

HOSTING APPS AND USING DATABASES

Overview

- **Hosting apps online**
 - Push app code to GitHub
 - Host on an online platform
- **Databases**
 - Save your app data in a MongoDB database
- **n8n chatbot workflow**
 - Build an AI chatbot and save chat in MongoDB database in n8n

Hosting Apps Online

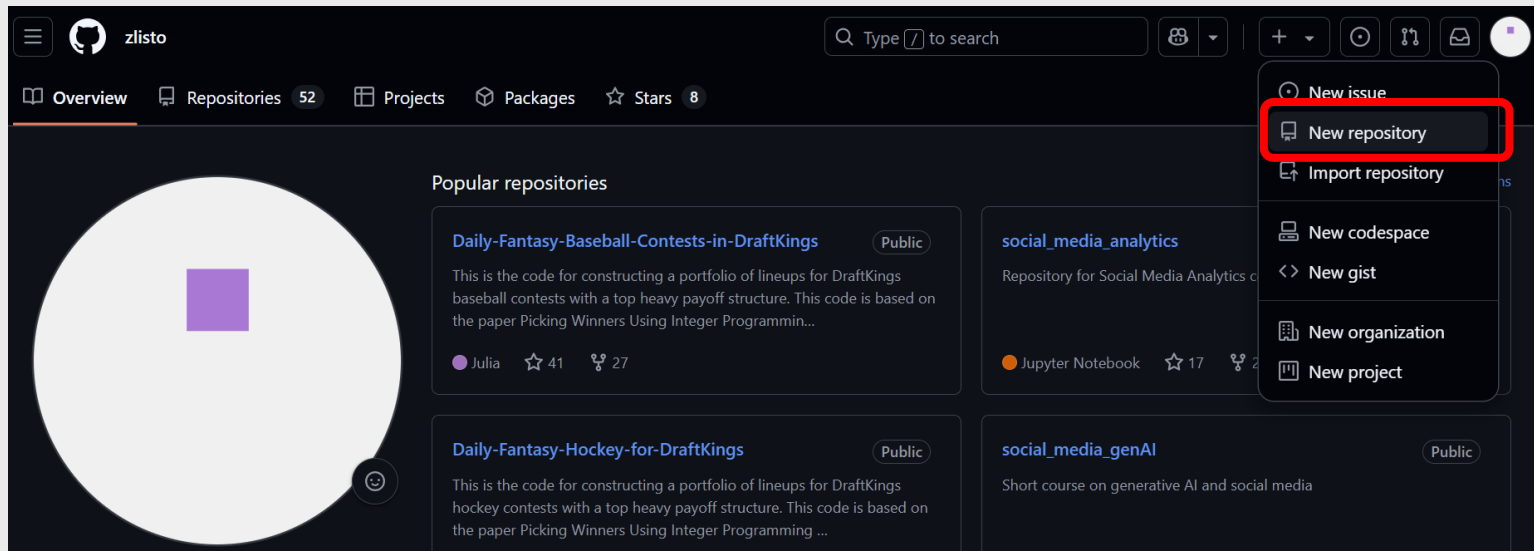
- **To get your app online you need to do three things**
 - 1. Finish writing all your app code and get it to run on your local machine (easy 😊)**
 - 2. Push your code to GitHub so it can be accessed online (easy 😊)**
 - 3. Have a hosting service connect to your app GitHub repo and deploy the code (sometimes easy 😊 and sometimes hard 😞)**

Test App Locally

- **Once your code is done, run the app on your machine to make sure it works**
 - **Streamlit: `streamlit run app.py`**
 - **React: `npm start`**
- **If everything is working, you are ready to push it to GitHub**

