Internet Technologies

Ruby and
Ruby on Rails and some REST
and Open Data Protocol
Ruby on Rails

Material for this presentation was taken from Sebesta (PWWW, course text) and "Agile Web Development with Rails" by Ruby, Thomas and Hansson, third edition.
Notes on Ruby From Sebesta's "Programming The World Wide Web"

- Designed in Japan by Yukihiro Matsumoto
- Released in 1996
- Designed to replace Perl and Python
- Rails, a web application development framework, was written in and uses Ruby
- Ruby is general purpose but probably the most common use of Ruby is Rails
- Rails was developed by David Heinemeier and released in 2004
- Basecamp (project management), GitHub (web-based Git repository) are written in RoR
General Notes on Ruby(1)

- To get started install rbenv or RVM (Ruby Version Manager)
- Use ri command line tool to browse documentation (e.g., ri Integer).
- Use rdoc to create documentation (like Javadoc)
- Ruby is a pure object-oriented language.
- All variables reference objects.
- Every data value is an object.
- References are typeless.
- All that is ever assigned in an assignment statement is the address of an object.
- The is no way to declare a variable.
- A scalar variable that has not been assigned a value has the value nil.
General Notes on Ruby(2)

- Three categories of data types - scalars, arrays and hashes
- Two categories of scalars - numerics and character strings
- Everything (even classes) is an object.
- Numeric types inherit from the Numeric class
- Float and Integer inherit from Numeric
- Fixnum (32 bits) and Bignum inherit from Integer
- All string literals are String objects
- The null string may be denoted as " or as ' ".
- The String class has over 75 methods
General Notes on Ruby(3)

- Ruby gems: “There is a gem for that”.
- A ruby gem provides functionality.
- May run on its own. A stand alone program. Rails is a gem.
- May be included in your code with require:
  - require ‘aws/s3’  # to access Amazon Simple Storage Service
  - require is the same as the c language’s include.
- How do you install a gem? From the command line enter:
  - gem install GEM_NAME (usually from http://rubygems.org)
  - gem install rails
  - gem install jquery-rails
  - gem install geocoder
Interactive Environment

$irb
>> miles = 1000
=> 1000
>> milesPerHour = 100
=> 100
>> "Going #{miles} miles at #{milesPerHour} MPH takes #{1/milesPerHour.to_f*miles} hours"
=> "Going 1000 miles at 100 MPH takes 10.0 hours"
More interactive Ruby

```ruby
$irb
>> miles = 1000
=> 1000
>> s = "The number of miles is #{miles}"
=> "The number of miles is 1000"
>> s
=> "The number of miles is 1000"
```
Non-Interactive Ruby

Save as one.rb and run with ruby one.rb

```ruby
a = "hi"
b = a
puts a
puts b
b = "OK"
puts a
puts b
```

Output
======
hi
hi
hi
hi
OK
References are Typeless

```ruby
a = 4
puts a
a = "hello"
puts a

Output
=====
4
hello
```
C Style Escapes

puts "Hello\nInternet\tTechnologies"

Hello
Internet   Technologies
Converting Case

```ruby
a = "This is mixed case."
pants a.upcase
pants a
pants a.upcase!
puts a

THIS IS MIXED CASE.
This is mixed case.
THIS IS MIXED CASE.
THIS IS MIXED CASE.
```
Testing Equality(1)

b = "Cool course" == "Cool course" # same content
puts b
b = "Cool course".equal?("Cool course")  # same object
puts b
puts 7 == 7.0     # same value
puts 7.eql?(7.0)  # same value and same type

Output
======
true
false
true
false
Testing Equality(2)

```ruby
a = "Ruby is cool."
b = "Ruby is cool."
c = b
if a == b
  puts "Cool"
else
  puts "Oops"
end
if c.equal?(b)
  puts "Too cool"
else
  puts "Big Oops"
end
if c.equal?(a)
  puts "Way cool"
else
  puts "Major Oops"
end
```

What’s the output?

```
Cool
Too cool
Major Oops
```

```bash
$ruby test.rb
```

```bash
Cool
Too cool
Major Oops
```
Reading The Keyboard

puts "Who are you?"
name = gets  #include entered newline
name.chomp! #remove the newline
puts "Hi " + name + ", nice meeting you."

