# Deployment

Helen Yang

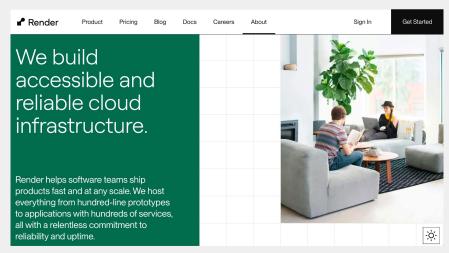
# So you've made a web app... Now what?

### Deployment

- We need to deploy! What is deployment?
  - Making your web app accessible to the world!
  - Really just getting somebody else to run your server.js
    - npm run start
  - Now any time someone wants to access your site, they can visit a url,
     which will open up a client
    - localhost:5050 -> yourwebsite.com

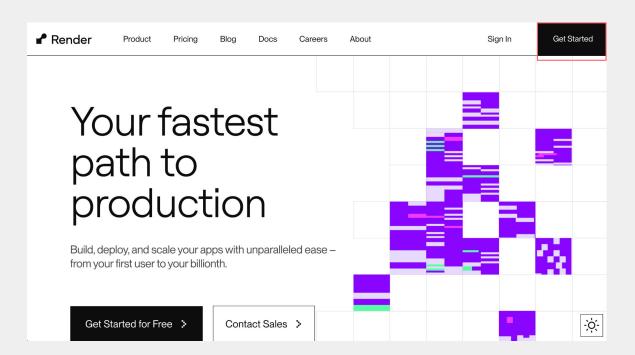
### Deployment

- We're going to use <u>Render</u> to deploy.
- yourappname.onrender.com
- http://catbook-5bwk.onrender.com/



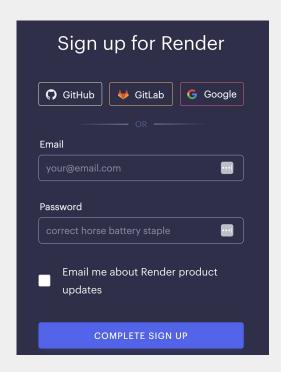
#### Part 1: Create a Render Account

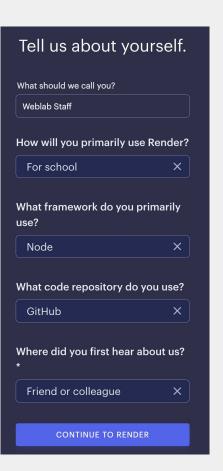
Go to <a href="https://www.render.com/">https://www.render.com/</a> and click "Get Started" in the top right.



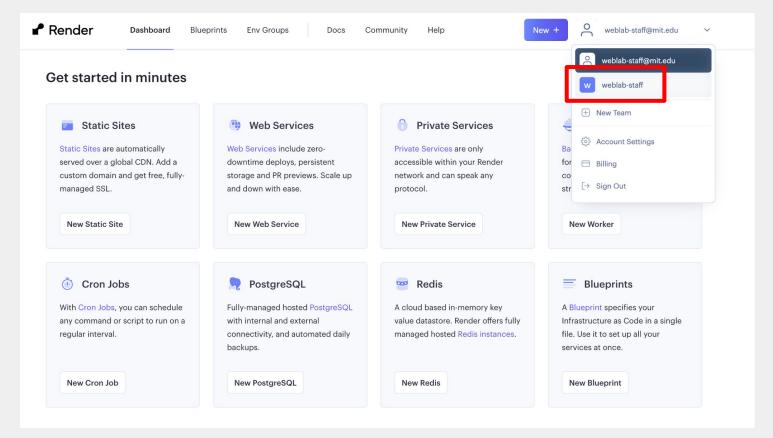
#### Part 1: Create a Render Account

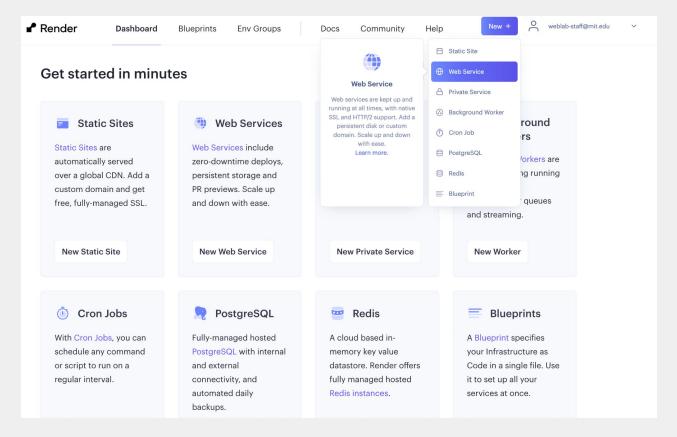
2. Fill out the account creation info, verify email, and fill out form to create account.