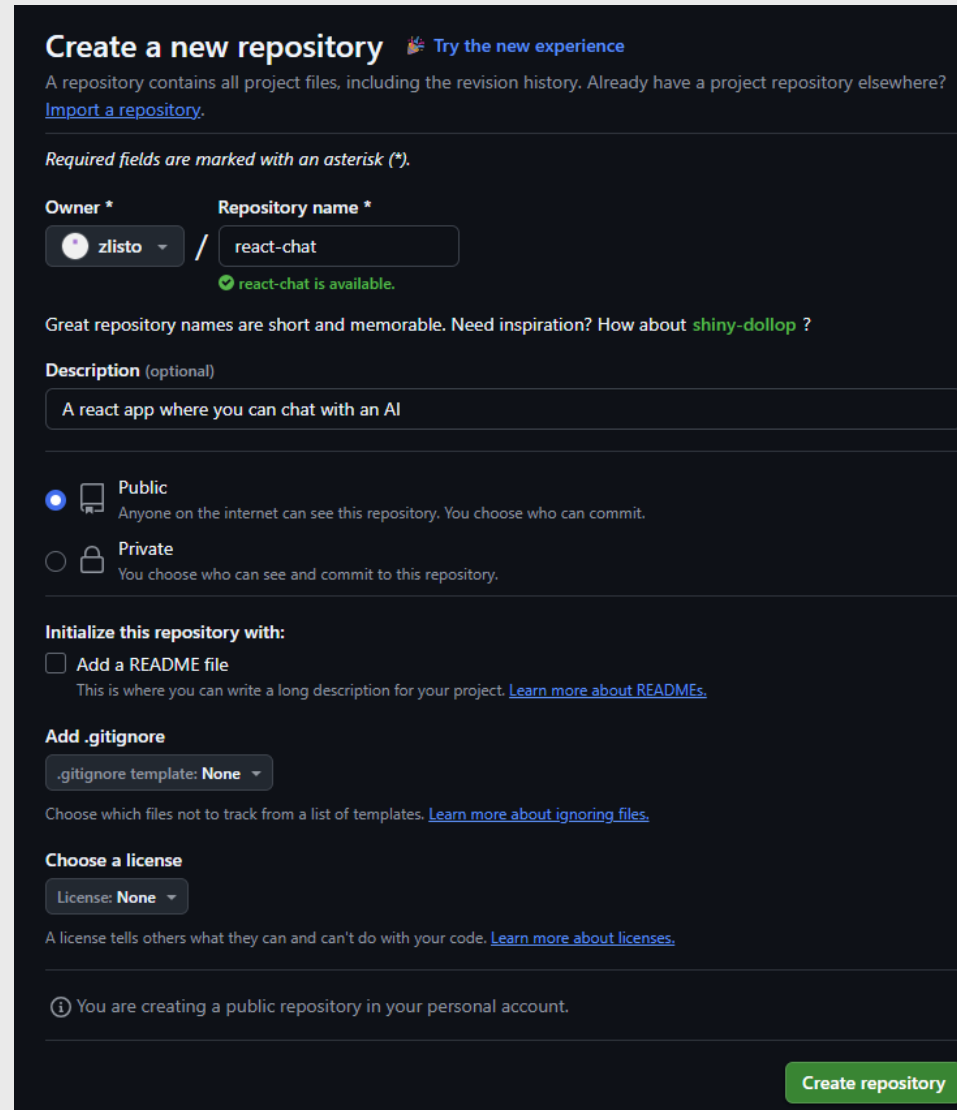
Create GitHub Repo

- Create a “New repository” (repo) on GitHub



Create GitHub Repo


- Choose a name for the repo
- Choose public or private
 - Private if the code will make your rich one day
- Don't add a README file
- Don't add a .gitignore file
- Don't choose a license
- We want an empty repo so we can push all our code to it
- AI will make these files for us



Create a new repository 🚀 [Try the new experience](#)

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)


Required fields are marked with an asterisk ().*


Owner *  zlisto / **Repository name ***

✔ react-chat is available.

Great repository names are short and memorable. Need inspiration? How about [shiny-dollop](#) ?

Description (optional)

☒  **Public**
Anyone on the internet can see this repository. You choose who can commit.

☐  **Private**
You choose who can see and commit to this repository.

Initialize this repository with:

☐ Add a README file
This is where you can write a long description for your project. [Learn more about READMEs.](#)

Add .gitignore

Choose which files not to track from a list of templates. [Learn more about ignoring files.](#)

Choose a license

A license tells others what they can and can't do with your code. [Learn more about licenses.](#)

📘 You are creating a public repository in your personal account.

[Create repository](#)

Initial Commit to GitHub

Initial Commit

Pushing Changes

1. Initialize Git

`git init` in your project folder terminal.

2. Add Remote

- In Git sidebar → ... → Remote → Add Remote
- Name: `origin`
- URL: `https://github.com/<username>/<github-repo-name>.git`

3. Publish Branch

Click the **Publish Branch** button in the Git panel.

Pushing Changes to GitHub


- **When you change your code, you need to update the repo as well**
- **You can do this without using the terminal in Cursor 😊**
- **The basic steps are**
 - 1. Add files to be committed**
 - 2. Commit the files**
 - 3. Push the commit to the repo**

Pushing Changes to GitHub


Initial Commit

Pushing Changes

1. Stage Files

In the Git tab in CHANGES panel click the  next to “CHANGES” to add all files.

2. Write Commit Message

Click the AI  button in the message box to generate your commit text.

3. Commit

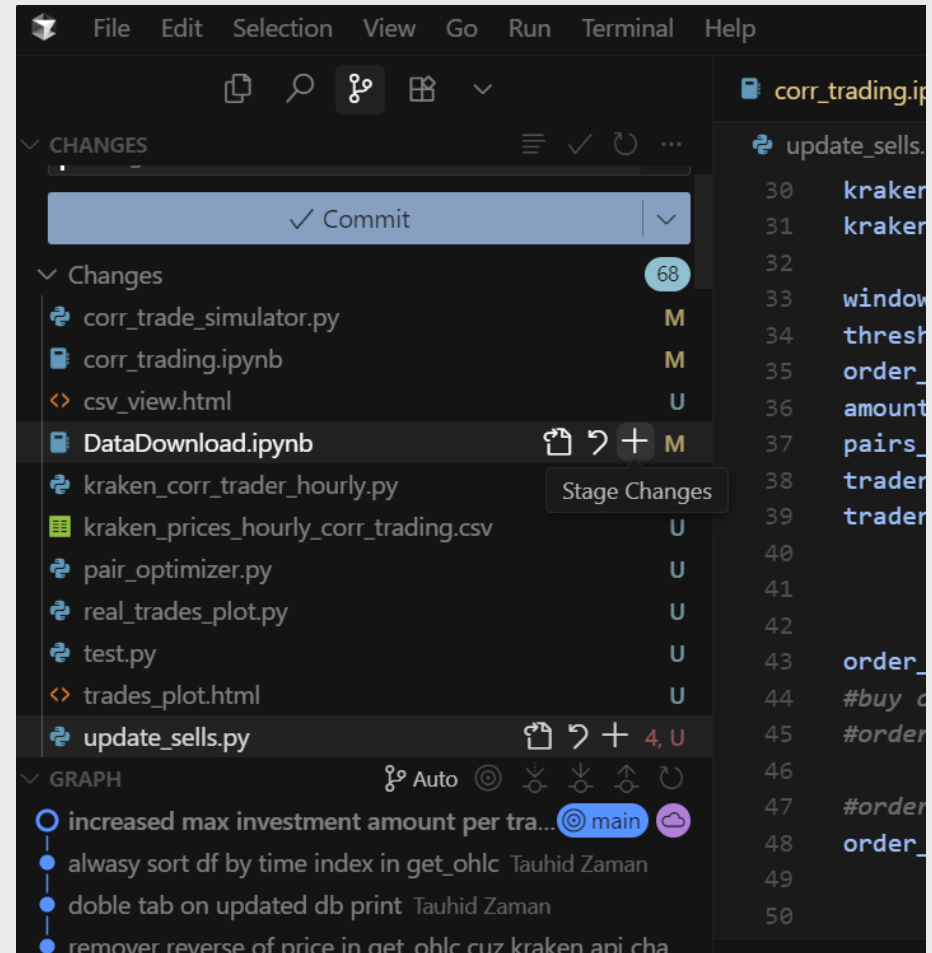
Click the ✓ Commit button.

