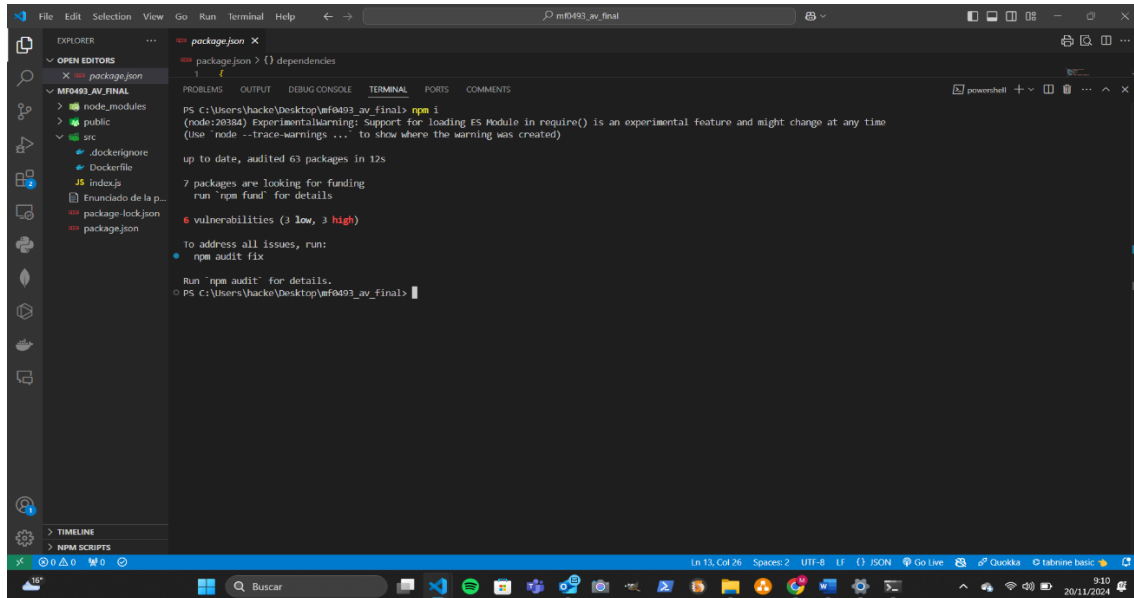


Informe de la MF0493 Evaluación Final

1 Actualización de las dependencia con `npm install` / `npm i`



The screenshot shows the Visual Studio Code interface with the terminal open. The command `npm i` has been executed in the PowerShell terminal. The output shows that 63 packages were audited in 12 seconds, 7 packages are looking for funding, and there are 6 vulnerabilities (3 low, 3 high). The terminal also displays a warning about ES Module support in `require()` and suggests running `npm audit fix` to address all issues.

```
package.json > {} dependencies
1
PS C:\Users\hacker\Desktop\mf0493_av_final> npm i
(node:20384) ExperimentalWarning: Support for loading ES Module in require() is an experimental feature and might change at any time
(Use 'node --trace-warnings ...' to show where the warning was created)

up to date, audited 63 packages in 12s

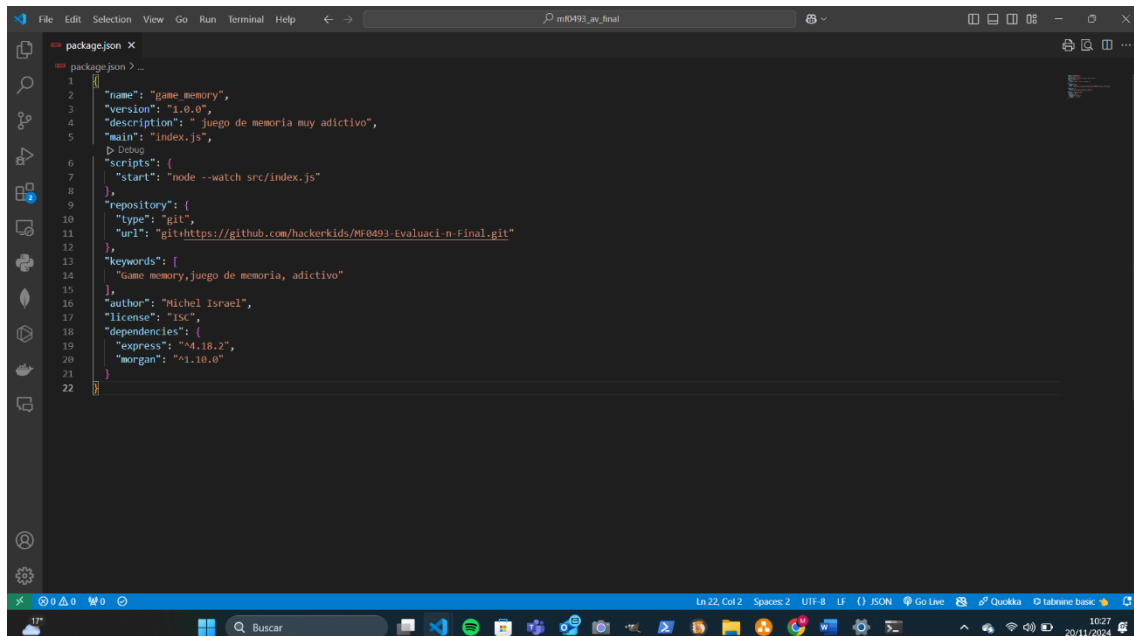
7 packages are looking for funding
  run `npm fund` for details

6 vulnerabilities (3 low, 3 high)

to address all issues, run:
  npm audit fix

Run `npm audit` for details.
PS C:\Users\hacker\Desktop\mf0493_av_final>
```

