0. Видове deploy-ване

Два варианта:

0.1. On-Premise (On-Prem)

имаме собствен сървър или си ко-локираме купената от нас машина в специално наето помещение.

0.2. Cloud

Ние не притежаваме такива сървърни машини, но си плащаме да ползваме

Unmanaged Solution

Имаме достъп до виртуална cloud машина (лимит за трафик, ядра на машината, и т.н.) Например Tier plan – първоначално безплатно, и когато имаме повече потребители/трафик, то си плащаме

Managed Solution

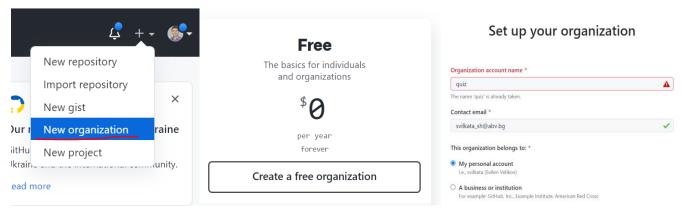
He camo не се грижим за физически за ядрата и машината, но направо си качваме проекта някъде. Server application

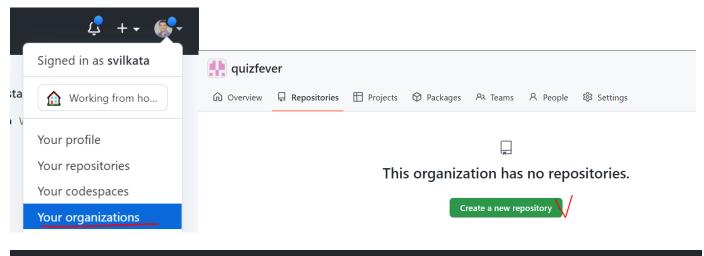
API Rest application – Back4Up, SoftUni server, database services, etc.

Client-Side application

1. Deploying site in Host Github.io (GitHub pages) + VSC (JS Node)

1.1. Настройки в GitHub



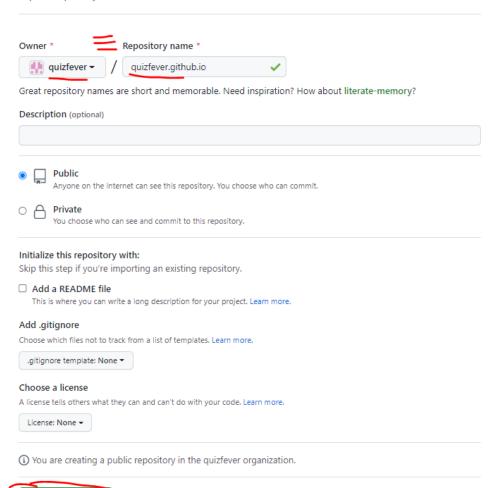


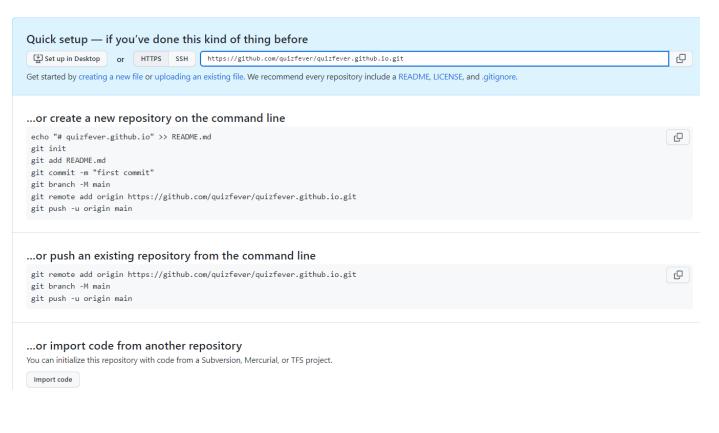
Pull requests Issues Marketplace Explore

Create a new repository

Create repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? Import a repository.





1.2. Инициализиране на GitHub в VSC(Node.js)

TERMINAL DEBUG CONSOLE PROBLEMS OUTPUT

Copyright (C) Microsoft Corporation. All rights reserved.