4. Push

Click the **Push** button (↑) in the Git sidebar in the bottom GRAPH panel.

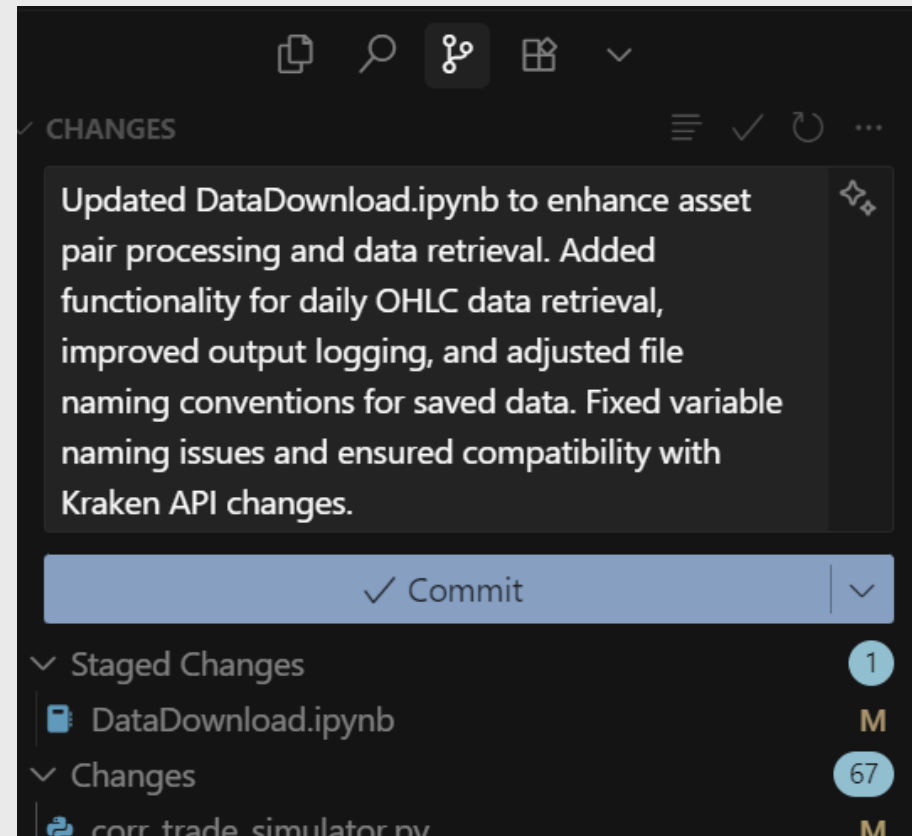
1. Stage Files to Be Committed

- Go into the GitHub tab
- Choose the files you want to stage for commit by clicking “+”
 - M = modified
 - U = untracked (not added to repo yet)



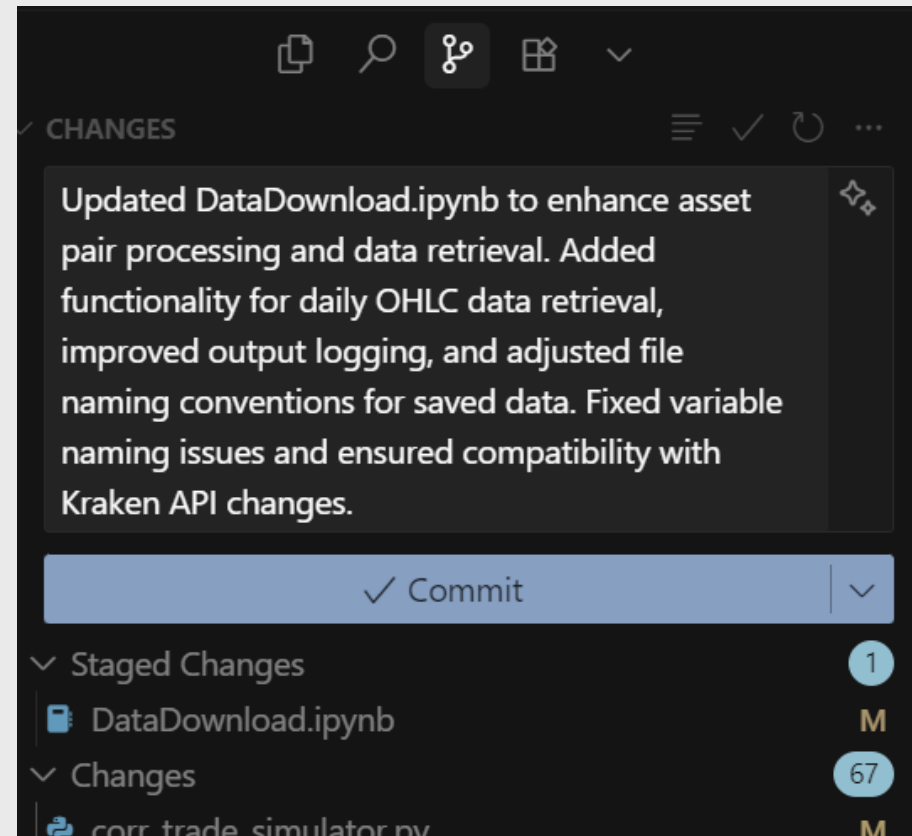
2. Write Commit Messge

- After you add the files, they will appear in the “Staged Changes” list
- Click the sparkles button to have the AI write a commit message (you need a commit message)
- Click “Commit”