Interaction
==========
Who are you?
Mike
Hi Mike, nice meeting you.
#to_i returns 0 on strings that are not integers
puts "Enter two integers on two lines and I'll add them"
a = gets.to_i
b = gets.to_i
puts a + b

Interaction
============
Enter two integers on two lines and I'll add them
2
4
6
Conditions with if

```ruby
a = 5
if a > 4
    puts "Inside the if"
    a = 2
end
puts "a == " + a.to_s(10)

Output
======
Inside the if
a == 2
```

Conditions with unless

```ruby
a = 5
unless a <= 4
  puts "Inside the if"
  a = 2
end
puts "a == " + a.to_s(10)
```

Output
======
Inside the if
Inside the if
a == 2
Conditions with if else

```ruby
a = 5
if a <= 4
  puts "Inside the if"
  a = 2
else
  puts "a == " + a.to_s(10)
end

Output
======
a == 5
```

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Conditions with if/elsif/else

```ruby
a = 5
if a <= 4
  puts "Inside the if"
  a = 2
elsif a <= 9
  puts "Inside the elsif"
else
  puts "Inside else"
end

Output
=====
Inside the elsif
```
Conditions with case/when

a = 5
case a
when 4 then
  puts "The value is 4"
when 5
  puts "The value is 5"
end

Output
======
The value is 5
Conditions with case/when/else

```ruby
a = 2
case a
when 4 then
  puts "The value is 4"
when 5
  puts "The value is 5"
else
  puts "OK"
end

Output
======
OK
```

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Statement Modifiers

Suppose the body of an if or while has a single statement. Then, you may code it as:

```ruby
puts "This is displayed" if 4 > 3
j = 0
puts j+1 if j == 0
j = j + 1 while j < 100
puts j
```

This is displayed
1
100
Case/When with Range

\[
a = 4
\]

\[
\text{case } a \\
\text{when } 4 \text{ then} \\
\text{# after a match we are done} \\
\text{puts "The value is 4"} \\
\text{when } (3..500) \\
\text{puts "The value is between 3 and 500"} \\
\text{else} \\
\text{puts "OK"} \\
\text{end}
\]

Output

======

The value is 4
Value of Case/When (1)

```ruby
year = 2009
leap = case
when year % 400 == 0 then true
when year % 100 == 0 then false
else year % 4 == 0
end
puts leap

Output
======
false
```
Value of Case/When(2)

year = 2009
puts case
when year % 400 == 0 then true
when year % 100 == 0 then false
else year % 4 == 0
end

What’s the output?

Output
======
false
While

top = 100
now = 1
sum = 0
while now <= top
    sum = sum + now
    now += 1
end
puts sum

Output
=====
5050
Until

j = 100
until j < 0
    j = j - 1
end
puts j

Output
======
-1
Arrays (1)

```ruby
a = [1, 2, 3, 4, 5]
puts a[4]
x = a[0]
puts x
a = ['To', 'be', 'or', 'not', 'to', 'be']
j = 0
while j < 6
  puts a[j]
  j = j + 1
end
```

Output
======
5
1
To
be
or
not
to
be
Arrays(2)

\[ a = [1,2,3,4,5] \]
\[ j = 0 \]
while \( j < 5 \)
  \[ a[j] = 0 \]
  \[ j = j + 1 \]
end
puts \( a[1] \)

Output
=====
0
Arrays(3)

somedays = ["Friday","Saturday","Sunday","Monday"]
puts somedays.empty?
puts somedays.sort

Output
======
false
Friday
Monday
Saturday
Sunday
Arrays(4)

```ruby
a = [5,4,3,2,1]
a.sort!
puts a
```

What’s the output?

1
2
3
4
5
Arrays(5) Set Intersection &

a = [5,4,3,2,1]
b = [5,4,1,2]
c = a & b

puts c

What’s the output?

5
4
2
1
Arrays(6) Implement a Stack

x = Array.new
k = 0
while k < 5
    x.push(k)
    k = k + 1
end

while !x.empty?
    y = x.pop
    puts y
end

What’s the output?

4
3
2
1
0
Arrays and Ranges(1)

# Create an array from a Ruby range

# Create range
a = (1..7)
puts a

#create array
b = a.to_a
puts b

Output
======
1..7
1
2
3
4
5
6
7
Arrays and Ranges(2)

#Ranges are objects with methods
v = 'aa'..'az'
u = v.to_a
puts v
puts u

Output
======
aa..az
aa
ab
ac
:
:
aw
ax
ay
az
Arrays and Ranges(3)

a = 1..10;  
b = 10..20  
puts a  
puts b  
c = a.to_a & b.to_a  
puts c

What is the output?

