1. parse_url Function

The parse_url() function is used to parse a URL and retrieve its components. In this lesson, we specifically use it to extract the **path** from the current request URL:

```
$uri = parse_url($_SERVER["REQUEST_URI"])["path"];
For example, if the full URL is:
http://localhost/laracast-php/about?name=ali
Then $uri will be:
/laracast-php/about
```

This path is then used to determine which controller to load.

2. Defining the \$routes Array

We define an associative array called \$routes where keys are URL paths, and values are the controller files to be loaded:

```
$routes = [
   "/" => "controllers/index.php",
   "/about" => "controllers/about.php",
   "/contact" => "controllers/contact.php"
];
```

3. The abort() Function

This function is used to handle unmatched routes by sending a 404 HTTP status code and loading a 404 error page:

```
function abort($code = 404)
{
   http_response_code($code);
   require "views/{$code}.php";
   die();
```

}

If the requested path is not in the \$routes array, we call abort() to show the "Page Not Found" view.

4. Routing Logic

```
if (array_key_exists($uri, $routes)) {
    require $routes[$uri];
} else {
    abort();
}
```

- First, check if the requested URI exists in the \$routes array.
- If yes, include the corresponding controller file.
- Otherwise, call the abort function.

5. Full Example Code

```
$uri = parse_url($_SERVER["REQUEST_URI"])["path"];
$routes = [
    "/" => "controllers/index.php",
    "/about" => "controllers/about.php",
    "/contact" => "controllers/contact.php"
];

function abort($code = 404)
{
    http_response_code($code);
    require "views/{$code}.php";
    die();
}

if (array_key_exists($uri, $routes)) {
```

```
require $routes[$uri];
} else {
  abort();
}
```

Summary

- Use parse_url(\$_SERVER["REQUEST_URI"])["path"] to get the current path.
- Map paths to controller files with an associative array \$routes.
- Use a custom abort() function for 404 errors.
- Check the requested URI against \$routes to determine which controller to load.