

Introduction to Active Record

A talk on our Object-relational Mapper by Hunter T. Chapman

Introduction to ActiveRecord

Just an introduction -- Mostly High Level

What are the parts and how do they work

Mini how-to

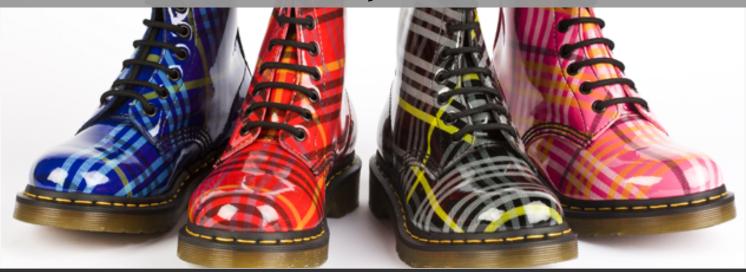
This is gonna be awesome

Awesome Docs!

http://edgeguides.rubyonrails.org/ active_record_migrations.html

The ActiveRecord Docs are some of the best you will find. Thorough, clean, simple. Lots of sample code to reference.

Moral of the story == Use the Docs



ActiveRecord: What is it?

 Active Record is a gem (primarily) used in Rails for interacting with databases using object-relational mapping (ORM)

 ORM == creating persistent database objects that you can easily manipulate as Ruby objects.

ActiveRecord

Get comfy, you will be using this... A LOT

NBD - Turns out AR is super easy.

The Broad Strokes



Naming Conventions

- Class names singular, CamelCase
- Table names plural, snake_case

Names that ActiveRecord Can Match		
class name	table name	
User	users	
LineItem	line_items	
Deer	deer	
Person	people	

Naming Conventions

- Class names singular, CamelCase
- Foreign key names singular, snake_case

Names that ActiveRecord Can Match		
class name	foreign_key	
User	user_id	
LineItem	line_item_id	
Deer	deer_id	
Person	person_id	

Pro Tip:

Singular, Plural, snake_case, CamelCase

This stuff matters. You will spend hours tracking down issues with your schema only to find you missed an "s" on the end of one line that you've looked at a hundred times already. Super Not Cool!



Active Record Sugar

Groovy Stuff AR does for you!

- Managing tables
- Mapping Ruby classes to database tables
- Associations between classes
- Validations

Active Record is BIG

ActiveRecord Source Screen grab

You can, and will learn something new about AR every time you use it for the foreseeable future.

For most of you this is the LARGEST code base you have seen so far.

Hedister adapter specific typ... a day Push multi-parameter assign... 9 days. Mark some methods as nodoc 11 day. improve consistency of coun... 21 day. Hemove support to activered ... 2 mont. Mention where not in the e... 3 days. EXTRACTED ACTIVEHECORD::ATL... 24 day. Fixed typo in comment explain re... add :nodoc: mark to "Hedistr... 2 year. explain 8... Light try to EXPLAIN select ... 2 year. Use Module#Include Instead... 16 day. il dem versi... Start Halls 5 development 🗵 innertanc... Attribute assignment and typ... 16 day. integratio... Use #model_name on instan... 8 mont. nog supsc... Hemove Helation#ping para... 20 day. migration.rp Uo not check only for the Ha... 2 mont. nested at... Always perform validations o... 18 day. no touch... Add nodoc to touch at no to... 2 mont. null relati... Uptimize noney and oney re... 4 days. persistenc... and destroyed records to the... 15 day. query cac... remove plank lines in the sta... / mont. Added #or to ActiveHecord:... 19 day. do not trigger AH IBZV IOBQ n... 3 mont. Pass sympol as an argumen... 3 mont. reflection in remove deprecated support ... a mont. Uptimize none? and one? re... 4 days. Hevert "Improve performanc... 3 mont. runtime r... Stop using method missing t... a year sanitizatio... Stop passing a column to g... a mont. screma a... improve a gump of the prim... 2 mont. current acone annuight no... 5 days. secure to... Do not overwrite secret toke... 4 days. rensactio... and destroyed records to the... 15 day... in translation... Split out most of the AHIBA... 3 year. Hegister adapter specific typ... a day . Extract an explicit type caste... 2 mont. AH Specific length validator t... 2 mont.

associations Uptimize none? and one? re... 4 days.