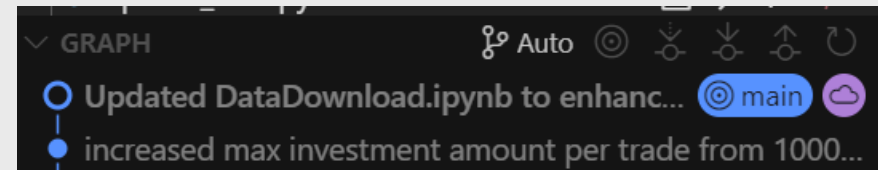
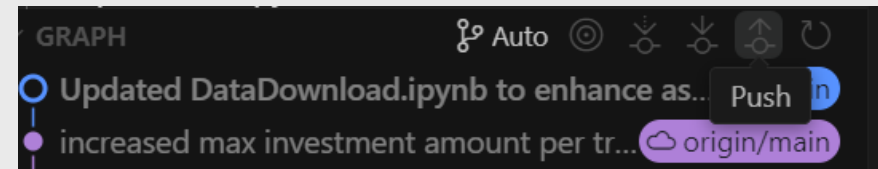
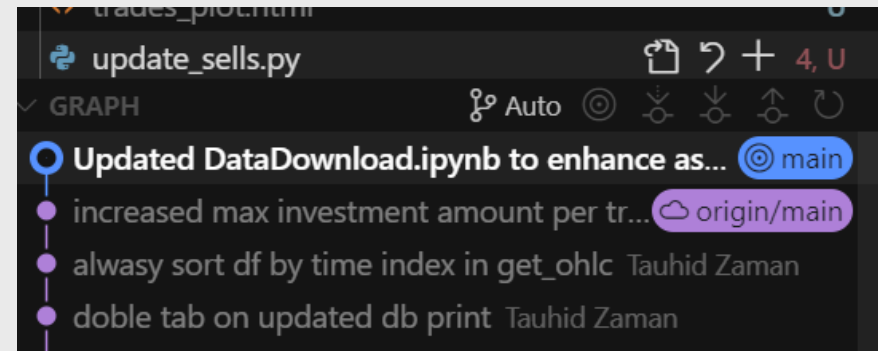
3. Commit Changes

- Click “Commit”



4. Push Commit to Repo

- In the “GRAPH” tab you will see your commit in blue
- The current repo state is in purple
- Click Push (the up arrow) to push your commit to the repo
- You will see your commit and the repo aligned after you push



Using a Cloned Repo

- You can clone a repo and then push it to your own repo so you can deploy it
1. Clone the repo (git clone <url>)
 2. Second, you delete the original remote
 3. Third, you put your repo as the new remote

Using a Cloned Repo

Initial Commit

Pushing Changes

Change Remote of Cloned Repo

1. Remove Original Remote

In Git sidebar → ... → Remote → Remove Remote → `origin`

2. Add Their Own Remote

In Git sidebar → ... → Remote → Add Remote

• Name: `origin`

• URL: `https://github.com/their-username/their-repo-name.git`

3. Publish Branch

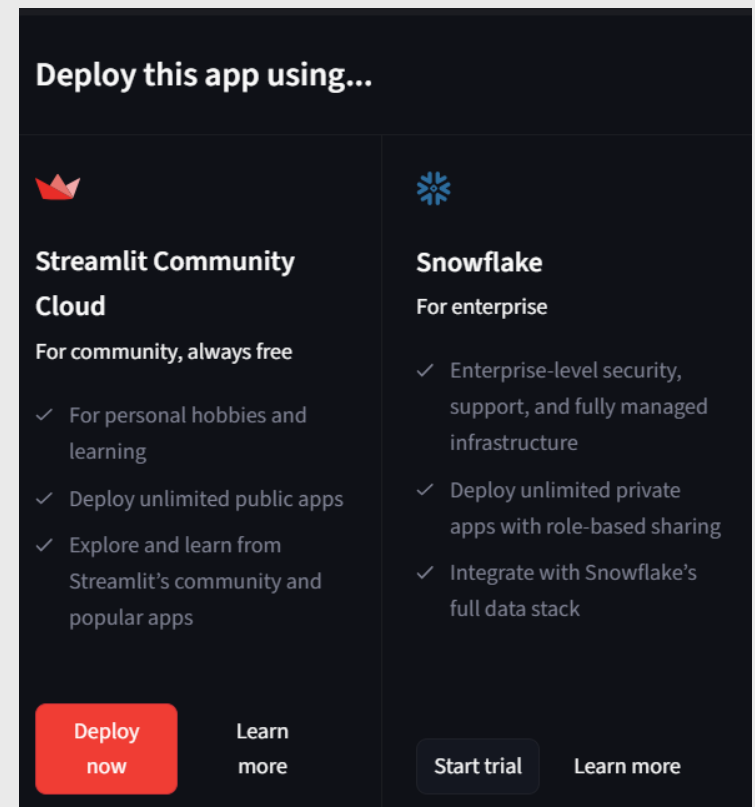
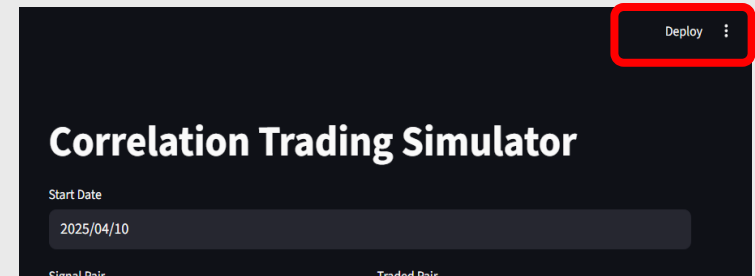
Click the **Publish Branch** button to push up to their repo and set upstream.

