#### CREATE A NEW RAILS APP

Card 1 of 8

I'm Learning: The Ruby on Rails Framework - scaffold generators

We're going to create a micro-blogging site - with users and posts! These instructions are based on Chapter 2 of Michael Hartl's excellent book: RUBY ON RAILS TUTORIAL <a href="https://www.railstutorial.org/book/">https://www.railstutorial.org/book/</a>

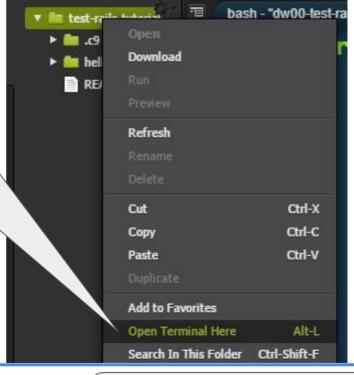
Logon to your account at c9.io. Open the workspace you created before:



2

Open a terminal at the toplevel of your workspace by right-clicking and choosing 'Open Terminal Here'

Ask your mentor about using only keyboard commands to do the same.





\$ cd toy\_app

Create a new rails project called 'toy\_app' and then go into the toy\_app folder. All commands will be issued in this folder.

### **EDIT GEMFILE AND INSTALL GEMS**

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You need to open and edit the Gemfile for the *toy\_app*. You can delete everything in it and type the required gems, versions and environments. We only need the listed gems. Accurate typing is a must!

Find and open the Gemfile and make the changes to the gems and their versions. The file should save automatically.

```
▶ im hello_ap gems and
▼ im toy_app
▶ im app
▶ im bin
▶ im config
▶ im log
▶ im log
▶ im public
▶ im tmp
▶ im tmp
▶ im vendor
□ gitignore
□ config.ru
□ Gemfile
□ Gemfile.lock
```

```
source 'https://rubygems.org'
gem 'rails',
gem 'sass-rails', '5.0.2'
                      '2.5.3'
gem 'uglifier',
gem 'coffee-rails', '4.1.0'
gem 'jquery-rails', '4.0.3'
gem 'Jque'y'.
gem 'turbolinks', '2.3.0
'2.2.3'
gem 'ibuilder', '2.2.3
gem 'sdoc', '0.4.0', group: :doc
group :development, :test do
  gem 'sqlite3', '1.3.9'
gem 'byebug', '3.4.0'
  gem 'web-console', '2.0.0.beta3'
gem 'spring', '1.1.3'
end
group :production do
                           '0.17.1'
  gem 'pg',
  gem 'rails 12factor', '0.0.2'
end
```



Make sure you have accurately typed the required gems and versions. Double-check and then check with a mentor. Ask a mentor how to know if a file is saved.

Now we can install all the gems listed above, using the following command:

toy\_app \$ bundle install --without production

Any errors here, check your Gemfile and reissue this command.

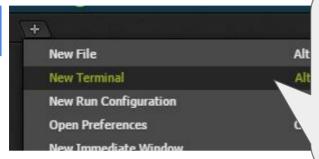
#### RUN A LOCAL RAILS SERVER

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If all went to plan, we can test our app by running a local rails server and

viewing our app.



1. Click the +

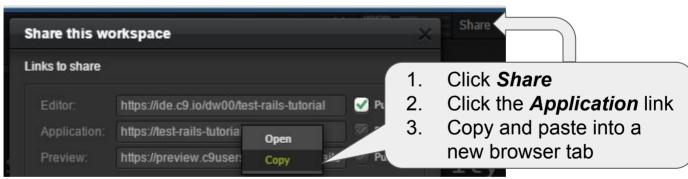
- 2. Choose **New Terminal**
- Navigate to toy\_app using cd toy\_app

We always have one terminal window for running the server and another for issuing all other commands.

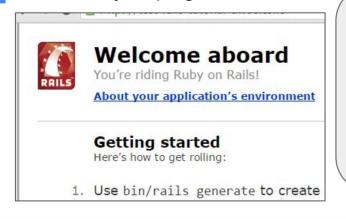
Now run a rails server in the new terminal window, using the command:

\$ rails server -b \$IP -p \$PORT

Let's make sure everything is working as it should so far:



You should see the Ruby On Rails default page. If not, time to go back and check every step again!



If you get stuck or are unsure about any of these, ask a mentor. A mentor can also show you shortcuts to correcting or reusing commands you have already typed.



1

2

3

#### **USERS**

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Our micro-blog site will store information about the users and the posts they write. The users will have the following headings and data-types:

	users	
id	integer	
name	string	
email	string	

This shows how data will be stored in a database. Ask a mentor what this is and why it is needed.



Let's generate the files and code necessary to create, read, update and delete users:

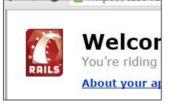
\$ rails generate scaffold User name:string email:string

And then update the database:

\$ bundle exec rake db:migrate

Run these commands in our bash terminal window - not the one for the server.

Let's investigate what the previous commands did to our app.



3

If you refresh the browser tab for your app, it appears as before.