AR: What are the parts?

 Migrations - Used to build tables, a blueprint how our DB will represent objects.

 Models - Apply universal methods to table objects. Relationships and Validations live here.

Control Code - Actual interface code for DB.

Active Record Parts

```
### Migrations ###
class CreatePersons < ActiveRecord::Migration</pre>
create_table "persons" do |t|
  t.string :first_name
  t.integer :age
end
### Models ###
class Person < ActiveRecord::Base</pre>
  has_many :dogs
  belongs_to :corperate_overlord
end
### Control ###
tom = Person.new
tom.first_name = "Tom"
tom.age = 28
tom.save
tom.dogs.create(name: "Fluffy the Fearless")
```

Introduction to Active Record: Our Object-relational Mapper

Basic ActiveRecord Workflow

1. Write Migrations

-Blueprint of your DB

2. Run All Migrations

-Once per change in DB schema

3. Build Models

-Establish ORM Connection & Set up relationships

4. Implement control code

- Manipulate objects and persist changes to DB

Inherit from ActiveRecord

Two primary classes in ActiveRecord module

```
module ActiveRecord
  class Migration
    # ...
  end

class Base
    # ...
  end

# ...
end
```

Migrations



ActiveRecord Migrations File naming conventions

20141020120711_create_users.rb

Key Points:

Timestamp: This tells the app the order to run migrations.

Action word: Describes the primary action of the

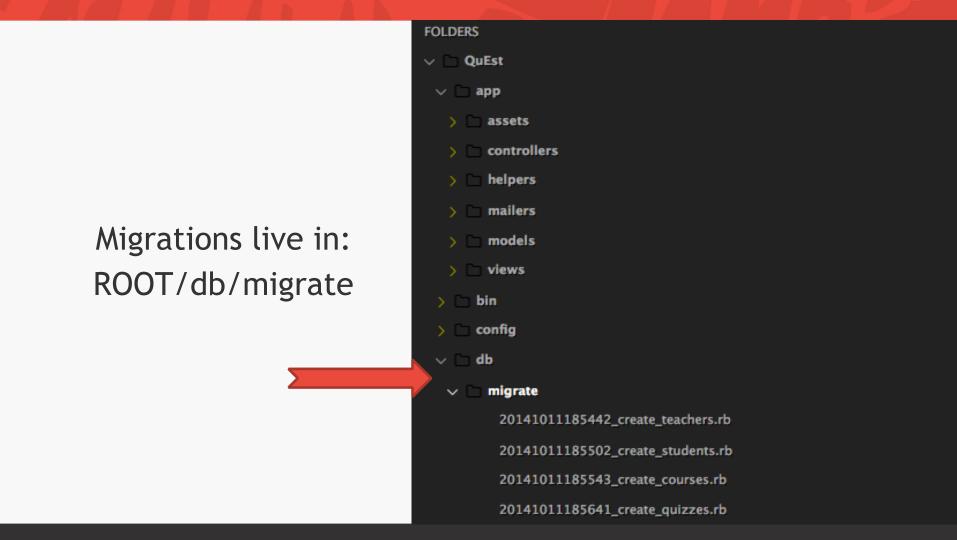
migration.

Table word: Describes the table effected by the migration.

Conventions:

snake_case, Action name is singular, Table name is plural.

