

# In this lecture, we will discuss...

- ✧ Default Rendering
- ✧ Controller Based Rendering
- ✧ Partials



# Representations - Rendering

## ✧ Default Rendering

- Controller derives data to render
- View defaults to action requested
- Content form based on client specification

# Representations - Rendering

## ✧ Controller Based Rendering

- Controller derives data to render
- Controller makes decision on action to render
- Controller makes decision on the format to render
  - Supply default format or overriding client specification

# Example

- ✧ Create an **Hello** example with one **hello** action/view

```
$ rails g controller Hello sayhello
$ find app | grep hello
app/views/hello
app/views/hello/sayhello.html.erb
app/controllers/hello_controller.rb
app/helpers/hello_helper.rb
app/assets/stylesheets/hello.scss
app/assets/javascripts/hello.coffee
```



# Example - changes

✧ hello\_controller.rb →

```
#app/controllers/hello_controller.rb
class HelloController < ApplicationController
  def sayhello
  end
end
```

✧ routes.rb →

```
#config/routes.rb
get 'hello/sayhello'
```

✧ rake routes →

```
$ rake routes | grep hello
hello_sayhello GET    /hello/sayhello(.:format)  hello#sayhello
```

# Default Rendering

✧ (action).(format).(handler suffix)

- `sayhello.json.jbuilder` (JSON)
- `sayhello.xml.builder` (XML)
- `sayhello.text.raw` (RAW)

# Default Rendering

✧ `#app/views/hello`

- `hello.json.builder` → `json.msg @msg`
- `hello.xml.builder` → `xml.msg @msg`
- raw text message from: → `hello.text.raw`



# Default Rendering - Demo

```
> response=MoviesWS.get("/hello/sayhello.json")
> response.header.content_type
=> "application/json"
> response.body
=> "{\"msg\":null}"
```

```
> response=MoviesWS.get("/hello/sayhello.xml")
> response.header.content_type
=> "application/xml"
> response.body
=> "<msg/>"
```

```
> response=MoviesWS.get("/hello/sayhello.txt")
> response.header.content_type
=> "text/plain"
> response.body
=> "raw text message from: app/views/hello/sayhello.text.raw\n"
```





# Controller Derived Data

- ✧ Derive data from model
- ✧ Store in controller instance variable

```
#app/controllers/hello_controller.rb
class HelloController < ApplicationController
  def sayhello
    @msg="hello world"
  end
end
```

```
> MoviesWS.get("/hello/sayhello.json").response.body
=> "{\"msg\":\"hello world\"}"

> MoviesWS.get("/hello/sayhello.xml").response.body
=> "<msg>hello world</msg>\n"
```



# Controller Action Rendering

- ✧ Controller can have more active say in action rendered
- ✧ Define a route and action that takes a parameter

```
#config/routes.rb  
get 'hello/say/:something' => "hello#say"
```

- ✧ Controller action method with decision logic

```
#/hello/say/:something  
def say  
  case params[:something]  
  when "hello" then @msg="saying hello"; render action: :sayhello  
  when "goodbye" then @msg="saying goodbye"; render action: :saygoodbye  
  when "badword" then render nothing: true  
  else  
    render plain: "what do you want me to say?"  
  end  
end
```



# Supported View Format

```
#app/views/hello/saygoodbye.json.jbuilder
json.msg1 @msg
json.msg2 "so long!"
```

```
#app/views/hello/saygoodbye.xml.builder
xml.msg do
  xml.msg1 @msg
  xml.msg2 "so long!"
end
```

# Demo

## ✧ Request

`something=hello`

- supplied by caller

## ✧ Resulting View: sayhello

- determined by the controller

## ✧ Format `json` format

- Specified by caller

## ✧ Request

`something=goodbye`

- supplied by caller

## ✧ Resulting View: goodbye

- determined by the controller

## ✧ Format `xml` format

- Specified by caller

# Partials - Example

- ✧ Partials allow you to easily organize and reuse your view code in a Rails application
- ✧ Filename starts with an underscore
- ✧ Action-independent
- ✧ Default path: `_(partial).(format).(handler suffix)`
  - `app/views/actors/_actor.json.jbuilder`
  - `app/views/actors/_actor.xml.builder`



# Summary

✧ Different rendering approaches

## What's Next?

✧ Versioning



# In this lecture, we will discuss...

- ✧ Versioning
- ✧ Vendor Media Type
- ✧ Backward compatible

# Versioning

- ✧ Versioning – common practice in the industry
- ✧ `name` → `first_name` and `last_name`
- ✧ Backward compatible

```
class Actor
  field :first_name, type: String
  field :last_name, type: String

  #backwards-compatible reader
  def name
    "#{first_name} #{last_name}"
  end
end
```



# Usage

- ✧ Legacy Users can still use the service

```
> pp MoviesWS.get("/actors/100.json").parsed_response
{"id"=>"100",
 "name"=>"sylvester stallone",
 "created_at"=>nil,
 "updated_at"=>"2016-01-05T22:19:42.642Z"}
```

- ✧ Problem – Not able to get the new additions via JSON (without breaking the legacy users)

# Solution - Versioning

- ✧ Vendor Media Type
  - Define a different media type format
- ✧ Register the format (Ex: **v2json**)

```
#config/initializers/mime_types.rb`  
# Be sure to restart your server when you modify this file.  
# Add new mime types for use in respond_to blocks:  
Mime::Type.register "application/vnd.myorgmovies.v2+json", :v2json
```



# Demo – V2

## ✧ Access to v2 of the model

```
> response= MoviesWS.get("/actors/100.v2json")
> response.content_type
=> "application/vnd.myorgmovies.v2+json"

> pp JSON.parse(response.body)
{"id"=>"100",
 "first_name"=>"sylvester",
 "last_name"=>"stallone",
 "created_at"=>nil,
 "updated_at"=>"2016-01-05T22:19:42.642Z"}
```