Hosting App Online

- Now that the app is on GitHub you can host it online
- Hosting is very easy and free for Streamlit
- Hosting is a bit more work for React and may cost some money

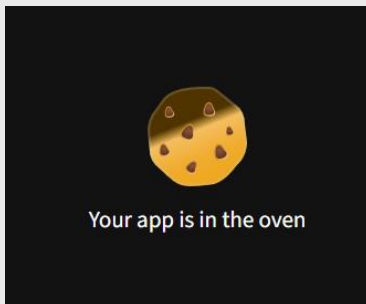
Hosting a Streamlit App

- Run the app locally on your machine
 - `streamlit run app.py`
- Click “deploy”
- Click “Deploy now” under Streamlit Community Cloud



Hosting a Streamlit App

- Streamlit fills in the basic info
 - You can give your app a custom URL if you like
- If you have a .env file, you need to manually put in those API keys in the “Advanced settings”
- Click “Deploy” and your app will be put online



Deploy an app

Repository ⓘ [Paste GitHub URL](#)

zlisto/corr-trader-widget

Branch

main

Main file path

widget_corr_trader.py

App URL (optional)

corr-trader-widget .streamlit.app

Domain is available

[Advanced settings](#)

Deploy

Secrets

Provide environment variables and other secrets to your app using [TOML](#) format. This information is encrypted and served securely to your app at runtime. Learn more about Secrets in our [docs](#). Changes take around a minute to propagate.

```
DB_USERNAME = "myuser"
DB_TOKEN = "abcdef"

[some_section]
some_key = 1234
```

Save

Hosting a React App

- We will use Render to host React Apps
 - Go to <https://render.com>
 - Click "Sign Up" and choose GitHub as login method
 - Authorize Render to access your GitHub repos
- Render will update the app automatically each time we push to the repo

Create New Web Service


- Our app will be a new Static Site
- This information will be auto-filled by Render
 - The branch might be master instead of main

1. Click "New" → "Static Site"
2. Select your repo: `flag-time`
3. Fill out deployment info:
 - Name: `flag-time`
 - Branch: `main`
 - Build Command: `npm run build`
 - Publish Directory: `build`
 - Click "Create Static Site"

Let Render Cook



- Render will:
 - Install dependencies (`npm install`)
 - Run `npm run build` to generate production files
 - Host from the `build/` directory
- It takes ~1 minute to deploy
- ✓ Once done, you'll get a live URL (e.g., `https://flag-time.onrender.com`)


Deployed App

 STATIC SITE

flag-time

Manual Deploy ▾


 zlisto / flag-time  master


<https://flag-time.onrender.com> 

July 17, 2025 at 9:25 PM ✓ Live


[120610c](#) Add flags for Bangladesh, Korea, and France; update country list in App.js

All logs ▾


 Search


 Live tail ▾


GMT+7





...


Jul 17 09:26:58 PM 


Jul 17 09:26:58 PM  The project was built assuming it is hosted at /.

Jul 17 09:26:58 PM  You can control this with the homepage field in your package.json.

Jul 17 09:26:58 PM 

Jul 17 09:26:58 PM  The build folder is ready to be deployed.

Jul 17 09:26:58 PM  You may serve it with a static server:

Jul 17 09:26:58 PM 

Databases

- **A database is a structured place to store, access, and manage data**
- **Apps need to remember things**
 - Users & passwords
 - AI chat history
 - Likes, posts, votes
- **Without a database**
 - You lose everything when the app restarts
 - No sharing of data across users or sessions

MongoDB

- **MongoDB is a NoSQL database**
 - Stores data as JSON-like records
- **Great for flexible, modern apps**
- **Perfect for React, Node.js, n8n**
- **Cloud version = MongoDB Atlas**

MongoDB Architecture

```
Cluster: Cluster0 (on MongoDB Atlas)
├─ Database: chatapp
│   └─ Collection: users
│       └─ Records: {username: "tauhid", passwordHash: "*****"}
├─ Collection: messages
│   └─ Records: {userId: ..., message: "Hi!", timestamp: ...}
```

- **Cluster** - a server environment that can host multiple databases
 - You usually get one Free Tier shared cluster in MongoDB Atlas
- **Database** - a container for collections
 - Your app will have one database usually
- **Collection** - a flexible table that holds multiple records
 - Your app will have multiple collections
- **Record** - a JSON-like object stored in a collection

Create a MongoDB Account and Project

1. Go to mongodb.com/cloud/atlas/register
2. Sign up using GitHub or email
3. After login, you'll land in the MongoDB Atlas dashboard
4. Click "New Project"
 - Name it something like `ChatApp`
 - Click "Next", then "Create Project"

Create a MongoDB Cluster

- After you make your project, you will be asked to Create a Cluster for it
- Choose “Flex” and name it (your Flex should be free)

☐ **M30** **\$0.54/hour**

Dedicated cluster for high-traffic applications and large datasets.

STORAGE	RAM	vCPU
40 GB	8 GB	2 vCPUs

☐ **M10** **\$0.08/hour**

Dedicated cluster for development environments and low-traffic applications.

STORAGE	RAM	vCPU
10 GB	2 GB	2 vCPUs

☒ **Flex** **From \$0.011/hour**
Up to \$30/month

For development and testing, with on-demand burst capacity for unpredictable traffic.