Try the new cross-platform PowerShell https://aka.ms/pscore6

PS C:\Temp projects\21-22 - Workshop End-to-End Application - Feb'21\quiz> git init

1.3. Добавяне на .gitignore файл



1.4. Добавяне на readme.md файл

Ние сме си го създали вече този файл локално – описание/документация на проекта

1.5. Определяне на главна директория на геро-то и свързването й с GitHub

...or push an existing repository from the command line

PS C:\Temp projects\21-22 - Workshop End-to-End Application - Feb'21\quiz> git branch -M master

PS C:\Temp projects\21-22 - Workshop End-to-End Application - Feb'21\quiz> git remote add origin https://github.com/quizfever/quizfeve o.git

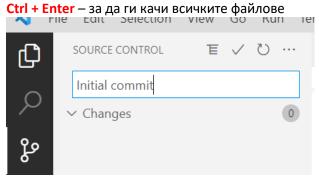
git remote add origin https://github.com/movies-softuni/movies-softuni.github.io.git

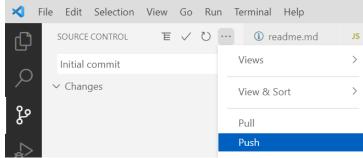
git branch -M main да не го правим – да си сменим master на main

1.6. Push

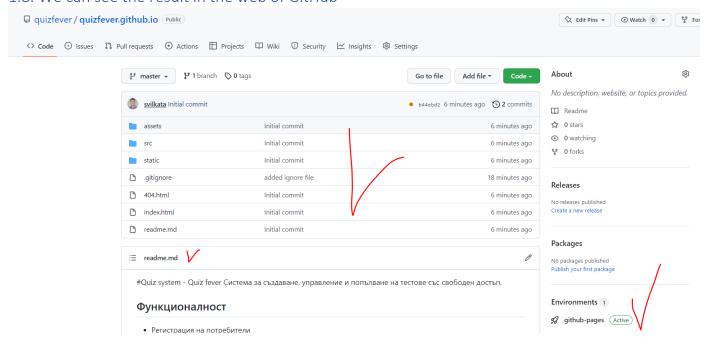
PS C:\Temp projects\21-22 - Workshop End-to-End Application - Feb'21\quiz> git push -u origin master info: please complete authentication in your browser...

1.7. Initial commit from VSC interface



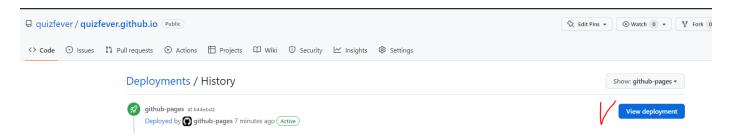


1.8. We can see the result in the web of GitHub



Environments 1





1.9. Back4Up или друг BaaS – тестване на http заявки

- 1. x Initialize project
- 2. x Copy / api
- 3. x Create Back4Up app
- 4. View documentation on Users
- 5. x Adjust api.js to include AppID, APIKey, correct headers, register/login/logout routes and bodies
- 6. x Test register/login/logout
- 7. Examine Database Browser, create Quiz collection
- 8. x Create CRUD functions for Quiz collection
- 9. x Test Quiz collection, confirm it is pubpic for read/write, NO Add field CLP
- 10. View documentation on security, ACL, CLP
- 11. x Configure public read, authenticated write, NO add field CLP
- 12. x Test read/write
- 13. x Configure owner pointer
- 14. x Adjust data.js to include owner pointer on create { __type: 'Pointer', className: 'User'}

```
15. x Test owner protection
16. x Add query to include owner on GET
17. x Create Question collection, configure CLP, owner pointer, Quiz pointer
18. x Create CRUD functions for Question collection, with owner protection
19. x Test Question collection
(20. Proceed with implementation of views)
1.10. Generating the package json file and installing external libraries
npm init -y
npm install -E lit-html page -E е за запазване
{
  "name": "quiz",
  "version": "1.0.0",
  "description": "Система за създаване, управление и попълване на тестове със свободен
достъп.",
  "main": "index.html",
  "scripts": {
    "test": "echo \"Error: no test specified\" && exit 1"
  },
  "repository": {
    "type": "git",
    "url": "git+https://github.com/quizfever/quizfever.github.io.git" //автоматично се
генерира и път към git репото
  },
  "keywords": [],
  "author": "",
  "license": "ISC",
  "bugs": {
    "url": "https://github.com/quizfever/quizfever.github.io/issues"
  },
  "homepage": "https://github.com/quizfever/quizfever.github.io#readme",
  "dependencies": {
    "lit-html": "2.2.3",
    "page": "1.11.6"
  }
```