ActiveRecord Migrations File Location



ActiveRecord Migrations

Build database schema by writing migrations

```
# root/db/migrations/201407102947_create_oranges.rb
class CreateOranges < ActiveRecord::Migration
  def change
     # what do we want to do with the database
  end
end</pre>
```

ActiveRecord Migrations

 Add code to the change method to build out a table

```
class CreateOranges < ActiveRecord::Migration
  def change
    create_table :oranges do |t|
       t.integer :diameter
      t.string :name
    end
  end
end</pre>
```

ActiveRecord Migrations

Alter database schema by writing and running migrations

```
class AddOrangeTreeIdToOranges < ActiveRecord::Migration
  def change
    add_column :oranges, :orange_tree_id, :integer
    remove_column :oranges, :name
  end
end</pre>
```

Creating Tables with Migrations

orange_trees	
id	
age	
height	
created_at	
updated_at	

oranges		
id		
diameter		
orange_tree_id		
created_at		
updated_at		

Creating Tables with SQL

```
CREATE TABLE orange_trees (
  id INTEGER PRIMARY KEY
     AUTOINCREMENT,
  age INTEGER,
  height INTEGER,
  created_at DATETIME,
  updated_at DATETIME);
```

```
orange_trees

id

age
height
created_at
updated_at
```

Creating Tables with Migrations

```
class CreateOrangeTrees < ActiveRecord::Migration
  def change
    create_table :orange_trees do |t|
        t.integer :age
        t.integer :height

        t.timestamps
        end
    end
end
end</pre>
```

```
orange_trees

id

age
height
created_at
updated_at
```

Creating Tables with SQL

```
CREATE TABLE oranges (
  id INTEGER PRIMARY KEY
    AUTOINCREMENT,
  diameter INTEGER,
  orange_tree_id INTEGER,
  created_at DATETIME,
  updated_at DATETIME,
  FOREIGN KEY(orange_tree_id)
  REFERENCES orange_trees);
```

```
id
diameter
orange_tree_id
created_at
updated_at
```

Creating Tables with Migrations

```
class CreateOranges < ActiveRecord::Migration
  def change
    create_table :oranges do |t|

    t.integer :diameter
    t.references :orange_tree
    t.timestamps

  end
  end
end
end
end
oran</pre>
```

```
id
diameter
orange_tree_id
created_at
updated_at
```

Creating Foreign Keys

ActiveRecord gives us three ways to create a foreign key in a Migration.

You only need ONE of these to do the job.

```
class CreateOranges < ActiveRecord::Migration
    def change
        create_table :oranges do |t|
        t.integer :diameter

        t.integer :orange_tree_id
        t.belongs_to :orange_tree
        t.references :orange_tree

All the same
        t.timestamps
        end
        end
        end
        end
        end
        end
        end
        end
        end
        end</pre>
```

oranges	
id	
diameter	
orange_tree_id	
created_at	
updated_at	

Migration Methods Note:

def change is the thing you will use most often.

http://stackoverflow.com/questions/20890510/rails-migration-change-vs-up-down-methods

```
class AddOrangeTreeIdToOranges < ActiveRecord::Migration
   def change
   end
      -VS:-
   def self.up
   end
   def self.down
   end
end</pre>
```

Common Migration Datatypes

:boolean :primary_key

:datetime :string

:decimal :text

:float :time

:integer :timestamp

Sample List only Consult your docs for accurate data types based on the DB in use.

Models



ActiveRecord Models File naming conventions

student.rb

Key Points:

- snake_case
- Singular
- Filename matches applicable table

ActiveRecord Models File Location

QuEst app assets controllers Models live in: helpers ROOT/app/models mailers models concerns .keep choice.rb course.rb question.rb quiz.rb student.rb

Models

ActiveRecord Models have 3 key functions:

- 1. Connect DB & Ruby objects
- 2. Define Associations between classes
- 3. Define Validation & Callback events

Models Map Classes to Tables

```
class OrangeTree < ActiveRecord::Base
end</pre>
```

Models Map Classes to Tables

class OrangeTree < ActiveRecord::Base
end

This is the bare minimum Model code required to be functional

Models Map Classes to Tables

class OrangeTree < ActiveRecord::Base
end</pre>

Modeling State		
Ruby	Database	
Classes	Tables	
Instances of classes	Rows	
Instance variables	Fields	

Model: Sample Methods

```
class OrangeTree < ActiveRecord::Base
  has_many :oranges
  belongs_to :grove

  validates_presence_of :height

  def ripe_oranges
     self.oranges.where("diameter >= 4")
  end
end
```

Associations Between Classes

We are dealing with relational databases.