2 Actualización de datos package.json del proyecto

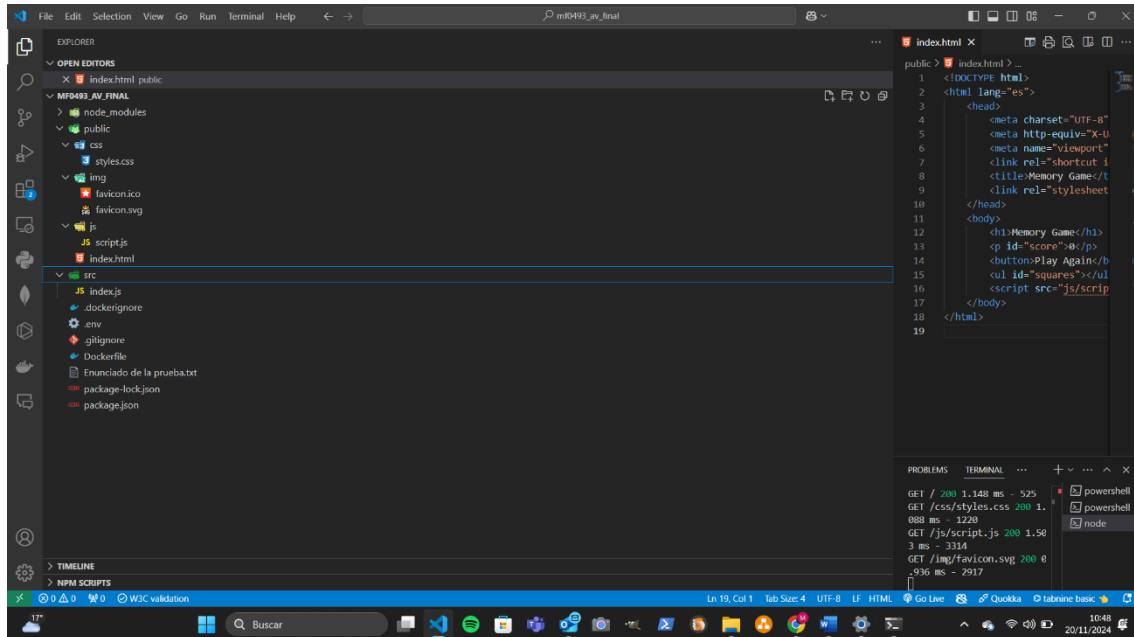


The screenshot shows the Visual Studio Code interface with the `package.json` file open in the editor. The file content is as follows:

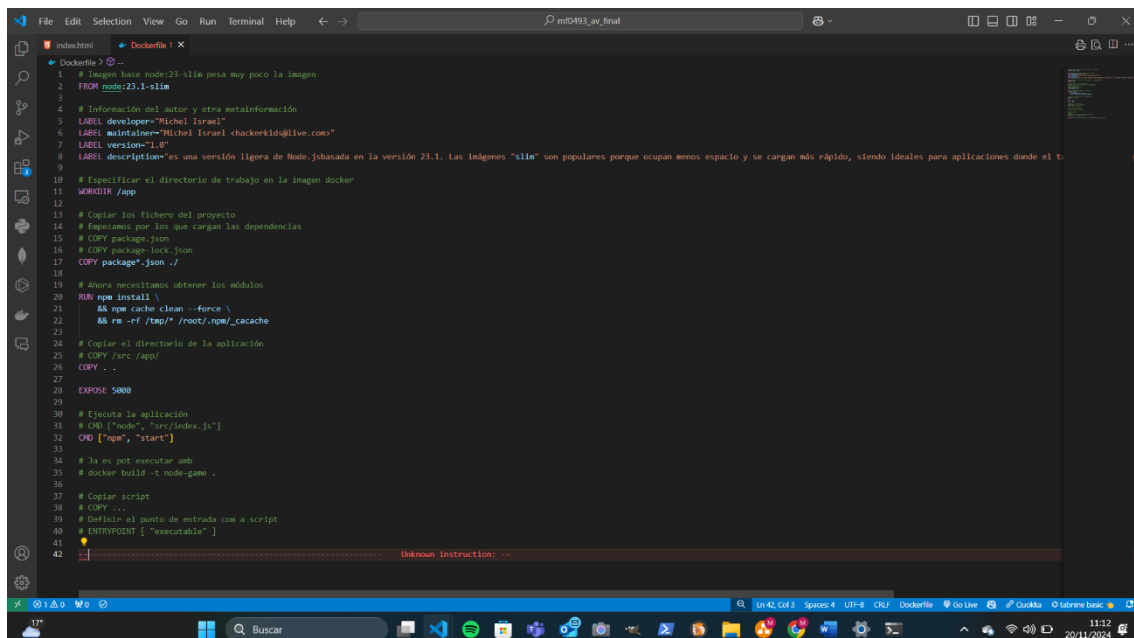
```
1 {
2   "name": "game memory",
3   "version": "1.0.0",
4   "description": " juego de memoria muy adictivo",
5   "main": "index.js",
6   "scripts": {
7     "start": "node --watch src/index.js"
8   },
9   "repository": {
10    "type": "git",
11    "url": "git+https://github.com/hackerkids/MF0493-Evaluaci-n-Final.git"
12  },
13   "keywords": [
14     "Game memory,juego de memoria, adictivo"
15  ],
16   "author": "Michel Israel",
17   "license": "ISC",
18   "dependencies": {
19     "express": "^4.18.2",
20     "morgan": "^1.10.0"
21  }
22 }
```

3 Organización y creación de carpetas y archivos en el árbol del proyecto.

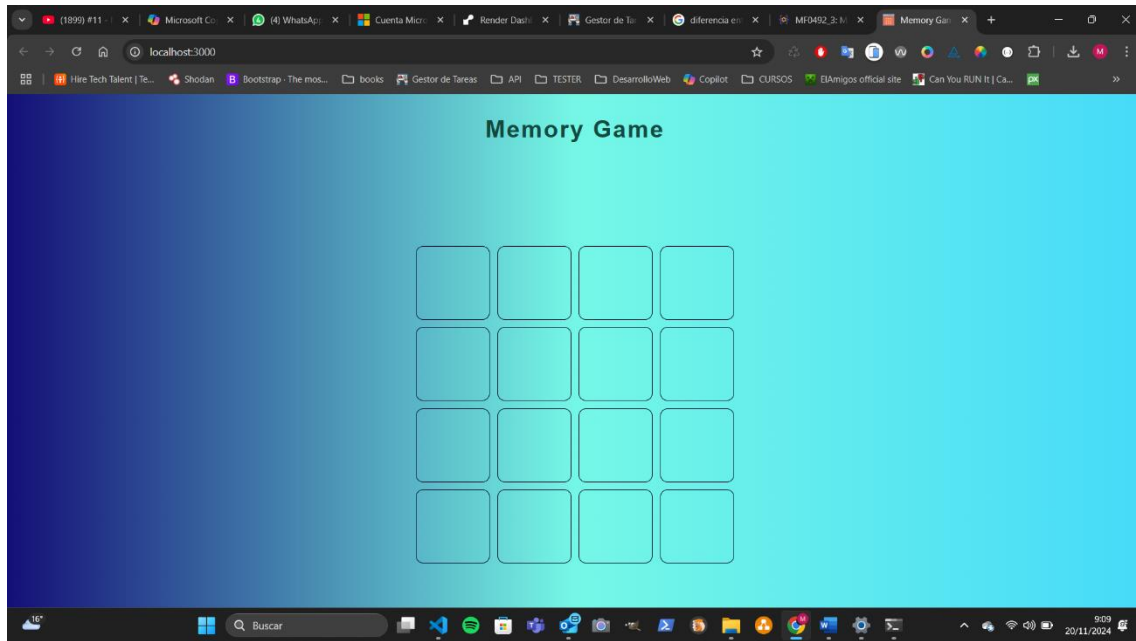
- Creación .env .gitignore, .dockerignore carpetas css, img y js