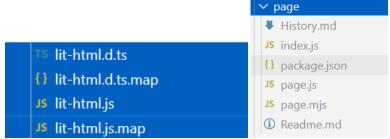
1.11. Re-commit from VSC interface

}

Ctrl + Enter – за да ги качи всичките файлове

1.12. How to deploy external libraries

Option 1) Копираме само определени файлове от node-modules



Налага се да докопираме допълнителни 2-3 файла, за да не хвърля грешка

Option 2) Вземаме директно от online CDN-а в уеб пространството

Не е добра идея защото CDN-а може да се промени

```
import page from '//unpkg.com/page/page.mjs';
import {html, render} from '//unpkg.com/lit-html?module';
export {
   page,
   html,
   render
}
```

Option 3) Най-правилния production вариант с build стъпка

Работим си локално, и след това минава скрипт, който пакетира външните библиотеки.

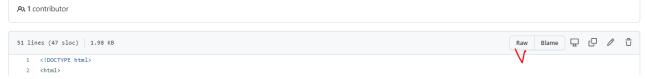
- Webpack
- Minify.js
- Browerify
- RollUp

File 404.html - we can manually add from https://github.com/rafgraph/spa-github-pages - когато рефрешнем дадена страница на SPA, то дава грешка. И затова трябва да използваме 404.html

https://github.com/rafgraph/spa-github-pages

https://github.com/rafgraph/spa-github-pages

To easily copy it



```
На негово място слагаме този от https://github.com/rafgraph/spa-github-pages
<!DOCTYPE html>
<html>
 <head>
    <meta charset="utf-8">
   <title>Single Page Apps for GitHub Pages</title>
   <script type="text/javascript">
     // Single Page Apps for GitHub Pages
     // MIT License
     // https://github.com/rafgraph/spa-github-pages
     // This script takes the current url and converts the path and query
     // string into just a query string, and then redirects the browser
     // to the new url with only a query string and hash fragment,
     // e.g. https://www.foo.tld/one/two?a=b&c=d#qwe, becomes
     // https://www.foo.tld/?/one/two&a=b~and~c=d#qwe
     // Note: this 404.html file must be at least 512 bytes for it to work
     // with Internet Explorer (it is currently > 512 bytes)
     // If you're creating a Project Pages site and NOT using a custom domain,
     // then set pathSegmentsToKeep to 1 (enterprise users may need to set it to > 1).
     // This way the code will only replace the route part of the path, and not
     // the real directory in which the app resides, for example:
     // https://username.github.io/repo-name/one/two?a=b&c=d#qwe becomes
     // https://username.github.io/repo-name/?/one/two&a=b~and~c=d#qwe
      // Otherwise, leave pathSegmentsToKeep as 0.
     var pathSegmentsToKeep = 0;
      var 1 = window.location;
      1.replace(
        1.protocol + '//' + 1.hostname + (1.port ? ':' + 1.port : '') +
        l.pathname.split('/').slice(0, 1 + pathSegmentsToKeep).join('/') + '/?/' +
        1.pathname.slice(1).split('/').slice(pathSegmentsToKeep).join('/').replace(/&/g,
'~and~') +
        (l.search ? '&' + l.search.slice(1).replace(/&/g, '~and~') : '') +
        1.hash
     );
   </script>
  </head>
  <body>
  </body>
</html>
```