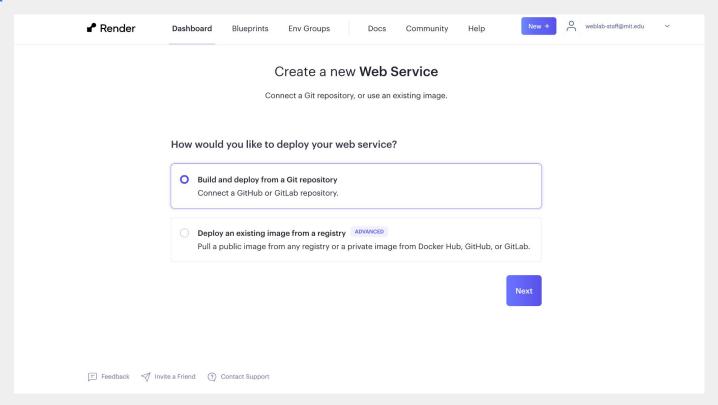




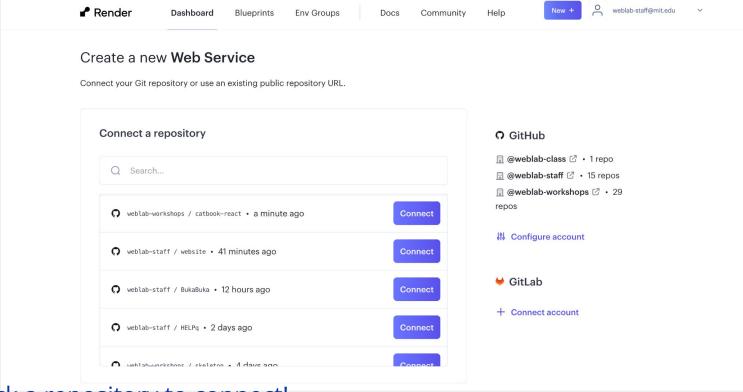
## Deployment: Visual Walkthrough Only 1 person per team needs to do this



