

# Use command line for deploying GitHub repository on Heroku

Heroku is a platform as a service (PaaS) that enables developers to build, run, and operate applications entirely in the cloud.

This is one of the simplest ways of deploying any code on the web and creating a web application. The best part of Heroku is that we can just upload all our code to the GitHub repository and connect it directly to Heroku for app deployment.

This process is very easy from the browser but these days, there are some security issues because of which Heroku has temporarily removed this functionality of connecting GitHub to Heroku using the browser.

When you will try to do that, you will get an error-

“Items could not be retrieved, Internal server error”

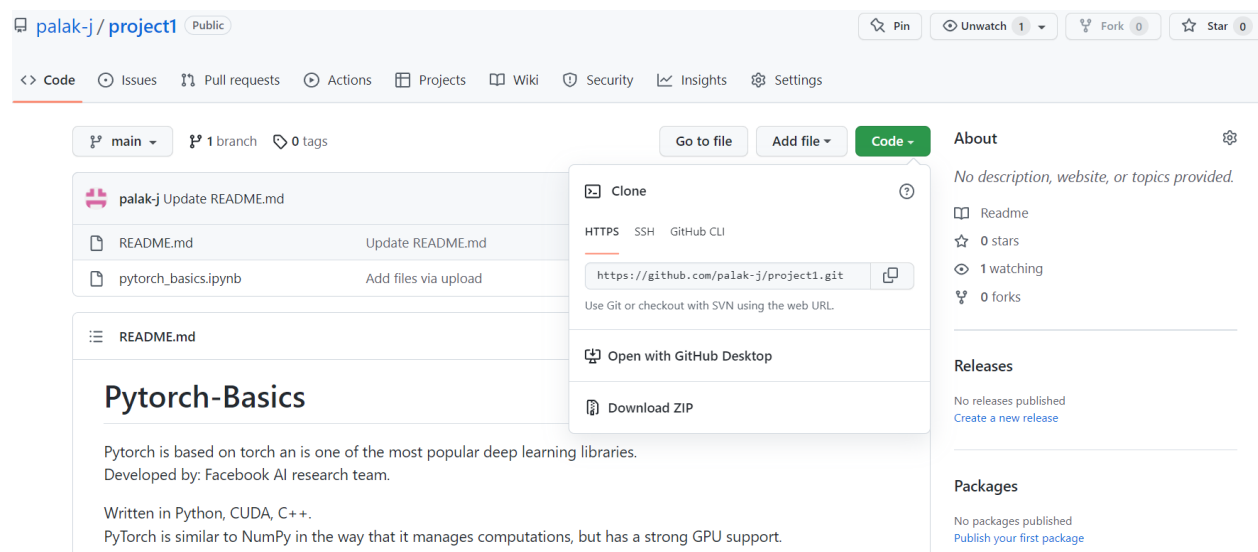
But there is another way to connect GitHub to Heroku which is using the command line.

Let's see how we can do this using command line.

For that, we need Heroku CLI and GIT CMD (Git command line) in our system.

## Step 1:

Go to GitHub repository (using browser) which you want to deploy and get link to clone that repository.



For example: In the above image, link to clone repository is:

<https://github.com/palak-j/project1.git>

Keep this link for next step.

**Step 2:**

Go to GIT CMD

Use command-

1) git clone [link to repository from step 1]

Example: git clone https://github.com/palak-j/project1.git

2) cd project1

3) heroku create -a app-name

4) git remote -v

5) git push heroku main

That's it!!

Your application has been deployed on Heroku.

**POINT TO BE NOTED:**

To deploy application on Heroku using flask-

Along with the code for application, your GitHub repository should contain two other files:

**1) Procfile**

This file should contain 1 line which represent the first method which will get initiate on running this application.

This file should contain the line:

web: gunicorn filename:objectname

Here filename is the main file where we want our application to route.

Example: app.py

And objectname is the name of flask object we created in the main file.

**2) requirements.txt**

This file should contain all the libraries which you will need for this application.