

Note: Remember to include your `payments.js` javascript file inside your view template, like the way we did in 03:27 of the previous lesson. Also, make sure you **DON'T** include it in the `application.js` file. If you include it in both places, that javascript code is going to be executed twice and you'll get strange errors.

You should also create a file `config/initializers/assets.rb` with the following content (assuming your javascript file is called `payments.js`):

```
1 | Rails.application.config.assets.precompile += ['payments.js']
```

This file will help to make sure that you add the `payments.js` file in the asset pipeline for all environments (dev, test and production), although in the development environment it doesn't really compress the assets for you.

Note: If you are using CircleCI at this point, your build may fail and you may need to set your stripe key environment variable on the CircleCI server as well, so it'll have access to it. (Project Settings -> Environment Variables)