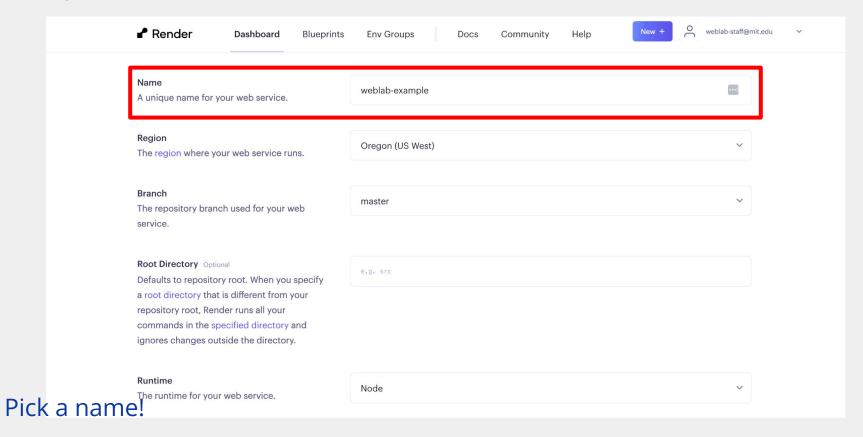


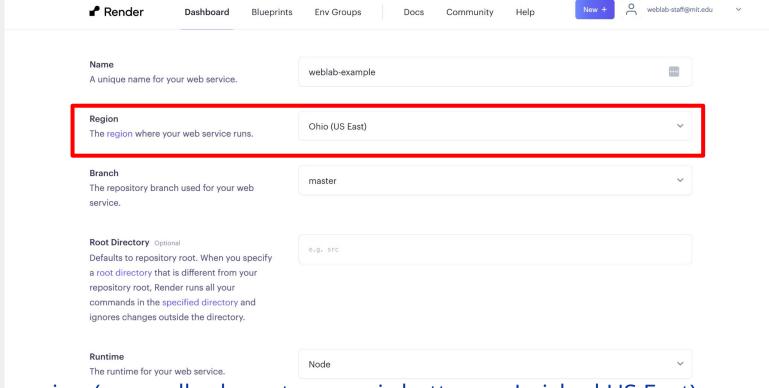


Select "Build and deploy from a Git repository"

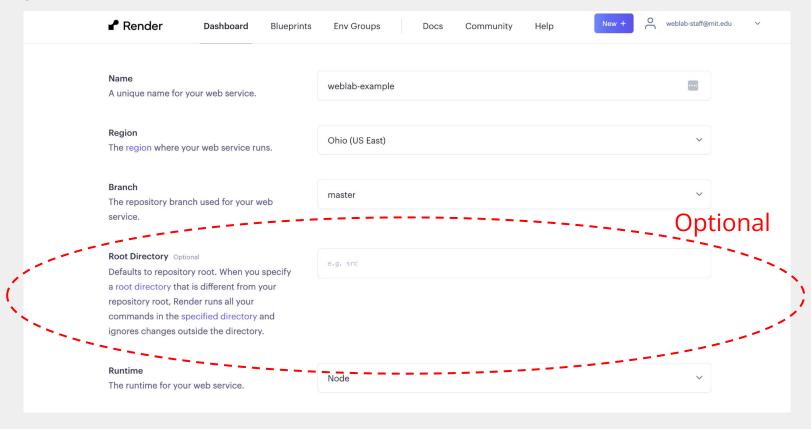


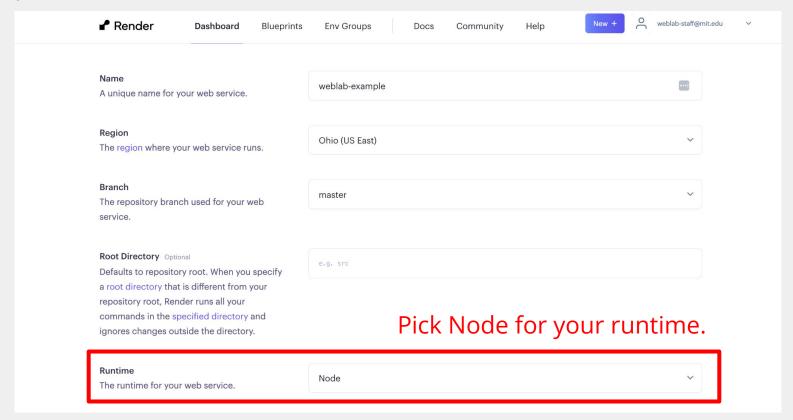
Pick a repository to connect!