Preparación del archivo Dockerfile

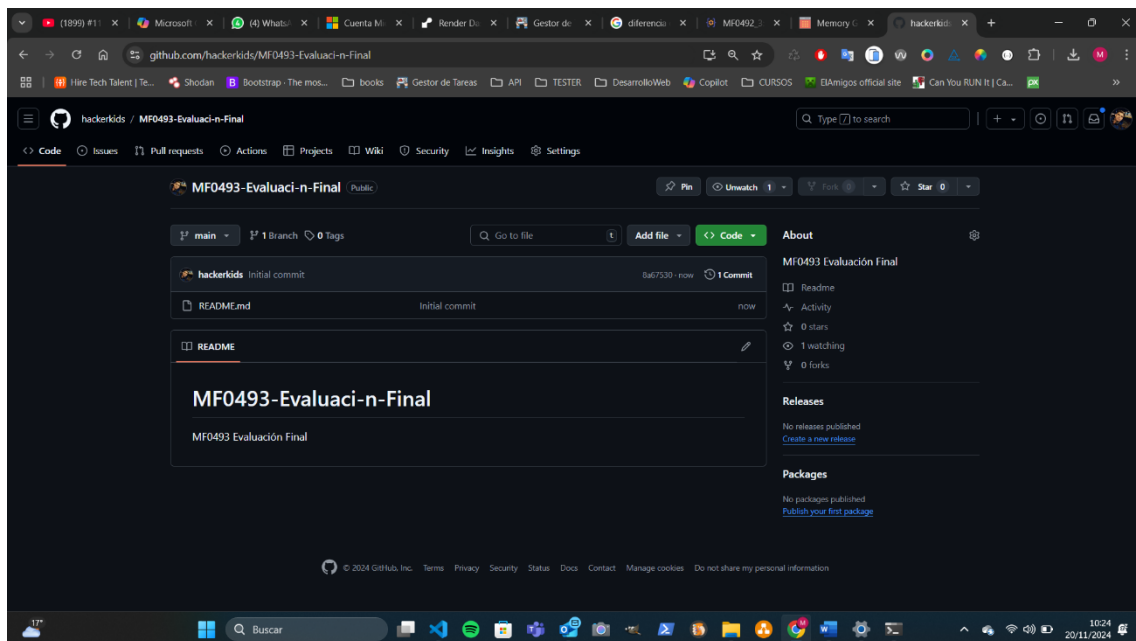


4 El código funciona perfectamente (Game Memory)

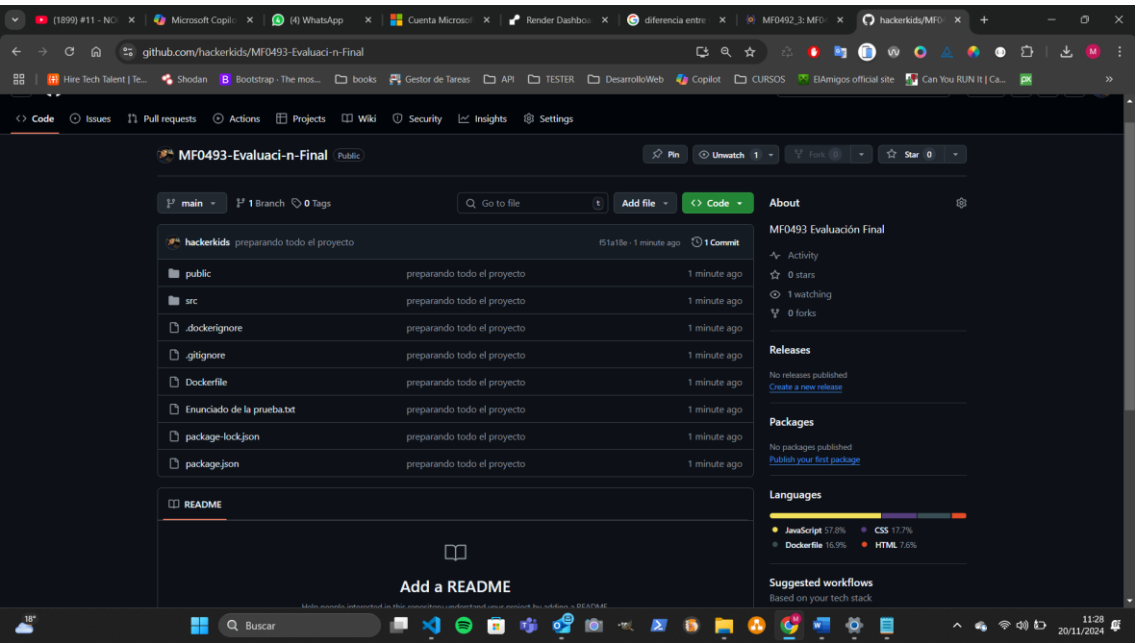