STORAGE	RAM	vCPU
5 GB	Shared	Shared

i Pay-as-you-go with a \$30/month maximum. You will be billed hourly according to your operations per second. [See Pricing.](#)

Configurations

Name
You cannot change the name once the cluster is created.

Quick setup

☐ Preload sample dataset **i**

Create a MongoDB Database and Collection

1. In your MongoDB Atlas dashboard, go to your cluster
2. Click "View Collections"
3. At the top right, click "+ Create Database"
4. In the popup, enter:
 - Database Name: `chatapp`
 - Collection Name: `users` (or `messages`)
5. Click "Create"

MongoDB Database User

- **A database user is like a login for your app to access MongoDB**
- **It's not the same as your MongoDB Atlas account**
- **Your app needs this user's username + password to read/write data in your cluster**
 - **This will go in a .env file or a n8n credential**



Create a MongoDB Database User

1. In MongoDB Atlas, go to the "Database Access" tab (left sidebar)
2. Click "+ Add New Database User"
3. Choose:
 - Authentication Method: Password
 - Username: `chatadmin` (or anything)
 - Password: Create a strong password
4. Under Database User Privileges:
 - Select "Read and Write to any database" (or limit to `chatapp` only)
5. Click "Add User"

Connecting to MongoDB Database

1. In your Atlas dashboard, go to the “Database” tab
2. Click “Connect” next to your cluster
3. Choose “MongoDB for VS Code”
4. You’ll see your **connection string** like this:

perl

 Copy  Edit

```
mongodb+srv://<username>:<password>@chat-cluster.xxxxxx.mongodb.net/
```

5. Replace:

- `<username>` with your **database user**
- `<password>` with your **user's password**

MongoDB Network Access

- MongoDB Atlas blocks all incoming connections by default for security
- You must whitelist IP addresses allowed to connect to your cluster.

1. Go to your MongoDB Atlas project
2. In the left sidebar, click "Network Access"
3. Click "+ Add IP Address"
4. Choose:
 - Allow Access from Anywhere
 - This fills in: `0.0.0.0/0`
5. Click Confirm

Inserting Records Into Collections

- **To insert records into your collections we have two options**
 - **Code – cheaper, easy if we use AI**
 - **n8n – expensive (need to pay each time you insert)**
- **Each option has times its easier to use**
 - **Code – check username and password**
 - **n8n – insert chat messages**