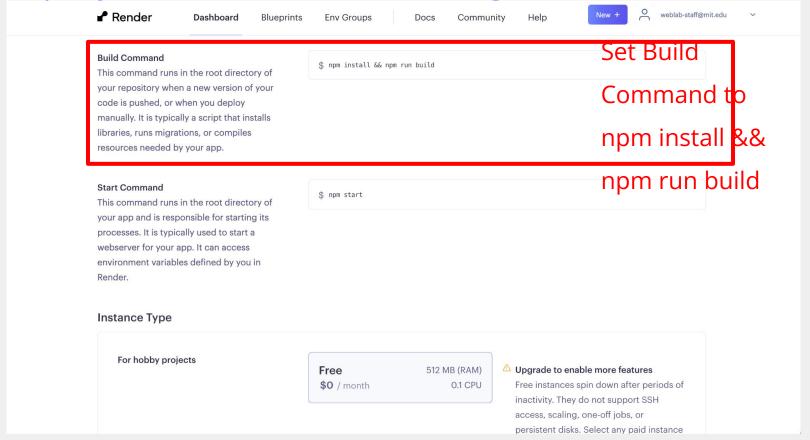


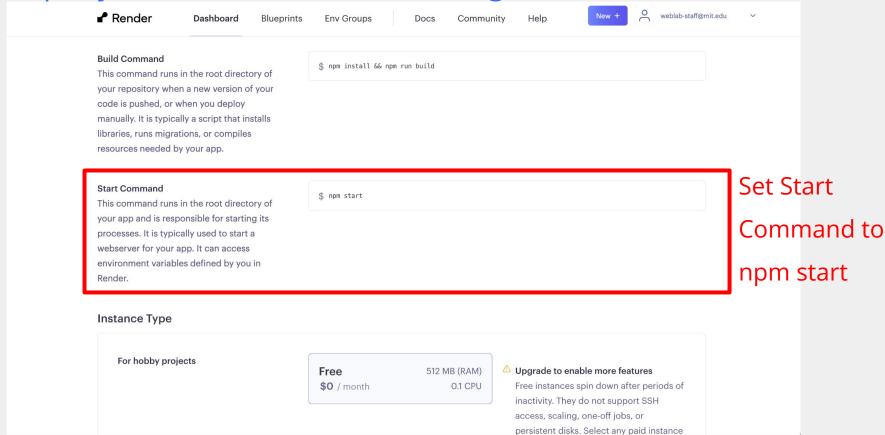


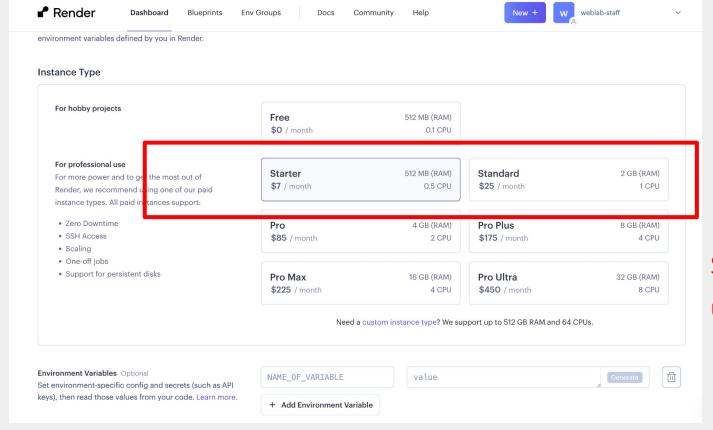
Pick a region (generally closer to users is better, so I picked US East)









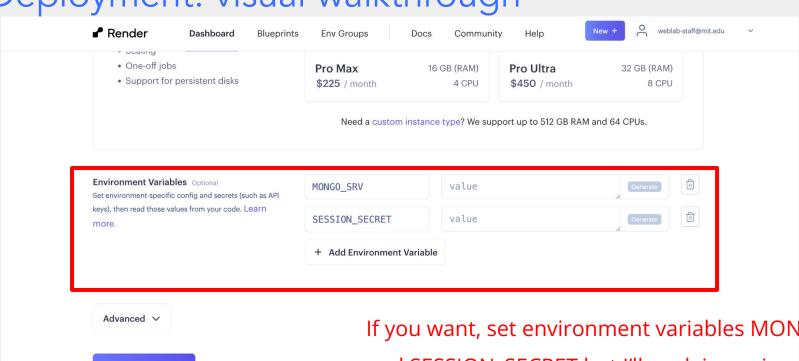


Select any tier under \$200!

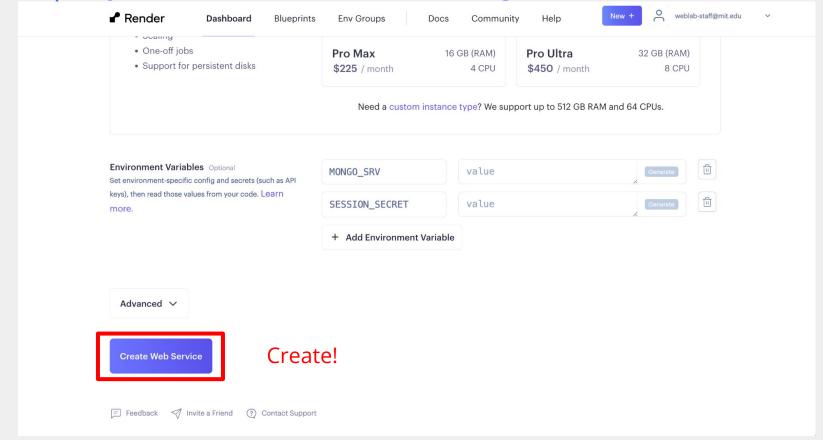
Create Web Service

✓ Invite a Friend

?) Contact Support



If you want, set environment variables MONGO\_SRV and SESSION\_SECRET but I'll explain environmental variables in a bit – we can skip this and do it later

