

I've used cloudinary to store images as it optimises the image, to run this app using your own database, please input these following credentials in your .env

```
DB_USERNAME=  
DB_PASSWORD=  
  
BASE_URL=  
  
CLOUD_NAME=  
CLOUD_API_KEY=  
CLOUD_API_SECRET=
```

If you wanna see it running live here is the link

<https://blog-app-e06n.onrender.com>

This will take around 30 seconds to start since it's on free render version