

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 Al chatbot and save chat in MongoDB database in n8n

Hosting Apps Online

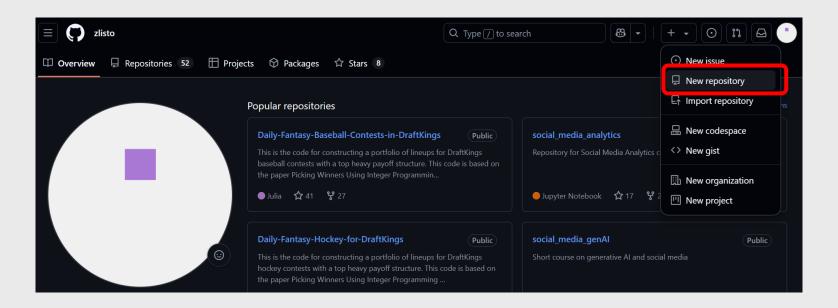
- To get your app online you need to do three things
 - 1. Finish writing all your app code and get it to run on your local machine (easy ☺)
 - 2. Push your code to GitHub so it can be accessed online (easy ©)
 - 3. Have a hosting service connect to your app GitHub repo and deploy the code (sometimes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

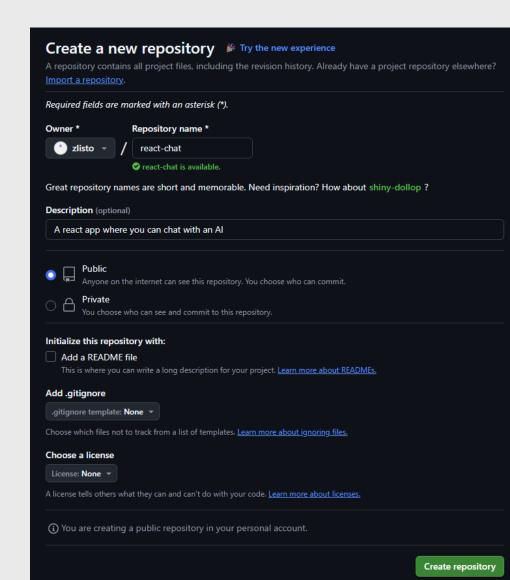
Pushing to GitHub

Create a "New repository" (repo) on GitHub



Pushing to GitHub

- 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
- Al will make these files for us



Initial Push to GitHub

 Once the repo is created you can run these commands in your terminal to push your code to the repo

```
# Step 1: Initialize a Git repository (if you haven't already)
git init
# Step 2: Add your remote GitHub repository
git remote add origin https://github.com/zlisto/react-chat.git
# Step 3: Add all files to staging
git add .
# Step 4: Commit the files
git commit -m "Initial commit"
# Step 5: Push to the main branch (force if repo is not empty)
git branch -M main
git push -u origin main
```

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.

Updating Your Repo

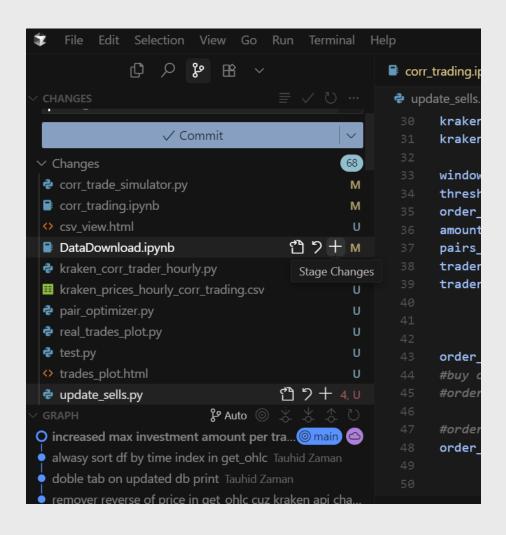
 When you change your code, you need to update the repo as well

