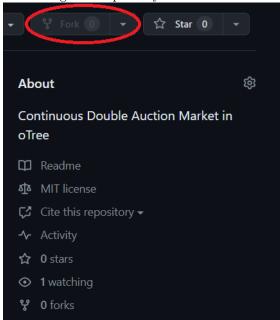
Steb-by-step process to implement classroom CDA

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1. Register or log-in to your github and render account.

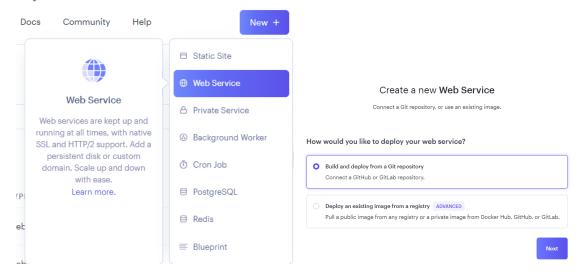
2. Fork this github repository.



3. If you play with jars, you need to adjust the amount of coins on *github* in the *_parameter\assetsPartitions* file. If you want to specify different partition names, then you need to specify them in the respective *__init__.py* and *JavaScript* file (either *scriptSAssetInfo.js* or *scriptnAssetsInfo.js*).

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4. On *render*, create a new 'Web Service' such that you 'Build and deploy from a Git repository'.



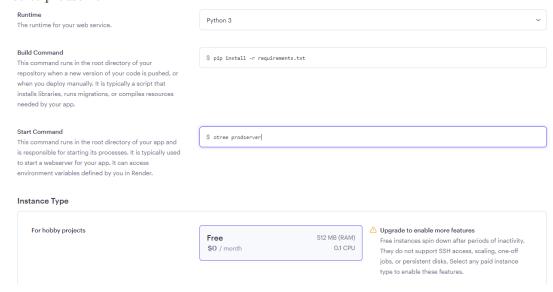
5. Select the corresponding repository to connect.

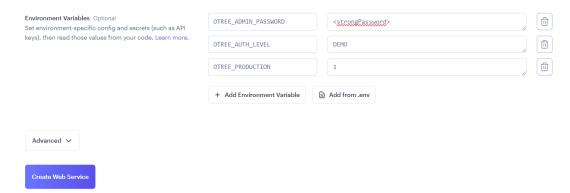
Create a new Web Service

Connect your Git repository or use an existing public repository URL.



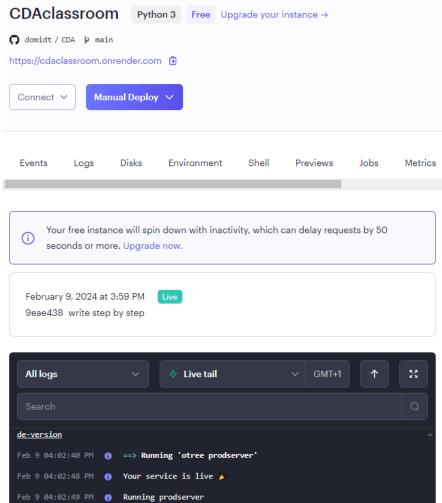
6. Most of the settings are already pre-set but you are asked to specify some name of the Web Service and to specify the starting command. The command to start must be set to: "otree prodserver".





Simultaneously, you may add some Environment Variables, e.g. a password that is advisably stronger than the one in the example.

7. Shortly thereafter, your webservice will start deploying your code and when this job is finished you can open the link to your new oTree page.



8. On your new oTree page you can create a new session and adjust the config variables.

oTree Demo Sessions Rooms Data Server Check Logout

Create a new session

