. The application is available at <https://challenge-2022.web.app/>