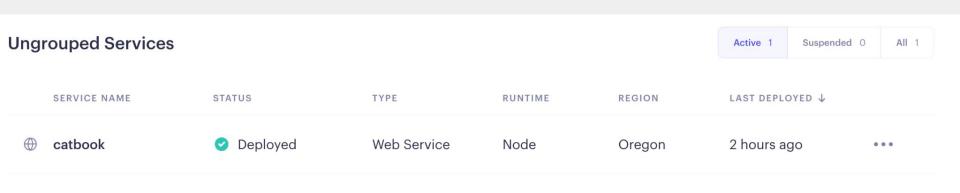


## Boom! We've deployed!

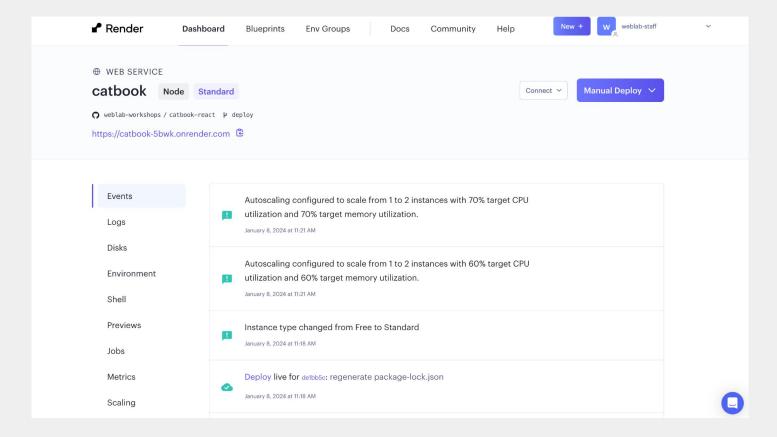
Or did we?

#### If success...

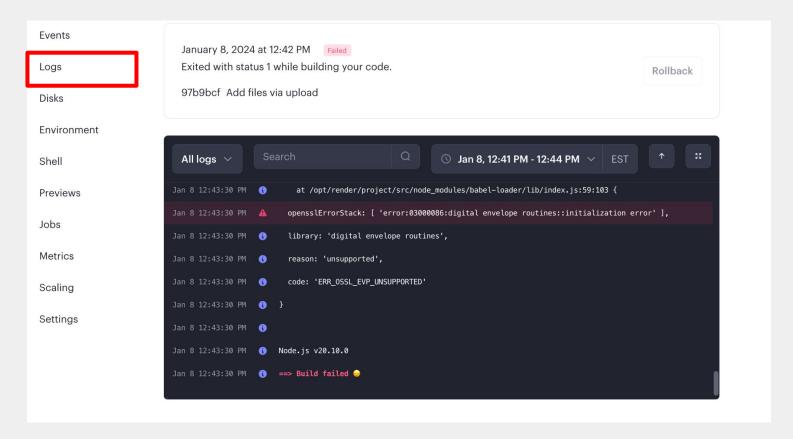
If should see something like this on your dashboard after deploying, you should be good to go for now!



#### If success...

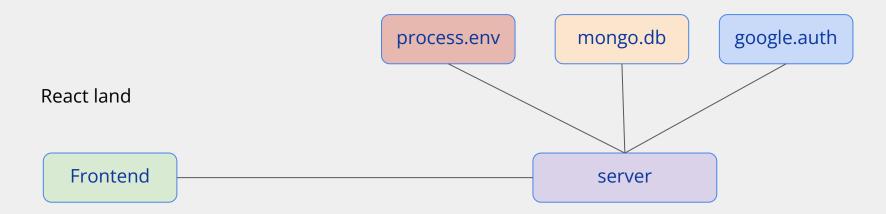


### Otherwise... check logs to debug!!



# Setting environment variables

## Understanding process.env



### Understanding process.env

- process.env serves as a sort of global variable for our backend files to access
- We can use it to hide sensitive info