1..10
10..20
10
Hashes (1)

# Hashes are associative arrays
# Each data element is paired with a key
# Arrays use small ints for indexing
# Hashes use a hash function on a string

kids_ages = {"Robert" => 16, "Cristina" =>14, "Sarah" => 12, "Grace" =>8}
puts kids_ages

Output
======
Sarah12Cristina14Grace8Robert16
Hashes(2) Indexing

```ruby
kids_ages = {"Robert" => 16, "Cristina" => 14, "Sarah" => 12, "Grace" => 8}
puts kids_ages["Cristina"]

Output
======
14
```
Hashes(3) Adding & Deleting

kids_ages = {"Robert" => 16, "Cristina" => 14, "Sarah" => 12, "Grace" => 8}
kids_ages["Daniel"] = 15
kids_ages.delete("Cristina")
puts kids_ages

Output
======
Daniel15Sarah12Grace8Robert16
Hashes (4) Taking The Keys

kids_ages = {"Robert" => 16, "Cristina" =>14, "Sarah" => 12, "Grace" =>8}
m = kids_ages.keys
kids_ages.clear
puts kids_ages
puts m

Output
======
Sarah
Cristina
Grace
Robert
Hashes (5)

```ruby
grade = Hash.new
grade["Mike"] = "A+
grade["Sue"] = "A-
puts grade["Mike"]
```

What’s the output?

```
A+
```
Hashes with Symbols

(1)  \[ s = \{ :u \Rightarrow 3, :t \Rightarrow 4, :xyz \Rightarrow "Cristina" \} \]
    puts s[:xyz]
    Cristina

(2) A Ruby symbol is an instance of the Symbol class.

(3) In Rails we will see..
    \[
    <\%= link_to("Edit", :controller => "editcontroller", :action => "edit") %>
    \]
    The first parameter is a label on the link and the second parameter is a hash.

(4) The link_to method checks if the symbol :controller maps to a value and if so, is able to find “editcontroller”. Same with :action.
# This program demonstrates how Ruby may be used to parse
# JSON strings.
# Ruby represents the JSON object as a hash.

require 'net/http'
require 'json'

# Simple test example. Set up a string holding a JSON object.
s = '{"Pirates":{"CF" : "McCutchen","P" : "Bernett","RF" : "Clemente"}}'

# Get a hash from the JSON object. Same parse as in Javascript.
parsedData = JSON.parse(s)
Hashes and JSON (2)

# Display
print parsedData["Pirates"]  # returns a Ruby hash
print "\n"
print parsedData["Pirates"]["P"] + "\n"  # Bernett
print parsedData["Pirates"]["RF"] + "\n"  # Clemente
Go out to the internet and collect some JSON from Northwind

```ruby
require 'net/http'
require 'json'

url = "http://services.odata.org/Northwind/Northwind.svc/Products(2)?$format=json"

# Make an HTTP request and place the result in jsonStr
jsonStr = Net::HTTP.get_response(URI.parse(url))
data = jsonStr.body

jsonHash = JSON.parse(data)

# See if the product is discontinued
if (jsonHash["Discontinued"])
    print jsonHash["ProductName"].to_s + " is a discontinued product"
else
    print jsonHash["ProductName"].to_s + " is an active product"
end
```
A Digression: Check out OData

Check out https://northwinddatabase.codeplex.com

Search for customer with ID ‘ALFKI’

What would you like to do with this data? GET, PUT, DELETE, POST

The Northwind database is an Open Data Protocol (Odata) implementation.

Odata is based on REST. What is REST?
The OData API is RESTful

- Representational State Transfer (REST)
- Fielding (along with Tim Berners-Lee) designed HTTP and URI’s.
- The question he tried to answer in his thesis was “Why is the web so viral”? What is its architecture? What are its principles?
- REST is an architectural style – guidelines, best practices.
REST Architectural Principles

• The web has addressable resources. Each resource has a URI.
• The web has a uniform and constrained interface. HTTP, for example, has a small number of methods. Use these to manipulate resources.
• The web is representation oriented – providing diverse formats.
• The web may be used to communicate statelessly – providing scalability.
• Hypermedia is used as the engine of application state.
Open Data Protocol

• URL’s taken seriously
• Service Document exposes collections:
  https://services.odata.org/V3/Northwind/Northwind.svc/
• $metadata describes content (entity data model types)
  https://services.odata.org/V3/Northwind/Northwind.svc/$metadata
• Each collection is like an RDBMS table
  https://services.odata.org/V3/northwind/northwind.svc/Customers
# Methods may be defined outside classes
# to form functions or within classes to
# form methods. Methods must begin with lower case
# letters.
# If no parameters then parentheses are omitted.

```ruby
def testMethod
  return Time.now
end
```

```ruby
def testMethod2
  Time.now
end
```

```bash
puts testMethod
puts testMethod2
```

Output
======

```
Tue Feb 10 22:12:44 -0500 2009
Tue Feb 10 22:12:44 -0500 2009
```

```bash
```
def looper
    i = 0
    while i < 5
        puts i
        i = i + 1
    end
end

looper

What’s the output?