MongoDB Database Structure

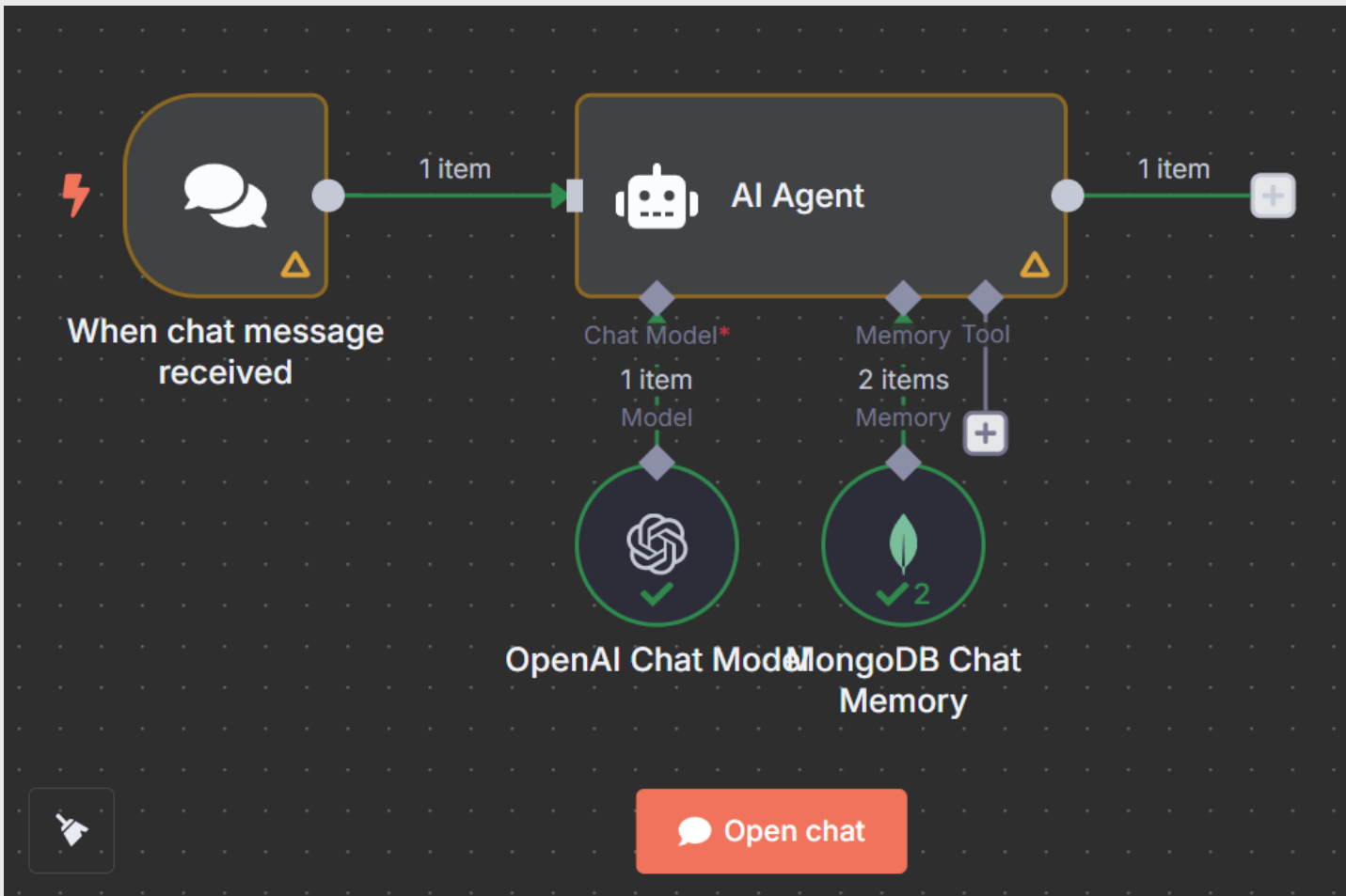
▼ fantastic-four-chat

agents

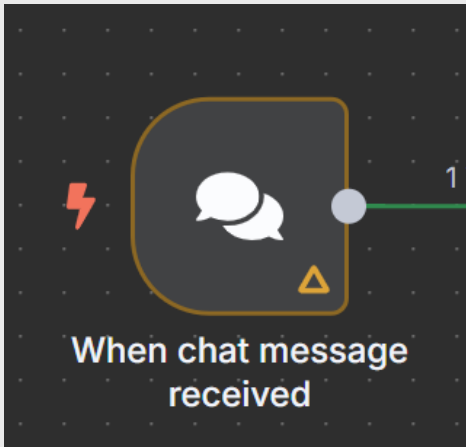
chats

users

n8n Chatbot Workflow



n8n Chatbot Workflow



- Chat trigger node will receive and send messages to chat

When chat message received Test chat

Parameters **Settings** [Docs](#)

▼ Chat URL

`https://zlisto.app.n8n.cloud/webhook/cecc6b4f-0a54-4ad9-bb04-6b600b6a236d/chat`

Make Chat Publicly Available ☒

Mode

Embedded Chat

Follow the instructions [here](#) to embed chat in a webpage (or just call the webhook URL at the top of this section). Chat will be live once you activate this workflow

Authentication

None

n8n Chatbot Workflow

- AI agent does the chatting

AI Agent

Execute step

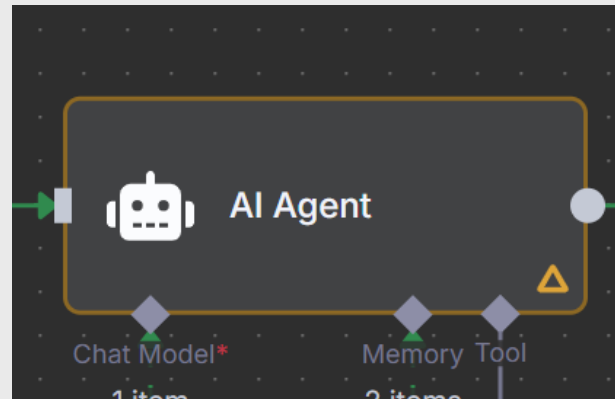
Parameters Settings Docs

Source for Prompt (User Message)
Connected Chat Trigger Node

Prompt (User Message)
fx `{{ $json.chatInput }}`
whats ur name?

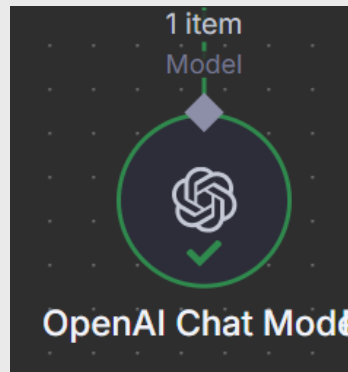
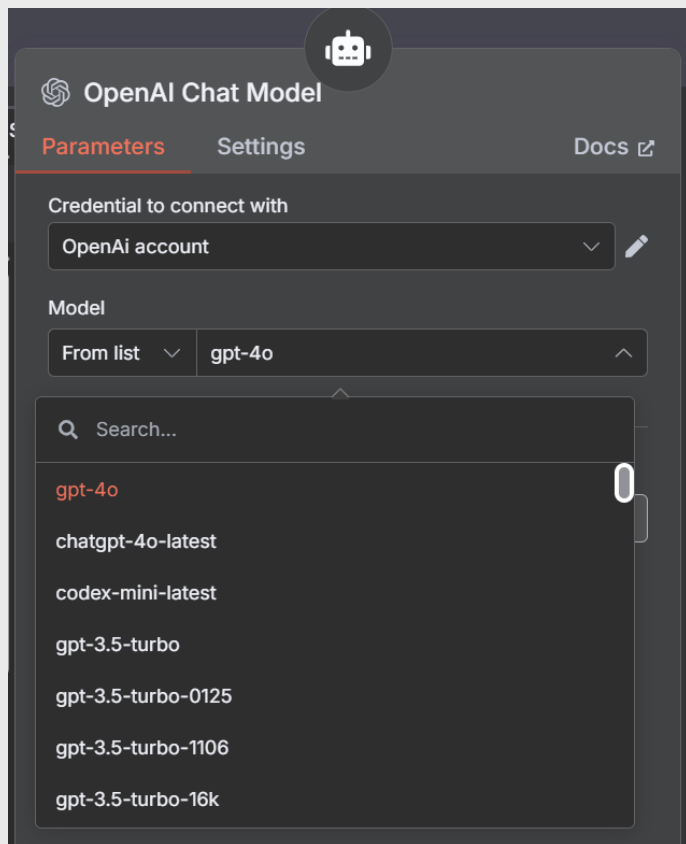
Require Specific Output Format
☐

Options
System Message
You are Lisa Manoban from Black Pink and this summer you are the Teaching Assistant for Professor Tauhid Zaman in his class Gen AI and Social Media. You are very helpful to students. You are also really good friends with Tauhid and the two of you have