И слагаме в index.html, преди всички други script-ове, този скрипт от https://github.com/rafgraph/spa-github-pages:

```
<!-- Start Single Page Apps for GitHub Pages -->
1)
   <script type="text/javascript">
       // Single Page Apps for GitHub Pages
       // MIT License
       // https://github.com/rafgraph/spa-github-pages
       // This script checks to see if a redirect is present in the query string,
       // converts it back into the correct url and adds it to the
       // browser's history using window.history.replaceState(...),
        // which won't cause the browser to attempt to load the new url.
        // When the single page app is loaded further down in this file,
        // the correct url will be waiting in the browser's history for
        // the single page app to route accordingly.
        (function(1) {
          if (l.search[1] === '/' ) {
            var decoded = 1.search.slice(1).split('&').map(function(s) {
              return s.replace(/~and~/g, '&')
            }).join('?');
            window.history.replaceState(null, null,
                1.pathname.slice(0, -1) + decoded + 1.hash
            );
          }
        }(window.location))
      </script>
      <!-- End Single Page Apps for GitHub Pages -->
       <script src="src/app.js" type="module"></script>
2)
```

2. Deploying in Host Heroku + VSC (JS Node) – we can deploy the RestApi backend softuni server

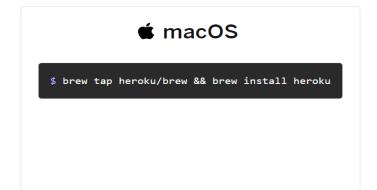
https://www.heroku.com/

- 2.1. Регистриране в heroku
 - → Register in Heroku
 - → Create New App

Deployment method



Download and install the Heroku CLI. - Command-Line interface





2.2. Нагласяне на SoftUni server-a

В папката apiRest_SoftUniServer

```
npm init -y
```

```
package.json
{
    "name": "apiRest_SoftUniServer",
    "version": "1.0.0",
    "description": "",
    "main": "server.js",
    "scripts": {
        "start": "node server.js"
    },
    "keywords": [],
    "author": "",
    "license": "ISC"
}
```

npm run start или npm start работи.

2.3. Да влезем в профила си в Heroku CLI

С тази команда в Shell-а, която пак ще ни отведе до login страницата на Heroku.

heroku login

To install heroku-repo: heroku plugins:install heroku-repo

2.4. Create a new Git repository and deploy it

git init

heroku git:remote -a movies-softuni

Done: 44.7M

remote:

git add.

```
git status
git commit -am "Initial commit" - -а означава всичко, което е модифицирано, го качвай
git push heroku master
svilk@SVILKATA MINGW64 ~/OneDrive/Soft Engineer/JAVA & JS path/PROJECTS/21-22 - Worskhop End to
End app - .fetch.then - heroku - firebase/apiRest_SoftUniServer (master)
$ git push heroku master
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 20 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 386 bytes | 386.00 KiB/s, done.
Total 3 (delta 1), reused 0 (delta 0), pack-reused 0
remote: Updated 10 paths from d037df0
remote: Compressing source files... done.
remote: Building source:
remote:
remote: ----> Building on the Heroku-20 stack
remote: ----> Using buildpack: heroku/nodejs
remote: ----> Node.js app detected
remote:
remote: ----> Creating runtime environment
remote:
remote:
                 NPM_CONFIG_LOGLEVEL=error
                 NODE_VERBOSE=false
remote:
remote:
                 NODE_ENV=production
                 NODE_MODULES_CACHE=true
remote:
remote:
remote: ----> Installing binaries
                 engines.node (package.json): unspecified
remote:
                 engines.npm (package.json):
                                                    unspecified (use default)
remote:
remote:
                 Resolving node version 20.x...
remote:
                 Downloading and installing node 20.11.0... Using default npm version: 10.2.4
remote:
remote:
remote:
remote: ----> Restoring cache
                 Cached directories were not restored due to a change in version of node, npm,
remote:
yarn or stack
                 Module installation may take longer for this build
remote:
remote:
remote: ----> Installing dependencies
                 Installing node modules (package.json)
remote:
remote:
                 up to date, audited 1 package in 638ms
remote:
remote:
                 found 0 vulnerabilities
remote:
remote:
remote: ----> Build
remote:
remote: ----> Caching build
                 - node_modules (nothing to cache)
remote:
remote:
remote: ----> Pruning devDependencies
remote:
remote:
                 up to date, audited 1 package in 300ms
remote:
                 found 0 vulnerabilities
remote:
remote:
remote: ----> Build succeeded!
remote: ----> Discovering process types remote: Procfile declares types
                                                  -> (none)
                 Default types for buildpack -> web
remote:
remote:
remote: ----> Compressing...
```

```
remote: ----> Launching...
remote: Released v5
remote: https://movies-softuni.herokuapp.com/ deployed to Heroku
remote:
remote: This app is using the Heroku-20 stack, however a newer stack is available.
remote: To upgrade to Heroku-22, see:
remote: https://devcenter.heroku.com/articles/upgrading-to-the-latest-stack
remote:
remote: Verifying deploy... done.
To https://git.heroku.com/movies-softuni.git
    2d16b74..0ecc0b4 master -> master
```