Output
======
0
1
2
3
4
Scalers Are Pass By Value

#scalers are pass by value

```ruby
def looper(n)
i = 0
while i < n
  puts i
  i = i + 1
end
end

looper(3)
```

Output
======

```
0
1
2
```
Parenthesis Are Optional

# scalers are pass by value

def looper(n):
    i = 0
    while i < n:
        puts i
        i = i + 1
    end
end

looper 3

Output
======
0
1
2
Passing Code Blocks (1)

def looper(n)
    i = 0
    while i < n
        yield i
        i = i + 1
    end
end

looper (3) do |x| puts x end
looper (4) {|x| puts x }

Think of the code block as a method with no name.
Only one code block may be passed.
Use procs or lambdas if you need more.

Output
======
0
1
2
0
1
2
3
Passing Code Blocks (2)

```ruby
def looper
  i = 0
  n = 4
  while i < n
    yield i
    i = i + 1
  end
end

looper{|x| puts "Value #{x}" }
```

Think of the `code block` as a method with no name.

Value 0
Value 1
Value 2
Value 3
Passing Code Blocks (3)

```ruby
def interest(balance)
    yield balance
end

rate = 0.15
interestAmt = interest(1000.0) { |bal| bal * rate }
print "interest is #{interestAmt}"

rate = 0.12
total = interest(1000.0) { |bal| bal * (rate + 1.0)}
print "interest is #{total}"```

What’s the output?

interest is 150.0
interest is 1120.0
Passing Code Blocks (4)

Many Ruby methods take blocks.

```
[1, 2, 3, 4, 5].each{|x| puts "Doubled = #{x*2}"}
```

Doubled = 2
Doubled = 4
Doubled = 6
Doubled = 8
Doubled = 10
Passing Code Blocks (5)

Many Ruby methods take blocks. Collect returns an array. What’s the output?

```ruby
t = [1,2,3,4,5].collect { |x| x*2 }
puts t
```
```
2
4
6
8
10
```

```ruby
t = [1,2,3,4,5].collect do |x| x + 1 end
puts t
```
```
2
3
4
5
6
```
Passing Code Blocks (6)

XML Processing and XPATH predicates.

# We want to read the schedule for this class.
# For command line processing use ARGV[0] rather than hard coding the name.

require "rexml/document"  # Ruby Electric XML comes with standard distribution
file = File.new( "schedule.xml" )
doc = REXML::Document.new(file)
doc.elements.each("//Slides/Topic[.='Ruby and Ruby On Rails']") { |element| puts element }

<Topic>Ruby and Ruby On Rails</Topic>
Or Remotely

require "rexml/document"
require 'open-uri'
remoteFile = open('http://www.andrew.cmu.edu/user/mm6/95-733/schedule.xml') {|f| f.read } 
doc = REXML::Document.new(remoteFile)
doc.elements.each("//Slides/Topic[.='Ruby and Ruby On Rails']") {|e| puts e }
Passing Code Blocks(7)

# integers are objects with methods that take code blocks.
4.times {puts "Yo!"}

Output
======
Yo!
Yo!
Yo!
Yo!
Arrays and Hashes Are Pass By Reference

def coolsorter(n)
    n.sort!
end

n = [5,4,3,2,1]
coolsorter(n)
puts n

What’s the output?

Output
=======
1
2
3
4
5
# Classes

# Classes and constants must begin with
# an uppercase character.
# Instance variable begin with an "@" sign.
# The constructor is named initialize

class Student
  def initialize(n = 5)
    @course = Array.new(n)
  end
  def getCourse(i)
    return @course[i]
  end
  def setCourse(c, i)
    @course[i] = c
  end
end

individual = Student.new(3)
individual.setCourse("Chemistry", 0)
puts individual.getCourse(0)

Output
======
Chemistry
Simple Inheritance

class Mammal
  def breathe
    puts "inhale and exhale"
  end
end

class Cat<Mammal
  def speak
    puts "Meow"
  end
end

class Dog<Mammal
  def speak
    puts "Woof"
  end
end

peanut = Dog.new
sam = Cat.new
peanut.speak
sam.speak
sam.breathe

Output
======
Woof
Meow
inhale and exhale

Ruby has no multiple inheritance.
Self makes a method a class method. @@ is a class variable.

class Mammal
  @@total = 0
  def initialize
    @@total = @@total + 1
  end
  def breathe
    puts "inhale and exhale"
  end
  def self.total_created
    return @@total
  end
end

class Cat<Mammal
  def speak
    puts "Meow"
  end
end

class Dog<Mammal
  def speak
    puts "Woof"
  end
end

peanut = Dog.new
sam = Cat.new
peanut.speak
sam.speak
sam.breathe

puts Mammal.total_created
class Mammal
  def breathe  # method is public
    puts "inhale and exhale"
  end

protected
  def move      # method available to inheritors
    puts "wiggle wiggle"
  end

private
  def sleep     # private method
    puts "quiet please"
  end
end

class Cat<Mammal
  def speak
    move
    puts "Meow"
  end
end

class Dog<Mammal
  def speak
    move
    puts "Woof"
  end
end
peanut = Dog.new
sam = Cat.new
peanut.speak
sam.speak
sam.breathe
Duck Typing

class Duck
  def quack
    puts "Quaaaaaaack!"
  end

  def feathers
    puts "The duck has white and gray feathers."
  end
end

class Person
  def quack
    puts "The person imitates a duck."
  end
end

From Wikipedia
Duck Typing (2)

