

High Level Overview of General Deployment

Project



Push to GitHub/
VersionControl



Connect your Main
Branch to your
deployment site



Deploy through the
service and connect
domain names

Specific Considerations

Free Services:

Heroku.com

- Pros: free, easy to use, easy to deploy
- Cons: can be sluggish due to lower performing virtual machines

Paid Services:

Digital Ocean: ~5\$ a month

- pros: can pay for performance, different tier perform at different levels
- cons: console is difficult and backup droplets are not included in monthly fees

AWS Amplify: Free to start, pay to play if you start requiring more resources

- pros: great analytics and UI
- cons: Client side libraries can be large and bog down browsers, also unable to distribute traffic through load balancers

When deploying you must remember to add a start script to launch your server in the package.json "scripts": key value pair.

```
ie "scripts":{  
  "start": "node server/index.js"  
  "test" : "jest"  
}
```

Also when deploying you absolutely need a server file with an initial endpoint set up.

You need to require path

```
ie  
app.get('/',function(req,res) {  
  res.sendFile(path.join(__dirname, '../  
HOME_PAGE.html'));  
})
```

to incorporate any css you must serve up static pages and incorporate them in the server file

```
ie  
app.use(express.static('client')) <- grabs  
client folder
```

Google Domains is easy to use and offers great resources for purchasing, managing, and analyzing data to your specific domain names. Other resources include things like GoDaddy, Wix, and Amazon.

If your site includes a lot of pictures then consider a cloud hosted storage service like S3 for storing pictures and linking them to your page. Storing pictures in the branch bogs down your application and makes it run slower.

Same goes for Databases, consider a cloud hosted site for data storage. Or a dedicated machine that is there for the sole purpose of serving data to the server upon request. (Larger Corporations have this structure)