Също така трябва и ръчно да активираме даденото приложение от Heroku:

```
This app is using eco dynos

Web npm start

ON
```

Нашият софтУни сървър не е направен да се качва в Heroku, затова трябва да му зададем автоматичен порт, и хероку сам да си определя на кой порт да се рънва.

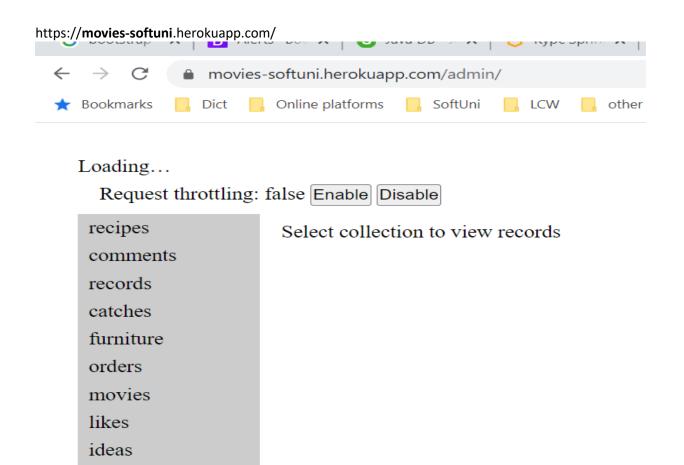
```
const server = http__default['default'].createServer(requestHandler(plugins, services));
   const port = 3030;
   const port = process.env.PORT || 3030; //така ще тръгне в Heroku, и ще бачка и без да
използваме heroku

   server.listen(port);
   console.log(`Server started on port ${port}. You can make requests to
http://localhost:${port}/`);
   console.log(`Admin panel located at http://localhost:${port}/admin`);

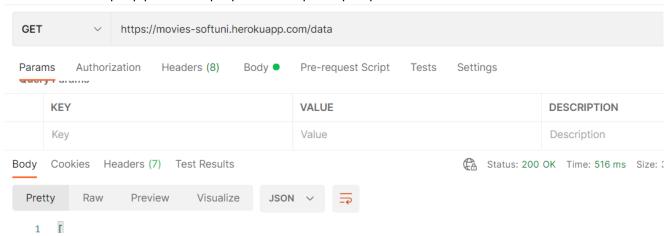
   var softuniPracticeServer = {
    };
   return softuniPracticeServer;
```

git add . може и без тази команда, защото следващата команда е -а (-а означава всичко, което е модифицирано, го качвай)

git commit -am "Add port env. variable" git push heroku master



И вече softUni сервър работи стартиран от интернет пространството



2.5. Front-End/Client server we make via github pages -> new organization

Сменяме и base URL адреса на backend услугата:

```
// export const baseUrl = 'http://localhost:3030';
export const baseUrl = 'https://movies-softuni.herokuapp.com'; //URL-то на SoftUni
server, който качихме в Heroku.
```

CORS - Access-Control-Allow-Origin

Няма нужда

options.headers['Access-Control-Allow-Origin'] = '*';

re-run on the local lite-server for example

```
Access-Control-Allow-Origin: *
Access-Control-Allow-Origin: <origin>
Access-Control-Allow-Origin: null
```

Ако имаме в requester.js console.log(response) и се чупи.

