

COSMATT App Setup

1.Pre-requisites

- a. Node.js v8.0 + NPM
- b. [Angular CLI](#)
- c. Python 2.X (with environment variable)
- d. Git
- e. [nodemon](#) (package installed globally)
- f. [http-server](#) (package installed globally)

2.Repositories

- a. Client - <https://github.com/comprods/COSMATT-client>
 - i. Take checkout of repo from above link
 - ii. Go into the directory & in a terminal, type - ***npm install***

- b. Middleware - <https://github.com/comprods/COSMATT-backend>
 - i. Take checkout of repo from above link
 - ii. Go into the directory & in a terminal, type - ***npm install***
 - iii. To start a localhost Middleware app, type - ***npm start***

- c. Libraries - <https://github.com/comprods/libs-frontend-cosmatt>
 - i. Take checkout of repo from above link

- d. Product - <https://github.com/comprods/product-cosmatt>
 - i. Take checkout of repo from above link
 - ii. Go into `assets\public` directory & then in a terminal, type - ***npm install***

3.App Development

a. Running localhost Ng-app

- i. Go to *COSMATT-Client* folder & in a terminal type -
 - 1. For dev instance -
 - a. ***ng serve --environment dev***
 - 2. For staging instance -
 - a. ***ng serve --environment stg***
 - 3. For production instance -

a. ***ng serve --environment prod***

b. Running localhost Ng-app that uses local Middleware Instance

- i. Go to COSMTATT middleware directory & run ***npm start***
- ii. Now, according to the environment being used in Client app (dev/stg/prod), change the value of ***API_URL*** key in ***src\environments\environment.xxx.ts*** file to the URL of local middleware instance. Example - <http://localhost:3000/api/>

c. Running localhost Ng-app That Uses local Product Repo

- i. Go to product directory - ***product-cosmatt\assets\public*** & in a terminal, run - ***http-server --cors=******
- ii. Copy the localhost URL that is given in terminal. Example - *http://127.0.0.1:8080*
- iii. Now, in the COSMATT-Client directory, open ***src\app\servo-system-course\services\product.service.ts*** file & in ***getPublicAssetsPath()*** function, change function return statement to return the URL of HTTP server created in the first step. Example, ***return `http://127.0.0.1:8080`;***