 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

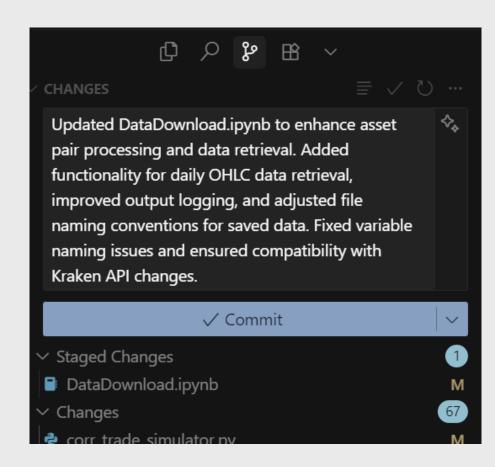
1. Add Files to Be Committed

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



2. Commit Files

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



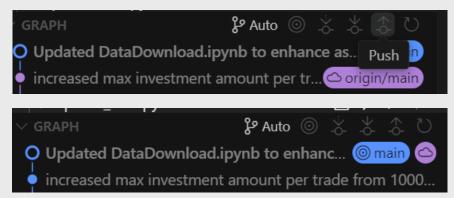
3. Push Commit to Repo

- In the "GRAPH" tab you will see your commit in blue
- purple
- Updated DataDownload.ipynb to enhance as... main The current repo state is in increased max investment amount per tr... origin/main alwasy sort df by time index in get_ohlc Tauhid Zaman doble tab on updated db print Tauhid Zaman

update_sells.py

GRAPH

- Click Push (the up arrow) to push your commit to the repo
- You will see your commit and the repo aligned after you push



P Auto ⊚ 🗴 🐰

Hosting App Online

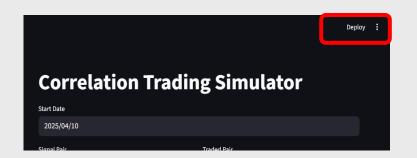
Now that the app is on GitHub you can host it online

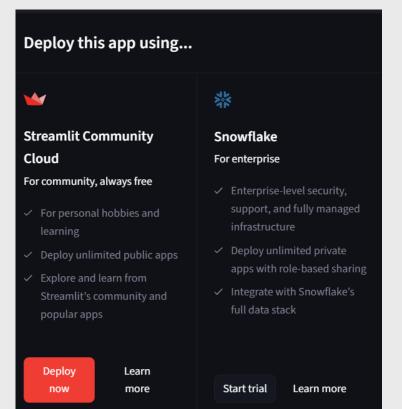
Hosting is very easy and free for Streamlit

 Hosting is a bit more work for React and may cost some money

Hosting a Streamlit App

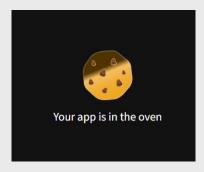
- Run the app locally on your machine
 - streamlit run app.py
- Click "deploy"
- Click "Deploy now" under Streamlit Community Cloud

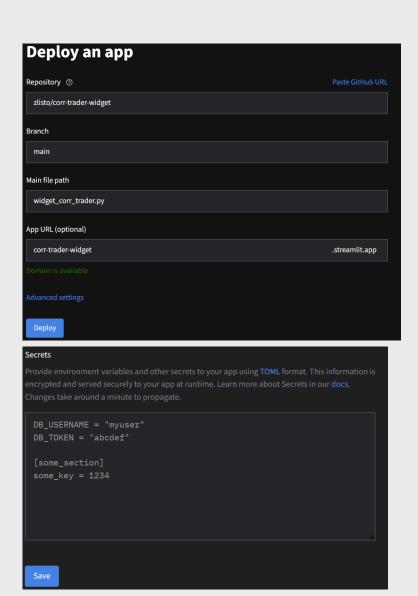




Hosting a Streamlit App

- 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





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
- Click "New" → "Static Site"
 Select your repo: flag-time
 Fill out deployment info:

 Name: flag-time
 Branch: main
 Build Command: npm run build

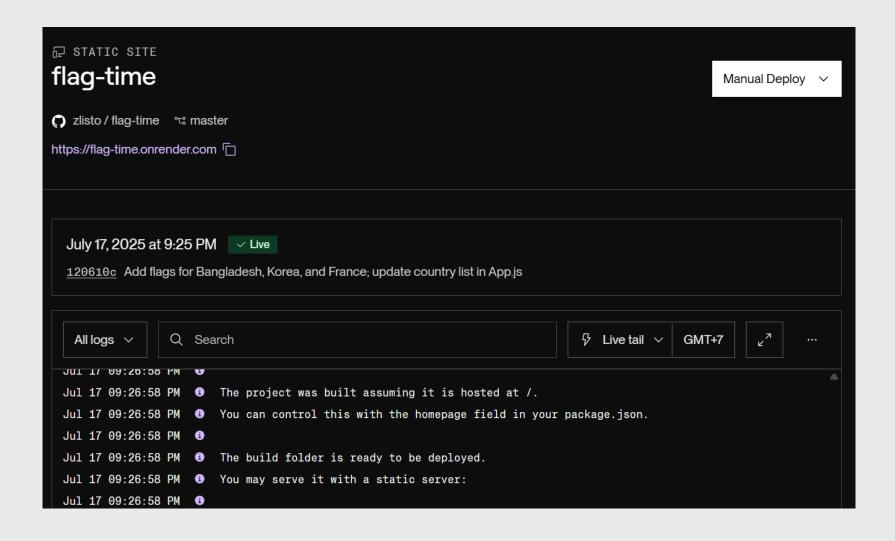
Publish Directory: build

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



Databases

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



Mongo DB

- 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: ...}
```

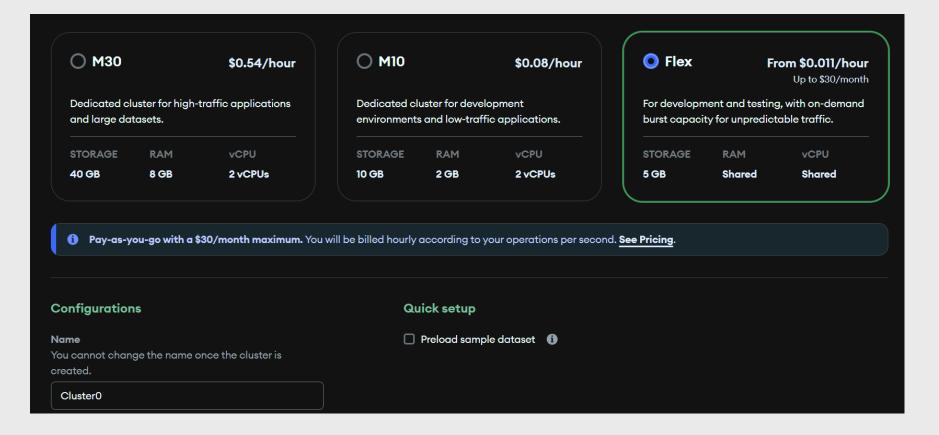
- Cluster a server environment that can host multiple databases
 - You usually get one Free Tier shared cluster in MongoDB Atlas
- Database a container for collections
 - Your app will have one database usually
- Collection a flexible table that holds multiple records
 - Your app will have multiple collections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

Create a MongoDB Account and Project

- 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)



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)
- 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

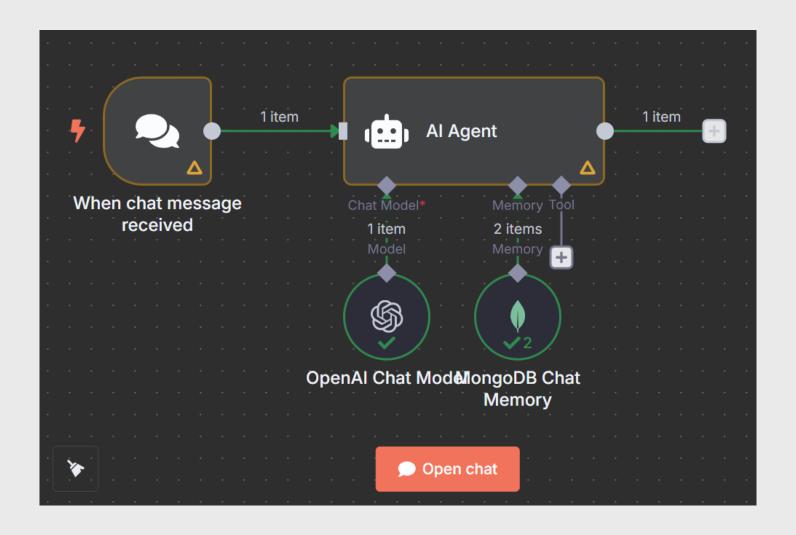
1. In your Atlas dashboard, go to the "Database" tab 2. Click "Connect" next to your cluster 3. Choose "MongoDB for VS Code" **4.** You'll see your **connection string** like this: perl mongodb+srv://<username>:<password>@chat-cluster.xxxxxx.mongodb.net/ **5.** Replace: <username> with your database user <password> with your user's password