```ruby
def feathers
  puts "The person takes a feather from the ground and shows it."
end
end

def in_the_forest duck  # takes anything that quacks with feathers
  duck.quack
  duck.feathers
end
```

From Wikipedia
Duck Typing (3)

def game
    donald = Duck.new
    john = Person.new
    in_the_forest donald
    in_the_forest john
end

game

From Wikipedia
Reflection

class Dog
  def bark
    puts "woof woof"
  end

  def fur
    puts "This dog likes you to pat her fur."
  end
end

scout = Dog.new

if(scout.respond_to?("name"))
  puts "She responds to name"
end
if(scout.respond_to?("bark"))
  puts "She responds to bark"
  puts scout.bark
end

She responds to bark
woof woof
Modules

Modules group together methods and constants. A module has no instances or subclasses. To call a module’s method, use the module name, followed by a dot, followed by the name of the method. To use a module’s constant, use the module name, followed by two colons and the name of the constant.

Think “namespace”.
module Student
  MAXCLASSSIZE = 105
  class GradStudent
    def work
      puts "think, present, present,.."
    end
    def eat
      puts "pizza"
    end
    def sleep
      puts "zzzzz"
    end
  end
end

x = 6
mike = Student::GradStudent.new
mike.work if x <= Student::MAXCLASSSIZE

ruby onemodule.rb
think, present, present,..

Include this module with require. Similar to Java’s import or C’s #include.
The methods of a module become members of a class. Think “multiple inheritance” in Ruby.

If this were an external module it would be ‘required’ first. Then ‘included’.

‘require’ is like C’s include. ‘include’ is used for mixins.
Ruby Supports Closures

A **closure** is a first class function with free variables that are bound in the lexical environment. (From Wikipedia)

Put another way: A **closure** is a method with two properties:

1. It can be passed around and can be called at a later time and
2. It has access to variables that were in scope at the time the method was created.

From: Alan Skorkin’s “Closures – A simple explanation
95-733 Internet Technologies
function foo(x) {
    return function() { alert("Hi " + x); }
}

var t = foo("Mike");
var m = foo("Sue");

t();
m();
Javascript has Closures Too!

```html
<html>
<head>
<script type="text/javascript">
// define printMessage to point to a function
var printMessage = function (s) {
    alert("In printMessage() for " + s)
    var f = function () {
        alert(s + ' was pressed.');
    }
    return f;
}
// call function pointed to be printMessage
// with a parameter.
// A pointer to a function is returned.
// The inner function has a copy of s.
buttonA = printMessage('A')
buttonB = printMessage("B")
buttonC = printMessage("C")
</script>
</head>
</html>
```
Closures in Javascript

<!script>
    <title>Closure example</title>
</head>

<body>

    <!-- call the function pointed to by the variable -->
    <button type="button" onClick = "buttonA()">A Button Click Me!</button>
    <button type="button" onClick = "buttonB()">B Button Click Me!</button>
    <button type="button" onClick = "buttonC()">C Button Click Me!</button>

</body>
</html>

What’s the output?
Closures in Javascript

On page load:

In printMessage() for A
In printMessage() for B
In printMessage() for C

Three buttons appear

Click A => “A was pressed”
Click B => “B was pressed”
A Closure in Ruby

def foo (p)
  p.call              #call the proc
end

x = 24
#create a proc to pass
p = Proc.new { puts x }

foo(p)

x = 19
foo(p)

Quiz: What’s the output?

Note: It is easy to pass two or more procs. Only one code block may be passed.

Note: x is not within the scope of foo.

Note: a reference to x is used. Not a value.
A Closure in Ruby