Creando repositorio en github para el proyecto

<https://github.com/hackerkids/MF0493-Evaluaci-n-Final.git>

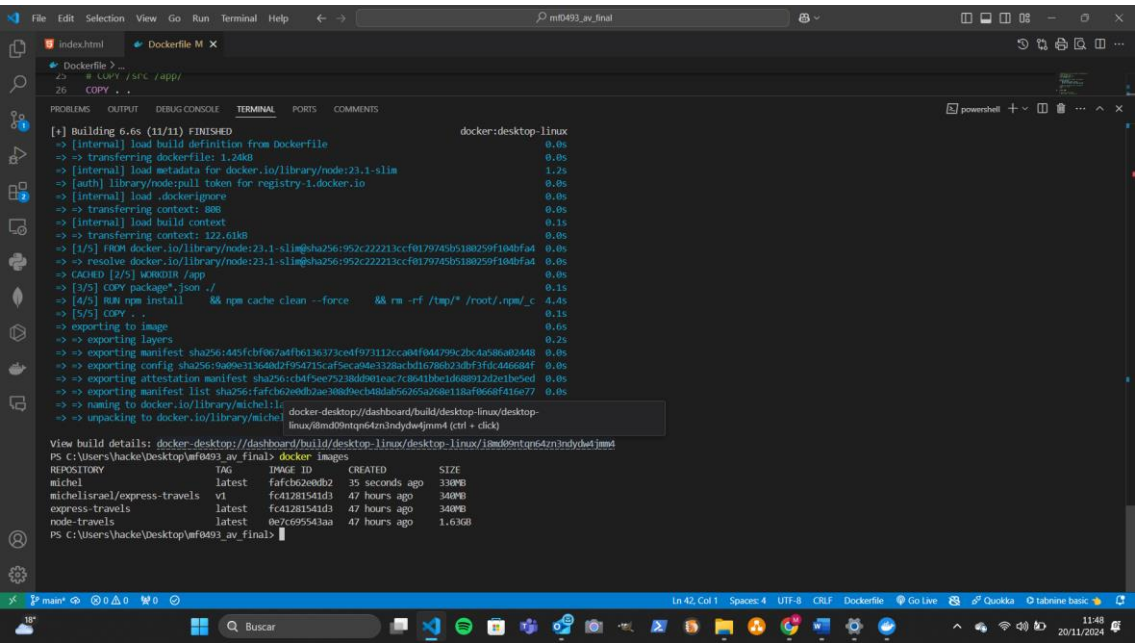