However, if you add /users to the end of the url, you get a page listing all users!



Our micro-blogging app is beginning to take shape and with only a few commands, we can have a web-app with users!

Can you see the link between the users table in step 1, the rails command in step 2 and the information on our /users webpage?

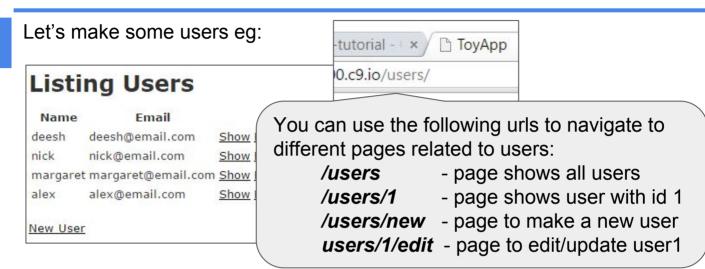
### **USERS AND POSTS**

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1

2



Our microposts will each have the following headings:

microposts

id integer

content text

user\_id integer

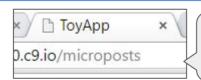
We use this data model to in our code to create all the necessary files and pages for posts.

Use the following commands to generate the code necessary for our microposts:

\$ rails generate scaffold Micropost content:text user\_id:integer

\$ bundle exec rake db:migrate

4



You can now navigate to /microposts to list all posts.

### g Microposts



Try and work out what the number for *User* means. Check with a mentor whether this is correct.

Content	User	00
Well, I'm having a great day!	1	Show
Who says rails is hard?	1	Show
I love coderdojo!	3	Show
Excuse the mess :-	1	Show
Is it summer yet?	4	Show
When can I buy a robot?	2	Show
New Micropost		

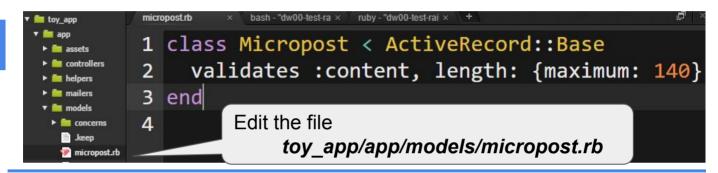
#### **VALIDATION & RELATIONSHIPS**

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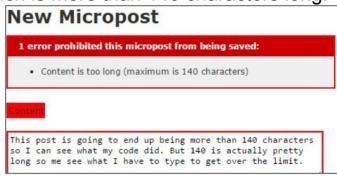
We are going to make some changes to the files that have been generated for our micro-blogging site. The first is to make sure that each post cannot be more that 140 characters (like Twitter). The second change will let us show all posts by a user, on one page.

1



When we try to make a post which is more than 140 characters long:

An error message appears and we cannot save our post unless we reduce the number of letters, including spaces!



3

```
bash - "dw00-test-ra ×
            class User < ActiveRecord::Base</pre>
assets
controllers
                has many :microposts
mailers
            end
          3
models
concerns
          4
                    Edit the file
                         toy app/app/models/user.rb
micropost.rb
user.rb
      1 class Micropost < ActiveRecord::Base
           belongs to :user
       2
           validates :content, length: {maximum: 140}
       3
       4 end
                Update the file
                     toy app/app/models/micropost.rb
```

### RAILS CONSOLE and DEPLOYING

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The changes we made to the toy\_app/models/micropost.rb and toy app/ap/models/user.rb files cannot be see in our running app at the moment. This change is behind the scenes and for us to see it's effect, we can use the rails console command

\$ rails console

Start the console by typing this command

2

Let's get hold of our first user:

2.2.1 :001 > user1 = User.first

Here call our first user user1

2.2.1 :002 > user1.microposts

2.2.1 :003 > exit

We can end the console session.

Now we can get all the posts for user1 - make sure user1 has some posts otherwise they won't show.

We are now ready to deploy to heroku using the following commands:

git init

git add -A

git commit -m "completed basic toy\_app"

heroku create

\$ git push heroku master

Ask a mentor what these commands mean and whether they have to be typed in this order.

heroku run rake db:migrate



#### FINDING YOUR ONLINE APP

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Unlike the first app you created, this one is slightly more difficult to find because we haven't created any of the usual pages, only those for users and their posts. Here are the steps to locate the app and also some other things you could try.

1

\$ heroku open

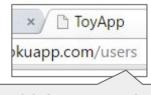
Use this to find the heroku url for our app

no method available for opening 'https://gla

The url will be listed here - copy and paste into a browser tab - it may show an error.

2





add /users to the end of the url

You will have an empty database of users and posts and will have to add them here again if you want to see it working live.

3

As a challenge, look at the *app/models/micropost.rb* file and work out how to make sure a user cannot leave their name and email blank. What should go where we have \*\*\*

```
1 class User < ActiveRecord::Base
2 has_many :microposts
3 validates ***, presence: true
4 validates ***, presence: true
5 end</pre>
```

How will you test that it works?
How will you deploy the changes to heroku?

Ask a mentor, how to stop your local rails server and leave your IDE in a tidy manner, ready for the next project!