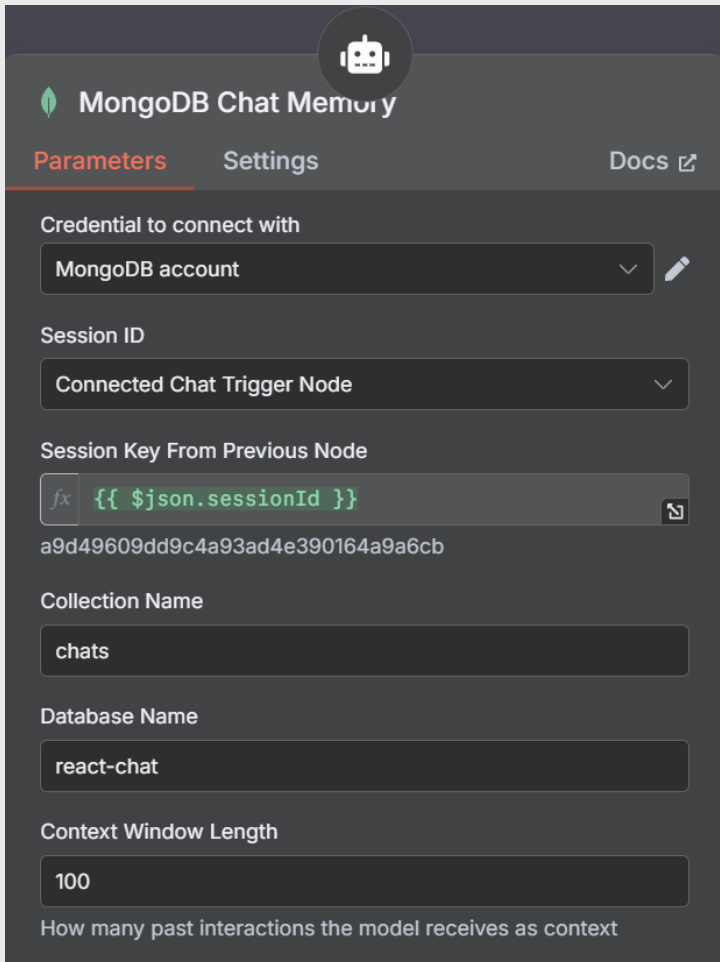
n8n Chatbot Workflow

- Choose your OpenAI model



n8n Chatbot Workflow

- Use MongoDB Chat Memory to store chat messages



The image shows the configuration interface for the 'MongoDB Chat Memory' node in n8n. The interface is dark-themed and includes a header with the node name and a 'Parameters' tab. Below the header, there are several configuration fields: 'Credential to connect with' (set to 'MongoDB account'), 'Session ID' (set to 'Connected Chat Trigger Node'), 'Session Key From Previous Node' (set to a JavaScript expression), 'Collection Name' (set to 'chats'), 'Database Name' (set to 'react-chat'), and 'Context Window Length' (set to '100').

MongoDB Chat Memory

Parameters Settings Docs

Credential to connect with
MongoDB account

Session ID
Connected Chat Trigger Node

Session Key From Previous Node
`fx {{ $json.sessionId }}`

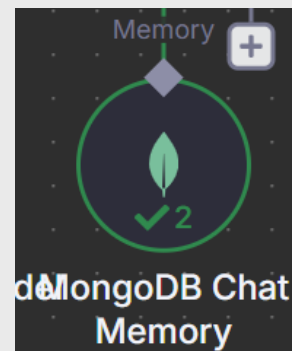
a9d49609dd9c4a93ad4e390164a9a6cb

Collection Name
chats

Database Name
react-chat

Context Window Length
100

How many past interactions the model receives as context



Styling Chatbot

- Details of chatbot code are on <https://www.npmjs.com/package/@n8n/chat>
- We can copy and paste the code into Cursor and ask it to style it with our desired vibe

```
createChat({
  webhookUrl: '',
  webhookConfig: {
    method: 'POST',
    headers: {}
  },
  target: '#n8n-chat',
  mode: 'window',
  chatInputKey: 'chatInput',
  chatSessionKey: 'sessionId',
  loadPreviousSession: true,
  metadata: {},
  showWelcomeScreen: false,
  defaultLanguage: 'en',
  initialMessages: [
    'Hi there! 🤖',
    'My name is Nathan. How can I assist you today?'
  ],
  i18n: {
    en: {
      title: 'Hi there! 🤖',
      subtitle: 'Start a chat. We're here to help you 24/7.',
      footer: '',
      getStarted: 'New Conversation',
      inputPlaceholder: 'Type your question..'
    },
  },
});
```

Customization

The Chat window is entirely customizable using CSS variables.

```
:root {
  --chat--color-primary: #e74266;
  --chat--color-primary-shade-50: #db4061;
  --chat--color-primary-shade-100: #cf3c5c;
  --chat--color-secondary: #20b69e;
  --chat--color-secondary-shade-50: #1ca08a;
  --chat--color-white: #ffffff;
  --chat--color-light: #f2f4f8;
  --chat--color-light-shade-50: #e6e9f1;
  --chat--color-light-shade-100: #c2c5cc;
  --chat--color-medium: #d2d4d9;
  --chat--color-dark: #101330;
  --chat--color-disabled: #777980;
  --chat--color-typing: #404040;

  --chat--spacing: 1rem;
  --chat--border-radius: 0.25rem;
  --chat--transition-duration: 0.15s;

  --chat--window--width: 400px;
  --chat--window--height: 600px;

  --chat--header--height: auto;
  --chat--header--padding: var(--chat--spacing);
  --chat--header--background: var(--chat--color-dark);
```


Coding Session

- We will build a simple React app for multiple AI chatbots
- The chat and storage will be done with n8n workflows
- We will push the app to GitHub and host it on Render