Proyecto subido en github

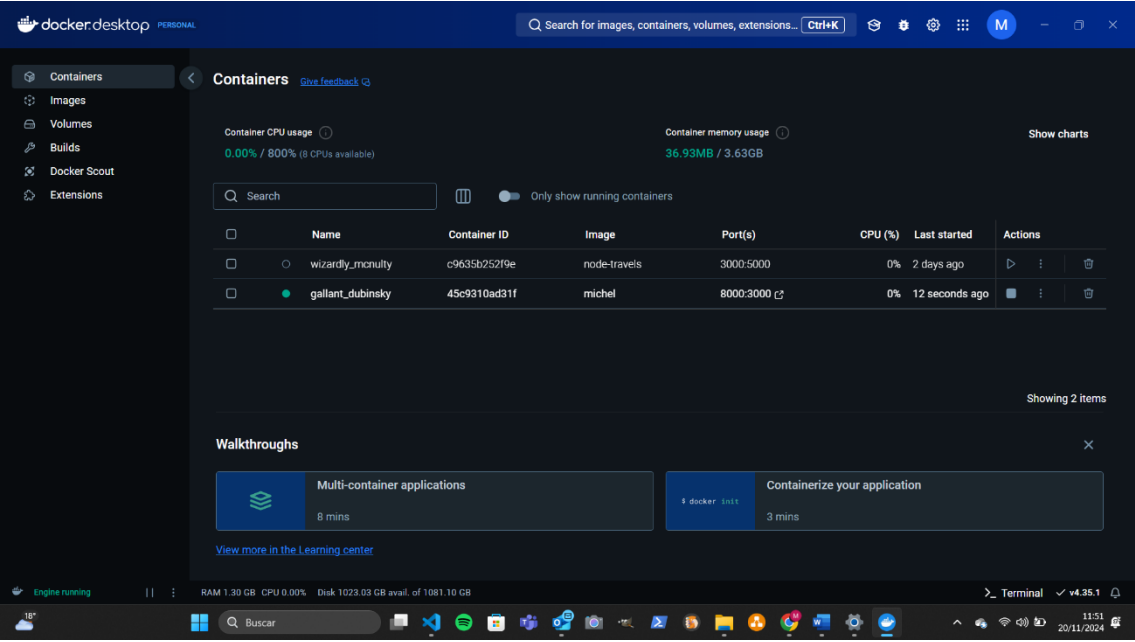


Montando imagen en del proyecto

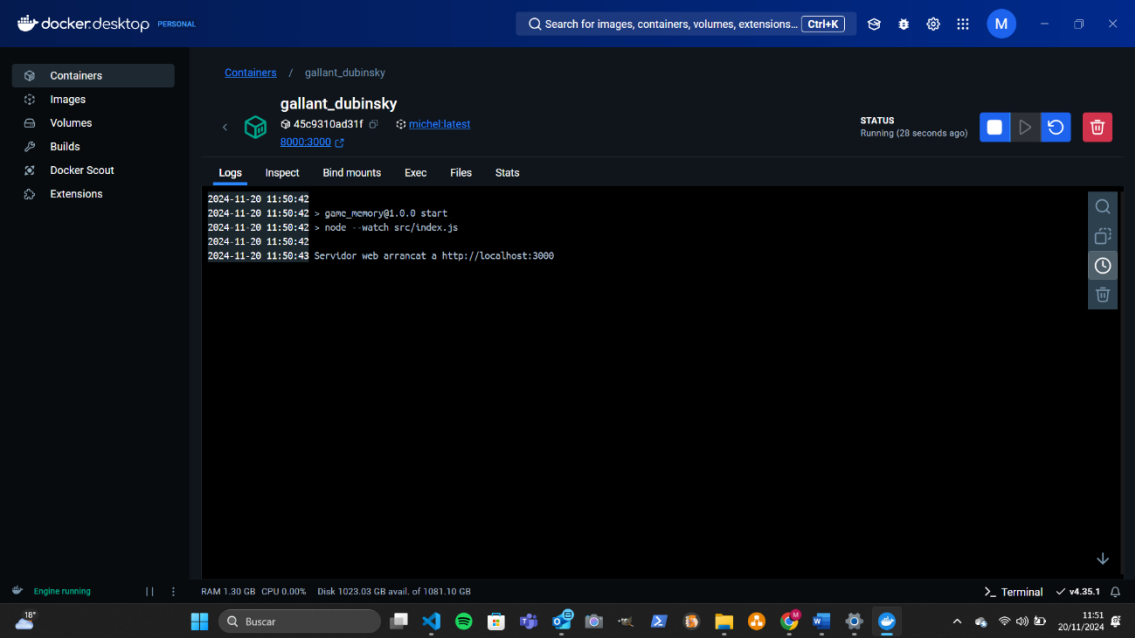
La imagen se llama “michel”