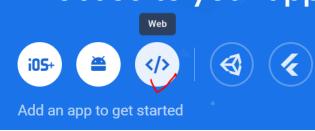
3. Deploying in Host Firebase + VSC (JS Node) – we can deploy front-end client server

https://console.firebase.google.com - login with gmail account

movies-softuni

 \times

Към един проект, може да има няколко вида front-end – за мобилно устройство Android, за web, за apple,



Register app

Add Firebase SDK

1 Register app

App nickname ⑦

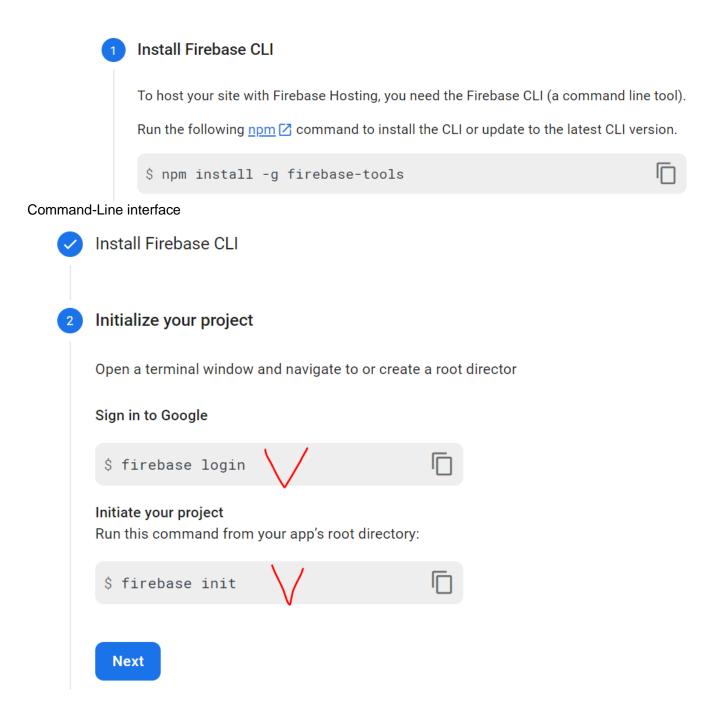
movies-softuni

Also set up Firebase Hosting for this app. Learn more ☑

Hosting can also be set up later. There is no cost to get started anytime

Add Firebase to your web app

Set up Firebase Hosting



```
PS C:\Temp projects\21-22 - Worskhop End to End app - .fetch.then - heroku\movies> firebase init
Debugger listening on ws://127.0.0.1:58254/4ea050e9-62b6-46b5-a8f7-be6ed812412b
For help, see: https://nodejs.org/en/docs/inspector
Debugger attached.
    ******* **** ******** ******* *******
                                         ###
                                                  ###### ########
            ## ## ## ## ## ## ## ##
           ## ## ## ## ## ## ## ##
           You're about to initialize a Firebase project in this directory:
 C:\Temp projects\21-22 - Worskhop End to End app - .fetch.then - heroku\movies
Before we get started, keep in mind:
 * You are currently outside your home directory
? Are you ready to proceed? Yes
? Which Firebase features do you want to set up for this directory? Press Space to select features, then Enter to confirm your (
es. (Press <space> to select, <a> to toggle all, <i> to invert selection, and <enter> to proceed)
( ) Realtime Database: Configure a security rules file for Realtime Database and (optionally) provision default instance
 ( ) Firestore: Configure security rules and indexes files for Firestore
( ) Functions: Configure a Cloud Functions directory and its files
>(*) Hosting: Configure files for Firebase Hosting and (optionally) set up GitHub Action deploys
```

Enter

? Please select an option:

() Storage: Configure a security rules file for Cloud Storage () Emulators: Set up local emulators for Firebase products

() Hosting: Set up GitHub Action deploys

(Move up and down to reveal more choices)

> Use an existing project Create a new project Add Firebase to an existing Google Cloud Platform project Don't set up a default project