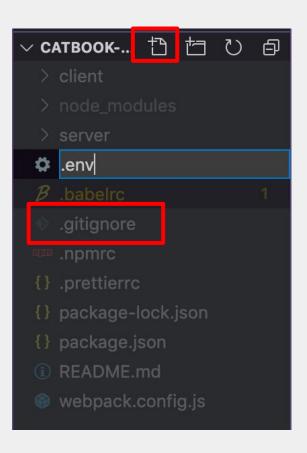
### Understanding process.env

```
// Server configuration blow
const mongoConnectionURL =
    "mongodb+srv://weblab:jAT4p SIAgYWQgR@catbook-ylndp.mongodb.net/test?retryWrites=true&w=majority";
const databaseName = "catbook";
```

Step 1: Add a file named

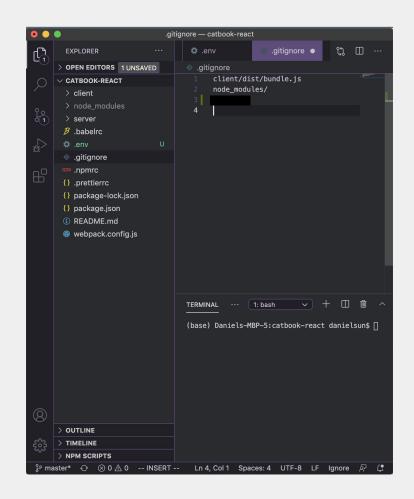
 env to your project's
 outermost folder

 Step 2: Add .env to your project's .gitignore file



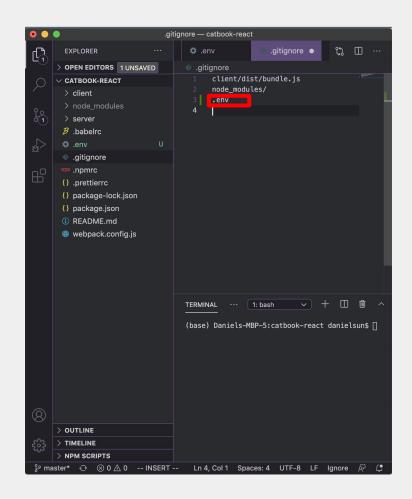
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 .env to your project's
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• Step 3: Add relevant *sEcREts* to the .env file

```
1 SESSION_SECRET="session-secret"
```

2 MONGO\_SRV="mongodb+srv://username:password@catbook-ylndp.mongodb.net/test?retryWrites=true&w=majority"

Note! Everyone has to make their own .env file!

- Step 4: Install the dotenv package!
  - Use npm install dotenv
- Step 5: Add the following line near the top of server.js
  - o require('dotenv').config();
- Step 6: Use process.env.VAR\_NAME where needed!

```
// Server configuration below
const mongoConnection L =
  "mongodb+srv://weblab 4T4po55IAgYWQgP catbook-ylndp.mongodb.net/te
SESSION_SECRET="session-secret"
MONGO_SRV="mongodb+srv://username:password@catbook-ylndp.mongodb.net/test?retryWrites=true&w=majority"
// set up a session, which wil v /sist login data across requests
app.use(
  session({
    secret: "session-secre
    resave: false,
    saveUninitialized false,
```

```
// Server configuration below
// TODO change connection URL after setting up your team database
const mongoConnectionURL = process.env.MONGO_SRV;
// TODO change database name to the name you chose
const databaseName = "FILL_ME_IN";
```

```
// set up a session, which will persist login data across requests
app.use(
    session({
        secret: process.env.SESSION_SECRET,
        resave: false,
        saveUninitialized: false,
    })
);
```

