Heroku deployment report (Week 5)

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Last week we created a simple web app that predicted the age of a crab when some input (different measurements of the crab) were introduced. The whole report can be seen at this link. Therefore, in this report I will just comment the deployment of that app in Heroku.

1 Preparation for Heroku

First, we create a repository that contains only our web app (can be seen in this link). To the original assets of the app, we add a `Procfile`, a file that indicates Heroku how to run the app. Its contents are a single line:

```
web: python app.py
```

This indicates Heroku that to run the web app the command `python app.py` must be run.

We also have to indicate the app to run in a different port, since it used to run on localhost. To do that, we indicate the host and the port when running the app (at app.py):

```
app.run(host='0.0.0.0', port=environ.get("PORT", 5000))
```

To set the port we first try to get an enviromental variable called "PORT". If not present, we just set it to 5000. Once these steps have been taken, our app is ready to be deployed.

2 Connecting Heroku to the Github Repo

To deploy the app on Heroku we follow these steps:

1. Create an account on Heroku.

2. Give that account the necessary permissions over your Github account.

3. Deploy the app selecting the repository containing the app.

4. If not working, check Heroku logs and fix bugs.

3   Results

The result is identical as the ones shown in the previous report. Now, however, it runs in the Heroku server and not on our local machine.