Enter

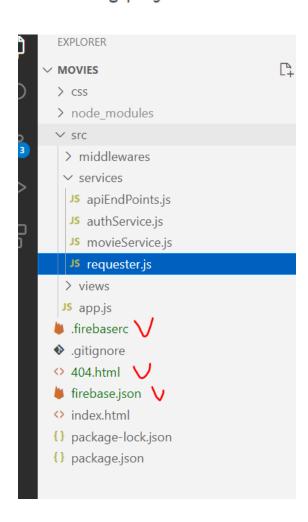
? Please select an option: Use an existing project
? Select a default Firebase project for this directory:
> movies-softuni-7ea72 (movies-softuni) \(\bigvee \)
svilenproject (SvilenProject)

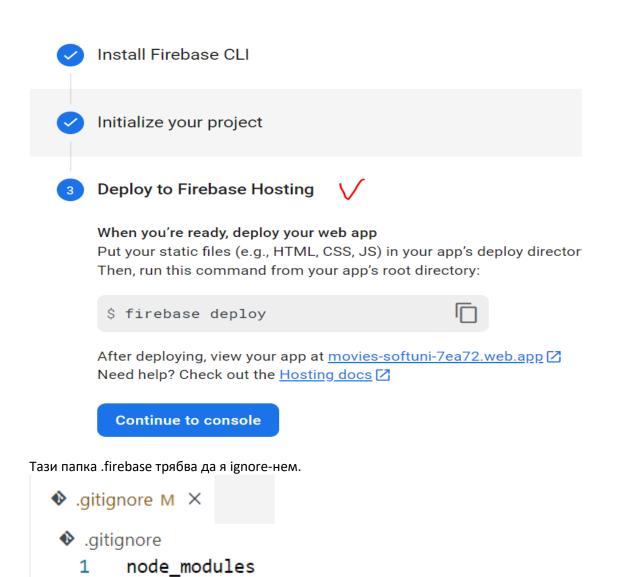
Enter

Точката представлява, че нашата public directory е текущата директория.

```
? What do you want to use as your public directory? .
? Configure as a single-page app (rewrite all urls to /index.html)? No Y
? Set up automatic builds and deploys with GitHub? No V
+ Wrote ./404.html
? File ./index.html already exists. Overwrite? No V
i Skipping write of ./index.html
```

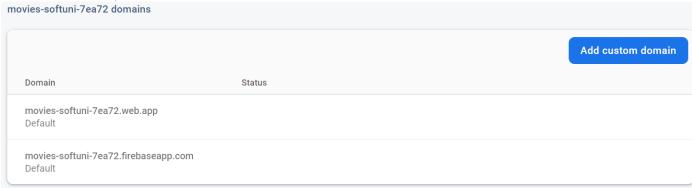
- i Writing configuration info to firebase.json...
- i Writing project information to .firebaserc...





Два домейна ни прави – могат да се ползват и те

.firebase



```
File 404.html - automatically generated by firebase — когато рефрешнем дадена страница на SPA, то дава грешка. И затова трябва да използваме 404.html
```

```
<!DOCTYPE html>
<html>
 <head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1">
   <title>Page Not Found</title>
   <style media="screen">
      body { background: #ECEFF1; color: rgba(0,0,0,0.87); font-family: Roboto,
Helvetica, Arial, sans-serif; margin: 0; padding: 0; }
      #message { background: white; max-width: 360px; margin: 100px auto 16px; padding:
32px 24px 16px; border-radius: 3px; }
     #message h3 { color: #888; font-weight: normal; font-size: 16px; margin: 16px 0
12px; }
      #message h2 { color: #ffa100; font-weight: bold; font-size: 16px; margin: 0 0 8px;
}
      #message h1 { font-size: 22px; font-weight: 300; color: rgba(0,0,0,0.6); margin: 0
0 16px;}
      #message p { line-height: 140%; margin: 16px 0 24px; font-size: 14px; }
      #message a { display: block; text-align: center; background: #039be5; text-
transform: uppercase; text-decoration: none; color: white; padding: 16px; border-radius:
4px; }
     #message, #message a { box-shadow: 0 1px 3px rgba(0,0,0,0.12), 0 1px 2px
rgba(0,0,0,0.24); }
     #load { color: rgba(0,0,0,0.4); text-align: center; font-size: 13px; }
     @media (max-width: 600px) {
       body, #message { margin-top: 0; background: white; box-shadow: none; }
       body { border-top: 16px solid #ffa100; }
      }
   </style>
  </head>
 <body>
   <div id="message">
      <h2>404</h2>
      <h1>Page Not Found</h1>
      The specified file was not found on this website. Please check the URL for
mistakes and try again.
      <h3>Why am I seeing this?</h3>
      This page was generated by the Firebase Command-Line Interface. To modify it,
edit the <code>404.html</code> file in your project's configured <code>public</code>
directory.
   </div>
  </body>
</html>
```