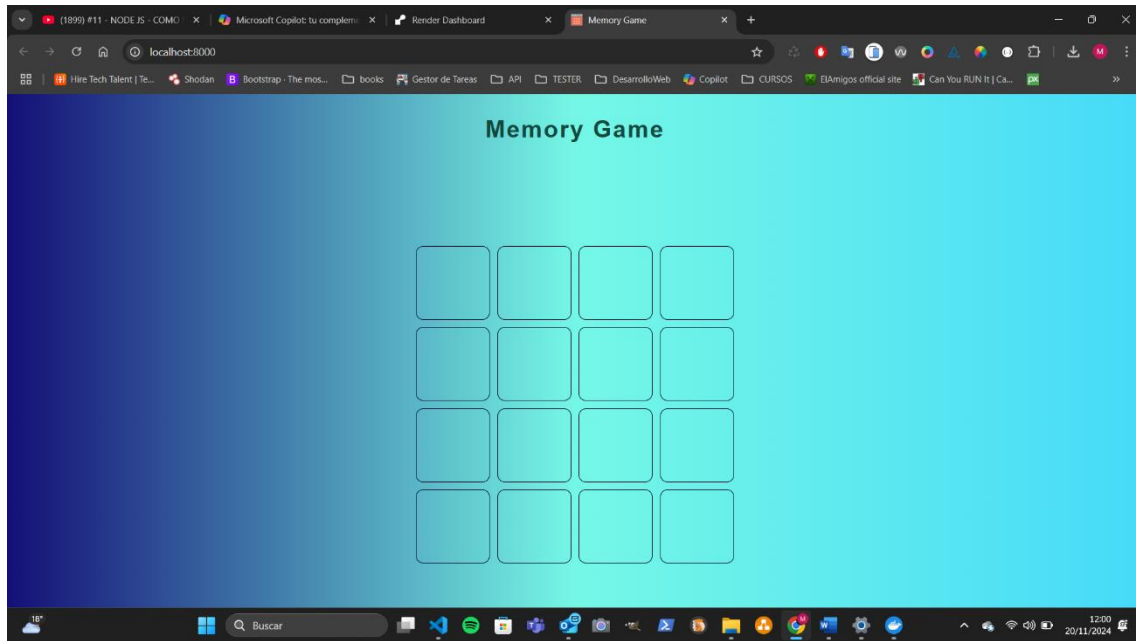
Dokerizando la imagen para que funcione en desde puerto 8000 y el local es 3000 comprobando que funcione



Aquí podemos ver que funciona perfectamente



Aquí podemos ver cómo funciona con el puerto 8000



Creación del repositorio DockerHub

https://hub.docker.com/repository/docker/michelisrael/mf0493_evaluacion_final/general