# Demo – V1

- ✧ Either define `v1json` from the start
- ✧ If not, default `json` as the “current” version

```
> response= MoviesWS.get("/actors/100.json")
> response.content_type
=> "application/json"

> pp JSON.parse(response.body)
{"id"=>"100",
 "name"=>"sylvester stallone",
 "created_at"=>nil,
 "updated_at"=>"2016-01-05T22:19:42.642Z"}
```

# Summary

- ✧ Things are bound to change, consider versioning from the start

## What's Next?

- ✧ Content Negotiation

# In this lecture, we will discuss...

- ✧ Content Negotiation
- ✧ **Accept** and **Accept-Encoding** Headers

# Content Negotiation

- ✧ Leave content type out of the URI
- ✧ Use HTTP Headers ("Accept" and "Content-Type") to express formats and encodings
  - `Content-Type`: what we are sending in
  - `Accept`: what we are willing to accept

# Content Negotiation - Example

```
> response=MoviesWS.post("/directors",  
  :body=>{:director=>{:id=>"300",:first_name=>"Tim",:last_name=>"Burton"}}.to_json,  
  :headers=>{"Content-Type"=>"application/json","Accept"=>"application/json"})  
  
> response.response  
=> #<Net::HTTPCreated 201 Created readbody=true>  
  
> response.header["location"]  
=> "http://localhost:3000/directors/300"  
  
> response.header.content_type  
=> "application/json"
```





# Content Negotiation - Example

```
> pp JSON.parse(response.body)
{"id"=>"300",
 "first_name"=>"Tim",
 "last_name"=>"Burton",
 "created_at"=>"2016-01-06T01:16:26.302Z",
 "updated_at"=>"2016-01-06T01:16:26.302Z"}
```



# Headers

- ✧ Accept: end-format we are willing to accept
- ✧ Accept-Encoding: intermediate form encoded on wire
- ✧ `config/application.rb`
  - `config.middleware.use Rack::Deflater`



# Headers - Demo

## ✧ API Command

```
> response=MoviesWS.get("/directors",  
  :headers=>{"Accept"=>"application/json","Accept-Encoding"=>"gzip"})
```

## ✧ HTTP Request

```
<- "GET /directors HTTP/1.1\r\n  
Accept: application/json\r\n  
Accept-Encoding: gzip\r\n  
...
```

# Summary

- ✧ Content Negotiation – server-based content negotiation to serve up the appropriate content

## What's Next?

- ✧ Headers and Status codes



# In this lecture, we will discuss...

- ✧ Headers

- ✧ Status codes



# Headers

- ✧ Headers – used for concurrency checks or idempotence
- ✧ Cache Management
  - process if things are out of date
- ✧ Concurrency Management
  - process if things are up to date



# State

## ✧ Etag (Entity Tags)

- mechanism used to determine whether the entity or component (images, scripts, stylesheets, page content etc) in the browser's cache matches the one on the origin server

## ✧ Last-Modified TimeStamp

- Indicates the most recent modification date/time

# Conditions

## ✧ Conditions


- `If-Match`: Etag
- `If-None-Match`: Etag
- `If-Unmodified-Since`: Last-Modified Timestamp
- `If-Modified-Since`: Last-Modified Timestamp



# Headers – fresh\_when

```
#app/controllers/movies_controller.rb
def create
  @movie = Movie.new(movie_params)

  respond_to do |format|
    if @movie.save
      fresh_when(@movie)
      format.json { render :show, status: :created, location: @movie }
      format.v2json { render :show, status: :created, location: @movie }
    ...
  end
end
```



# Headers

**DEMO**

# Status

✧ Etag and Last-Modified Headers are returned for GET

```
> response=MoviesWS.get("/movies/12347",:headers=>{"Accept"=>"application/vnd.myorgmovies.v2+json"})
> response.header["last-modified"]
=> "Wed, 06 Jan 2016 02:45:37 GMT"
> response.header["etag"]
=> "\"1db42608e19f6e50209190f8ac7470d2\""
```

✧ Etag and Last-Modified Headers are returned for HEAD

```
> response=MoviesWS.head("/movies/12347",:headers=>{"Accept"=>"application/json"})
> response.header["etag"]
=> "\"0258dce911d803a7ca3c394d83f52f9b\""
```

```
> response.header["last-modified"]
=> "Wed, 06 Jan 2016 02:45:37 GMT"
```

# Updates

## ✧ Changes via PUT

```
> response=MoviesWS.put("/movies/12347",  
  :body=>{:movie=>{:title=>"rocky2700"}}.to_json,  
  :headers=>{"Content-Type"=>"application/json","Accept"=>"application/json"})  
> response.response  
=> #<Net::HTTPOK 200 OK readbody=true>
```

## ✧ Etag and Last-Modified have changed

```
> response.header["etag"]  
=> "\"fd9319ddeceb95b39af69b816705ee75\""  
> response.header["last-modified"]  
=> "Wed, 06 Jan 2016 03:22:33 GMT"
```

# Concurrent Update Issue

## ✧ Nested Resource Update

- Update Movie
- Add Role to Movie
- Add same Role to Movie (second time)
- `Etag` is updated but `Last-Modified` will not
- Can be fixed by using `touch`



# IF\_UNMODIFIED\_SINCE

- ✧ If `HTTP_IF_UNMODIFIED_SINCE` is supplied
  - Use `fresh_when` to populate response with current `Etag` and `Last-Modified`
  - Continue if request date later than or equal to current state
  - Else report conflict and make no changes



# Summary

- ✧ Cache Management and Concurrency Management can be successfully managed with status and headers

## What's Next?

- ✧ Caching