```ruby
def foo (p)
    p.call       #call the proc
end

x = 24
#create a proc to pass
p = Proc.new { puts x }

foo(p)

x = 19
foo(p)
```

24
19
Another Ruby Closure

class ACoolClass
  def initialize(value1)
    @value1 = value1
  end
  def set(i)
    @value1 = i
  end
  def display(value2)
    lambda { puts "Value1: #{@value1}, Value2: #{value2}" }
  end
end

def caller(some_closure)
  some_closure.call
end

obj1 = ACoolClass.new(5)
p = obj1.display("some values")
caller(p)
p.call()
obj1.set(3)
p.call

Lambdas are pros but with arity checking and different return semantics.

Quiz: What’s the output?
class ACoolClass
  def initialize(value1)
    @value1 = value1
  end
  def set(i)
    @value1 = i
  end
  def display(value2)
    lambda { puts "Value1: #{@value1}, Value2: #{value2}"}
  end
end
def caller(some_closure)
  some_closure.call
end
obj1 = ACoolClass.new(5)
p = obj1.display(\"some values\")
caller(p)
p.call()
obj1.set(3)
p.call
Pattern Matching

#Pattern matching using regular expressions

line = "http://www.andrew.cmu.edu"
loc = line =~ /www/
puts "www is at position #{loc}"

Output
======
www is at position 7
Regular Expressions

# This split is based on a space, period or comma followed # by zero or more whitespace.

line2 = "www.cmu.edu is where it's at."
arr = line2.split(/\[ .,]\s*/)
puts arr

Output
======
www
cmu
edu
is
where
it's
at
def foo(a,hash)
    hash.each_pair do |key, val|
        puts "#{key} -> #{val}"
    end
end

foo("Hello",{:cool => "Value", :tooCool => "anotherValue" })

# Or, we may drop the parens…

foo "Hello" ,{:cool => "Value", :tooCool => "anotherValue" }
Ruby On Rails(1)

“A framework is a system in which much of the more or less standard parts are furnished by the framework, so that they do not need to be written by the application developer.” Source: Sebesta

Like Tapestry and Struts, Rails is based on the Model View Controller architecture for applications.

MVC developed at XeroxPARC by the Smalltalk group.
Ruby On Rails (2)

• Two fundamental principles:
  -- DRY (Don’t Repeat Yourself)
  -- Convention over configuration

• Rails is a product of a software development paradigm called *agile development*.
• Part of being agile is quick development of working software rather than the creation of elaborate documentation and then software.
Model View Controller

• The *Model* is the data and any enforced constraints on the data. Rails uses Object Relationship Mapping. A class corresponds to a table. An object corresponds to a row.
• The *View* prepares and presents results to the user.
• The *Controller* performs required computations and controls the application.

Source: Sebesta
Model View Controller

- Rails is a web-application and persistence framework.
- MVC splits the view into "dumb" templates that are primarily responsible for inserting pre-built data in between HTML tags.
- The model contains the "smart" domain objects (such as Account, Product, Person).
- The model holds all the business logic and knows how to persist itself to a database.
- The controller handles the incoming requests (such as Save New Account, Update Product, Show Person) by manipulating the model and directing data to the view.
Model View Controller
Recognizes URL’s and chooses the controller and method to execute.

Dynamic content approaches:
- ERB
- XML Builder
- RJS for Javascript
Rails Tools

- Rails provides command line tools. The following command creates many directories and subdirectories including models, views, and controllers:

  $ rails new greet
  $ cd greet
  $ rails generate controller say

  Add `get '/say/hello', to: 'say#hello'` to the end of `greet/config/routes.rb`

  Or, add `get '/say/hello', :to => 'say#hello'` to `greet/config/routes.rb`

  Add an HTML file named `hello.html.erb` to `greet/app/views/say`

  $ rails server
Rails Directories

greet

app

controllers views models helpers

say_controller.rb

class SayController < ApplicationController
  def hello
    end
  end

http://localhost:3000/say/hello

say => controller
say => controller

hello => method in controller

hello.html.erb
<html>
  <!-- all instance variables of the controller are visible here. - - >
  <body>
    <b>Ruby says "Yo Mike".</b>
    <%=a%>Ruby is <%=a%> degrees cool.
  </body>
</html>
Two Examples From Sebesta

• Hello world application
• Processing a Popcorn Form
Using Netbeans

See Tom Enebo’s NetBeans Ruby Project
Create an RoR Project

New Ruby on Rails Application

Steps
1. Choose Project
2. Name and Location
3. Database Configuration