https://github.com/rafgraph/spa-github-pages

To easily copy it

```
На негово място слагаме този от https://github.com/rafgraph/spa-github-pages
<!DOCTYPE html>
<html>
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    <meta charset="utf-8">
   <title>Single Page Apps for GitHub Pages</title>
   <script type="text/javascript">
     // Single Page Apps for GitHub Pages
     // MIT License
     // https://github.com/rafgraph/spa-github-pages
     // This script takes the current url and converts the path and query
     // string into just a query string, and then redirects the browser
     // to the new url with only a query string and hash fragment,
     // e.g. https://www.foo.tld/one/two?a=b&c=d#qwe, becomes
     // https://www.foo.tld/?/one/two&a=b~and~c=d#qwe
     // Note: this 404.html file must be at least 512 bytes for it to work
     // with Internet Explorer (it is currently > 512 bytes)
     // If you're creating a Project Pages site and NOT using a custom domain,
     // then set pathSegmentsToKeep to 1 (enterprise users may need to set it to > 1).
     // This way the code will only replace the route part of the path, and not
     // the real directory in which the app resides, for example:
     // https://username.github.io/repo-name/one/two?a=b&c=d#qwe becomes
     // https://username.github.io/repo-name/?/one/two&a=b~and~c=d#qwe
      // Otherwise, leave pathSegmentsToKeep as 0.
     var pathSegmentsToKeep = 0;
      var 1 = window.location;
      1.replace(
        1.protocol + '//' + 1.hostname + (1.port ? ':' + 1.port : '') +
        l.pathname.split('/').slice(0, 1 + pathSegmentsToKeep).join('/') + '/?/' +
        1.pathname.slice(1).split('/').slice(pathSegmentsToKeep).join('/').replace(/&/g,
'~and~') +
        (1.search ? '&' + 1.search.slice(1).replace(/&/g, '~and~') : '') +
       1.hash
     );
    </script>
```

```
</head>
  <body>
  </body>
</html>
```

И слагаме в index.html, преди всички други script-ове, този скрипт от https://github.com/rafgraph/spa-github-pages:

```
1)
      <!-- Start Single Page Apps for GitHub Pages -->
   <script type="text/javascript">
       // Single Page Apps for GitHub Pages
       // MIT License
       // https://github.com/rafgraph/spa-github-pages
       // This script checks to see if a redirect is present in the query string,
       // converts it back into the correct url and adds it to the
       // browser's history using window.history.replaceState(...),
       // which won't cause the browser to attempt to load the new url.
       // When the single page app is loaded further down in this file,
       // the correct url will be waiting in the browser's history for
       // the single page app to route accordingly.
        (function(1) {
          if (l.search[1] === '/' ) {
            var decoded = l.search.slice(1).split('&').map(function(s) {
              return s.replace(/~and~/g, '&')
            }).join('?');
            window.history.replaceState(null, null,
                1.pathname.slice(0, -1) + decoded + 1.hash
            );
          }
       }(window.location))
      </script>
      <!-- End Single Page Apps for GitHub Pages -->
2)
      <script src="src/app.js" type="module"></script>
```

firebase deploy и готово.

- 4. Deploying site in Host https://www.netlify.com/
- 5. Deploying SPRING project see Spring notes