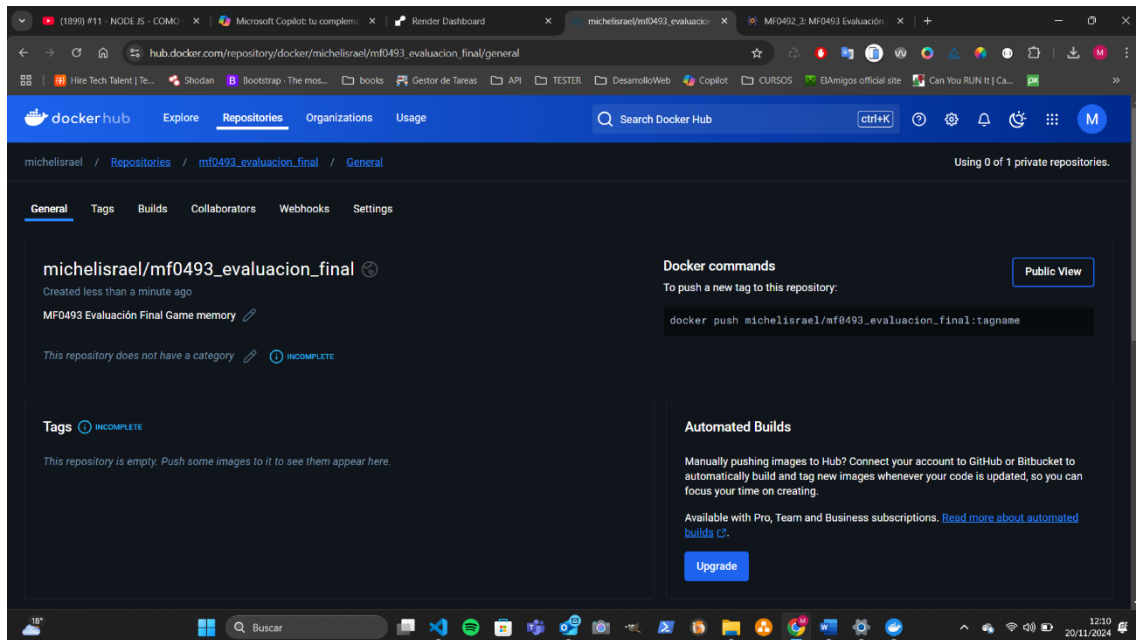
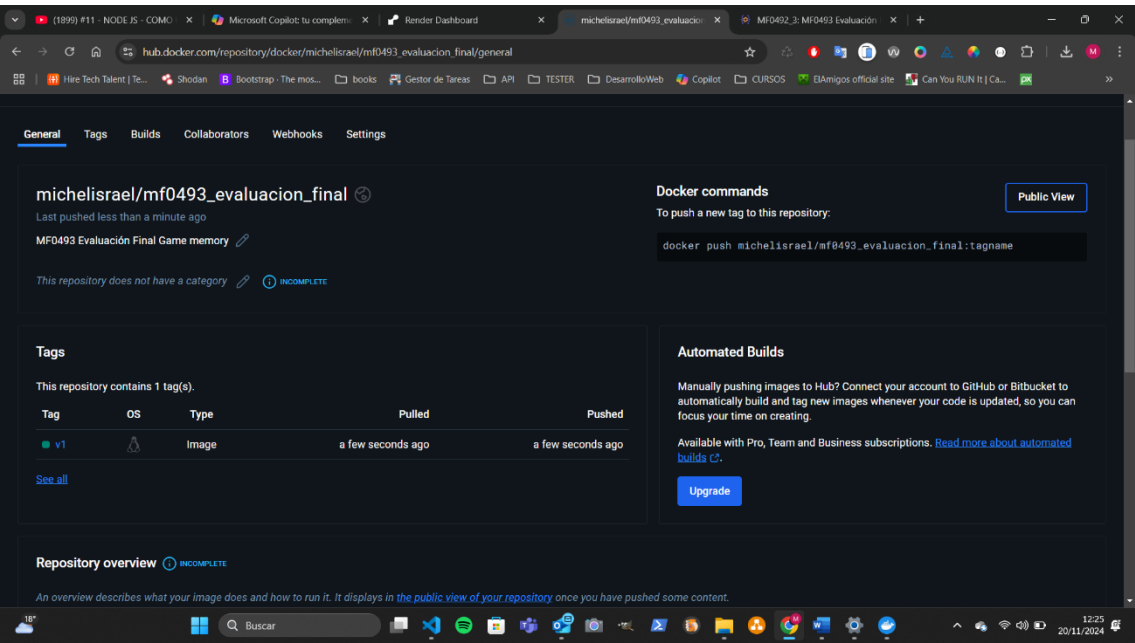
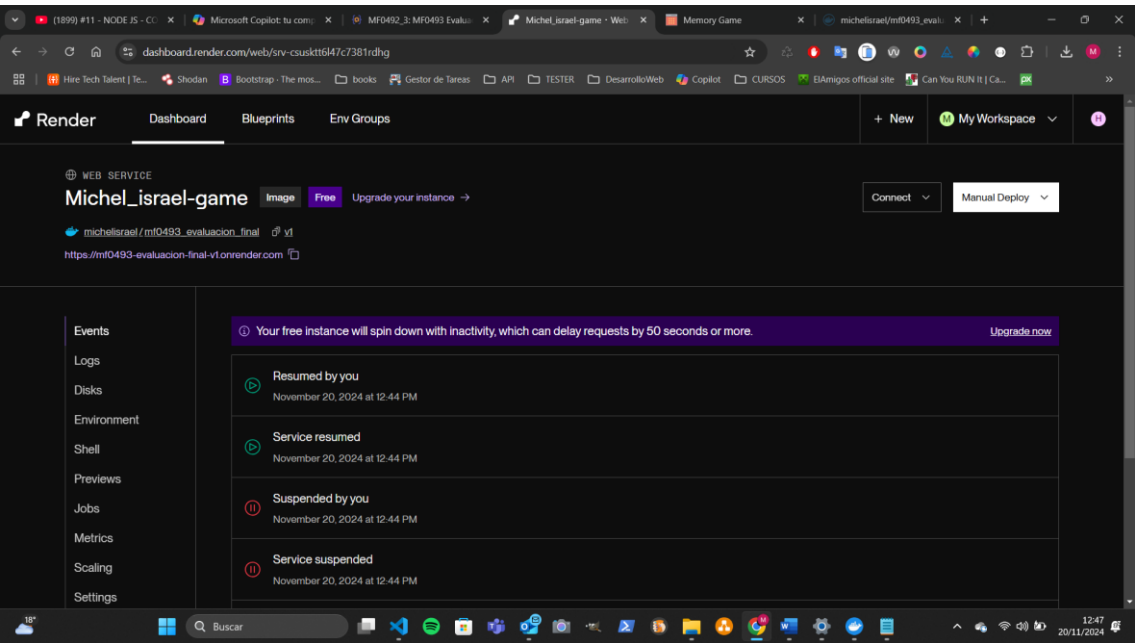


Imagen subida a Dockerhub



Servicio web creando y funcionando en render.com

https://mf0493-evaluacion-final-v1.onrender.com



Servicios en render.com