4. Install Rails

Name and Location

<table>
<thead>
<tr>
<th>Project Name:</th>
<th>SebestaProject1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project Location:</td>
<td>/Users/mm6/mm6/www/95-702/examples/</td>
</tr>
<tr>
<td>Project Folder:</td>
<td>/Users/mm6/mm6/www/95-702/examples/SebestaProject1</td>
</tr>
</tbody>
</table>

Ruby Platform: Ruby 1.8.6-p114
Server: WEBrick

Add Rake Targets to Support App Server Deployment (.war)
Select MySQL
Models Views and Controllers
Run And Visit Rails

Welcome aboard
You’re riding the Rails!

About your application’s environment

Getting started
Here’s how to get rolling:

1. Create your databases and edit
   config/database.yml
   Rails needs to know your login and password.

2. Use script/generate to create your
   models and controllers
   To see all available options, run it without parameters.

3. Set up a default route and remove or rename
   this file
   Routes are setup in config/routes.rb.
Generate A Controller
Modify The Default Controller

# The program say_controller.rb is the specific controller
# for the SebestaProject1 project.
# Add the definition of the hello method.

class SayController < ApplicationController
  def hello
    end
end

“hello” becomes part of the URL and tells the controller about the view.
Enter The View

1. Select SebestaProject1/Views/Say
2. Right Click
3. New HTML file
4. File name hello.html.erb

<html>
  <!-- all instance variables of the controller are visible here. - - >
  <body>
    <b>Ruby says "Yo Mike".</b>
    <%(a = 32%)>Ruby is <%(a)%> degrees cool.
  </body>
</html>
Run And Visit The Application

As an exercise, include the helper call
<%= link_to "Cool", :action => "hello" %>
in the html.

So far, no model.

Ruby says "Yo Mike". Ruby is 32 degrees cool!
Processing Forms
Result

Customer:
Obama
5000 Pennsylvania Avenue
21345

Order Information

<table>
<thead>
<tr>
<th>Product</th>
<th>Unit Price</th>
<th>Quantity</th>
<th>Item Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unpopped Corn</td>
<td>$3.00</td>
<td>1</td>
<td>3.00</td>
</tr>
<tr>
<td>Caramel Corn</td>
<td>$3.50</td>
<td>2</td>
<td>7.00</td>
</tr>
</tbody>
</table>
Quiz: How could these routes be written with :to rather than to: ?

get '/home/the_form', to: 'home#the_form'
post '/home/result', to: 'home#result'
The Home controller(1)

class HomeController < ApplicationController

    def the_form
    end


def result
  @name = params[:name]
  @street = params[:street]
  @city = params[:city]
  @unpop = params[:unpop].to_i
  @unpop_cost = 3.0 * @unpop
  @caramel = params[:caramel].to_i
  @caramel_cost = @caramel * 3.5
  @unpop_cost = sprintf("%5.2f", @unpop_cost)
  @caramel_cost = sprintf("%5.2f", @caramel_cost)
end
end
The Form View(1)

<%= form_tag("/home/result", method: "post") do %>
<table>
  <tr>
    <td><%= label_tag(:name, "Buyer's Name:" ) %></td>
    <td><%= text_field_tag(:name) %></td>
  </tr>
  <tr>
    <td><%= label_tag(:street, "Street Address:" ) %></td>
    <td><%= text_field_tag(:street) %></td>
  </tr>
</table>
The Form View(2)

<tr>
    <td><%= label_tag(:city, "City, State, Zip:" ) %></td>
    <td><%= text_field_tag(:city) %></td>
</tr>
</table>
<table border="border">
<tr>
    <th>Product Name</th>
    <th>Price</th>
    <th>Quantity</th>
</tr>
The Form View

<tr>
  <td>$3.00</td>
  <td><%= label_tag(:unpop, "Unpopped Corn 1 LB") %></td>
  <td><%= text_field_tag(:unpop) %></td>
</tr>
<tr>
  <td>$3.50</td>
  <td><%= label_tag(:caramel, "Caramel Corn 2 LB") %></td>
  <td><%= text_field_tag(:caramel) %></td>
</tr>
</table>
<%= submit_tag("Submit Data") %>
<% end %>
Results View (result.html.erb) (1)

<h4>Customer:</h4>
<%= @name %>
<%= @street %>
<%= @city %>

<p></p><p></p>
<table border="border">
<caption>Order Information</caption>
<tr>
  <th>Product</th>
  <th>Unit Price</th>
  <th>Quantity</th>
  <th>Item Cost</th>
</tr>
<tr align ="center">
  <td>Unpopped Corn</td>
  <td>$3.00</td>
  <td><%= @unpop %></td>
  <td><%= @unpop_cost %></td>
</tr>
</table>
Results View (result.html.erb) (3)

<tr align ="center">
  <td>Caramel Corn</td>
  <td>$3.50</td>
  <td><%= @caramel %> </td>
  <td><%= @caramel_cost %> </td>
</tr>
</table>
Routing Using routes.rb (1)

URL’s must be mapped to actions in the controller.

Suppose, in routes.rb, we have

get ‘/jobs/:id’, to: ‘jobs#show’

Then, an HTTP

GET /jobs/3

results in execution of the jobs controller’s show action with
{ :id => 3 } in params. Thus params[:id] is 3.
Suppose we have a line in routes.rb that reads:

```
resources :jobs
```

Then, we have created seven different routes to various actions in the jobs controller.

- GET /jobs  maps to the **index** action
- GET /jobs/:id  maps to the **show** action
- GET /jobs/new  maps to the **new** action
- GET /jobs/:id/edit  maps to the **edit** action
- POST /jobs  maps to the **create** action
- PUT and DELETE are mapped as well…
The Model (1)

- Rails uses **Active Record** for object-relational mapping.
- Database rows are mapped to objects with methods.
- In Java’s Hibernate, you work from Java’s object model.
- In Active Record, you work from an SQL schema.
- Active Record exploits metaprogramming and convention over configuration.
The Model (2)

• This example is from Bruce Tate at IBM.
The Model (3)

Beginning from a database schema:

```
CREATE TABLE people ( id int(11) NOT NULL  auto_increment, 
     first_name varchar(255), 
     last_name varchar(255),
     email varchar(255),
     PRIMARY KEY (id) );
```

Create a Ruby class:

class Person < ActiveRecord::Base

end
The Model (4)

This type of programming is now possible:

```ruby
person = Person.new;
person.first_name = "Bruce";
person.last_name = "Tate";
person.email = bruce.tate@nospam.j2life.com;
person.save;
person = Person.new;
person.first_name = "Tom";
person.save
```

The Base class adds attributes to your person class for every column in the database. This is adding code to your code – metaprogramming.
Model class names such as Person are in CamelCase and are English singulars.

Database table names such as people use underscores between words and are English plurals.

Primary keys uniquely identify rows in relational databases. Active Record uses id for primary keys.

Foreign keys join database tables. Active Record uses foreign keys such as person_id with an English singular and an _id suffix.
Model Based Validation

class Person < ActiveRecord::Base
  validates_presence_of :email
end
CREATE TABLE addresses ( id int(11) NOT NULL auto_increment,
    person_id int(11),
    address varchar(255),
    city varchar(255),
    state varchar(255),
    zip int(9),
    PRIMARY KEY (id) );

We are following the conventions, so we write…
class Person < ActiveRecord::Base
  has_one :address           # add an instance variable
    # of type address
  validates_presence_of :email
end

class Address < ActiveRecord::Base
  belongs_to :person
end

Note that “belongs_to:person” is a metaprogramming method with a symbol parameter.
person = Person.new;
person.email = bruce@tate.com;
address = Address.new;
address.city = "Austin";
person.address = address;
person.save;
person2 = Person.find_by_email "bruce@tate.com";
puts person2.address.city;

Output "Austin" ;
Other relationships are possible:

class Person < ActiveRecord::Base
    has_many :addresses         # must be plural
    validates_presence_of :email
End

has_many adds an array of addresses to Person.
Relationships(5)

load 'app/models/person.rb’;
person = Person.find_by_email bruce@tate.com;
address = Address.new;
address.city = "New Braunfels”;
person.addresses << address;
person.save;
puts Address.find_all.size

Output => 2