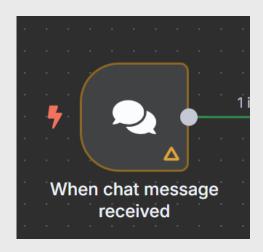
MongoDB Network Access

- 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

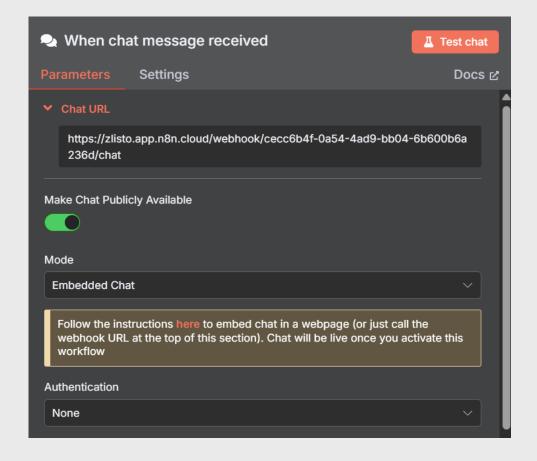
Inserting Records Into Collections

- To insert records into your collections we have two options
 - Code cheaper, easy if we use Al
 - 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

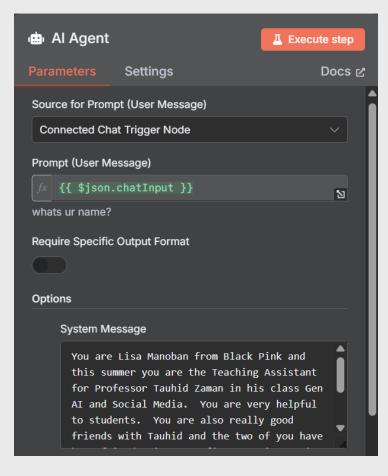


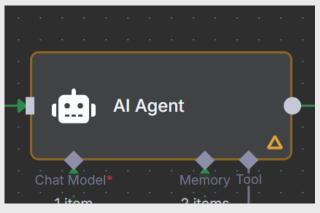


 Chat trigger node will receive and send messages to chat

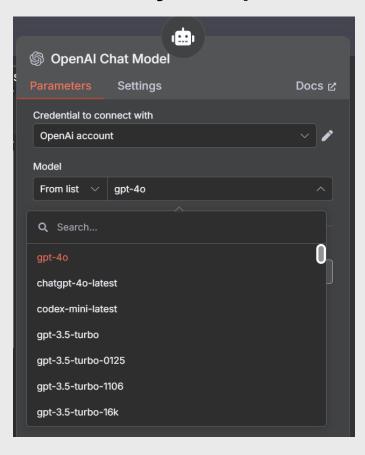


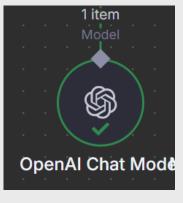
 Al agent does the chatting



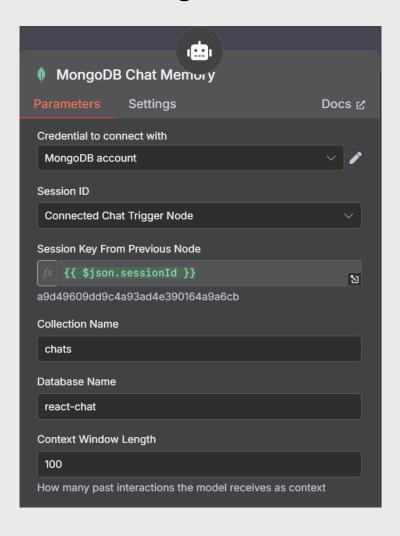


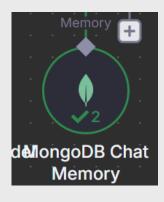
Choose your OpenAl model





Use MongoDB Chat Memory to store chat messages





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! 4,
                       subtitle: "Start a chat. We're here to help you 24/7.",
                       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 Al chatbots
- The chat and storage will be done with n8n workflows
- We will push the app to GitHub and host it on Render