### Deployment: again!

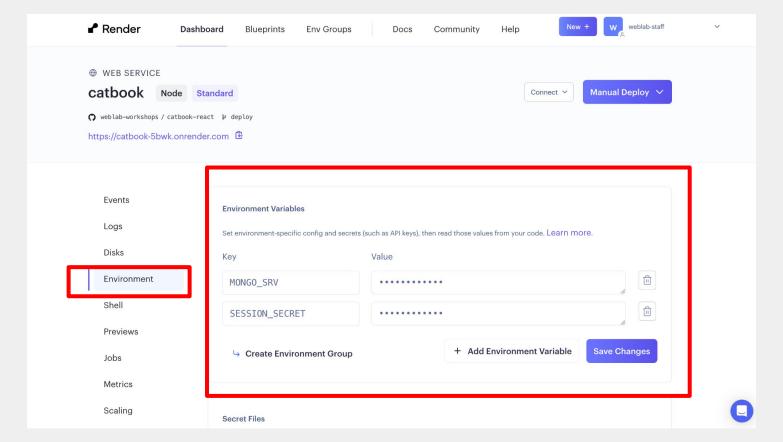
- After making these changes, always remember to:
  - o git add <file>
  - git commit -m "message"
  - git push
- After that, we can redeploy!

# Setting environment variables on Render

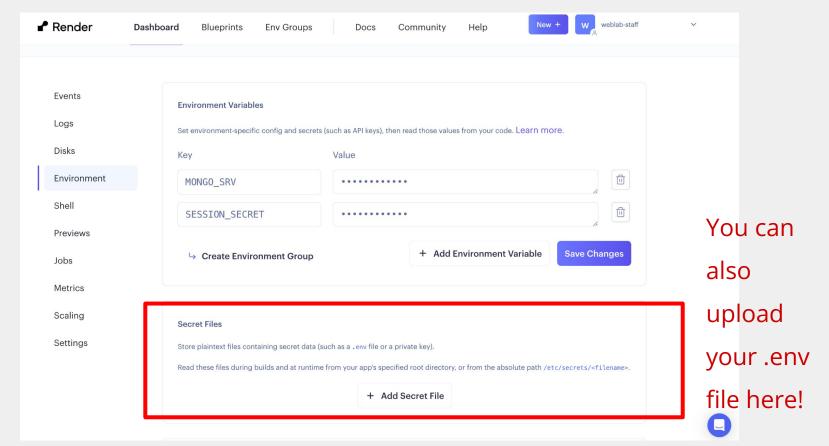
### Understanding environmental variables on Render

- Render doesn't actually have access to our .env files!
- To fix this, we can set Render environment variables
  - Render version of a .env file

### How to set environment variables on Render

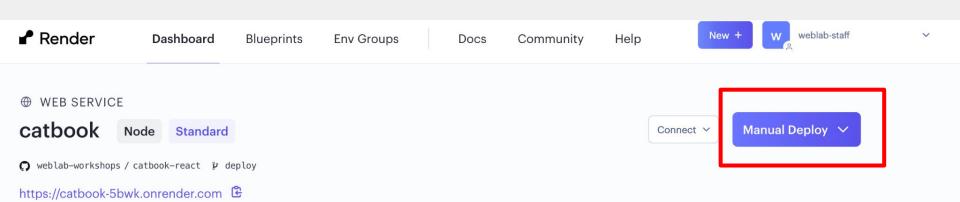


### How to set environment variables on Render

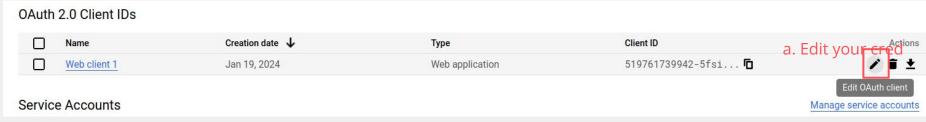


### Deployment: again!

- After setting environment variables on Render, redeploy again!
  - Head to Render, dashboard for your web service, then click Manual Deploy.



# Going back to Google Auth





Add your deployed URL from render

Make sure to add this, or you will not be able to log in on your deployed site!

# Success! (hopefully)

Things might not work out.

### Recap

- Link your app to Render through Github
- Create .env file and add to your .gitignore
  - Remember .env contains stuff that github should not know about
- Move sensitive data into the .env file
  - Including your mongo srv and session secret
  - Access them in backend code with process.env.VARIABLE\_NAME
- Make sure Render knows about your .env variables
  - o Open Environment on dashboard and put them in. You don't need quotes for strings
- Click deploy

# Now to the engineers behind Render!