Relationships == Associations

orange_trees	oranges
id	id
age	diameter
height	orange_tree_id
created_at	created_at
updated_at	updated_at

Define Associations in a Model:

```
# root/app/models/orange tree.rb
class OrangeTree < ActiveRecord::Base</pre>
  has_many
              :oranges
end
                                    # root/app/models/orange.rb
                                    class Orange < ActiveRecord::Base</pre>
                                       belongs_to :orange_tree
                                    end
```

Models are the place we tell ActiveRecord how our classes are associated. Choose a method that will reflect the nature of those associations.

has_one :facebook

has_many:shows

has_many:student_classes

has_many:classes, through::student_classes

belongs_to:employee

Associations Between Classes

oranges					
id diameter orange_tree_id created_at updated_a					
1	2	1	2014-03-22	2014-03-22	
2	4	2	2014-03-22	2014-03-22	

```
orange = Orange.find(1)
# => #<Orange:0x003frd5b9t8a24 @id=1, @diameter=2 ...>
orange.orange_tree
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=5, @height=5 ...>
```

Associations Between Classes

oranges					
id diameter orange_tree_id created_at updated_a					
1	2	1	2014-03-22	2014-03-22	
2	4	2	2014-03-22	2014-03-22	

```
tree = OrangeTree.find(1)
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=5, @height=5 ...>
tree.oranges
# => [#<Orange:0x003frd5b9t8a24 @id=1, @diameter=2 ...>]
```

Creating Associations Between Classes

oranges				
id	diameter	orange_tree_id	created_at	updated_at
1	2	1	2014-03-22	2014-03-22
2	4	2	2014-03-22	2014-03-22
3	3	1	2014-03-22	2014-03-22

```
tree = OrangeTree.find(1)
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=5, @height=5 ...>

tree.oranges
# => [#<Orange:0x003frd5b9t8a24 @id=1, @diameter=2 ...>]

tree.oranges.create(diameter: 3)
# => [#<Orange:0x0029ahaf089098 @id=7846, @diameter=3 ...>]
```

Creating Associations Between Classes

oranges				
id	diameter	orange_tree_id	created_at	updated_at
1	2	1	2014-03-22	2014-03-22
2	4	2	2014-03-22	2014-03-22
3	3	1	2014-03-22	2014-03-22

```
tree = OrangeTree.find(1)
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=5, @height=5 ...>

orange = Orange.create(diameter: 5)

tree.oranges << orange
# => [#<Orange:0x003frd5b9t8a24 @id=4, @diameter=5 ...>]

Same result as previous slide. IMHO: I prefer the previous way.
```

Introduction to Active Record: Our Object-relational Mapper

Foreign Keys DON'T go in Models

- So turns out you have to do more than just define relations in the Model. Luckily not much more...
- Two related tables are referenced at the DB level by Foreign Keys. These keys are created when you build a Migration.
- You must define a Foreign Key in a Migration and run those migrations before your Model code will function.
- Where you place the Foreign Key matters.
 (it goes on the table for the class declaring the belongs_to association)

 In short, Validations prevent writing to the database if the data does not meet certain requirements.

```
CREATE TABLE orange_trees (
  id INTEGER PRIMARY KEY
     AUTOINCREMENT,
  age INTEGER NOT NULL,
  height INTEGER NOT NULL,
  created_at DATETIME,
  updated_at DATETIME);
```

```
CREATE TABLE orange trees (
 id INTEGER PRIMARY KEY
    AUTOINCREMENT.
 age INTEGER NOT NULL,
 height INTEGER NOT NULL,
 created at DATETIME,
 updated at DATETIME);
class OrangeTree < ActiveRecord::Base</pre>
  validates :age, presence: true
  validates :height, presence: true
end
```

ActiveRecord has built in validators like:

- presence
- format
- uniqueness
- etc.

Convention over Configuration

Lots of really smart people have already cranked through the vast majority of problems you are going to face. They were kind enough to hook you up with the fruits of their labor, or what we affectionately call Best Practices.

- Convention: Write less code, straight forward and clean approach to make your life easier.
- Configuration: Breaks from standard practice when absolutely required to get the job done.

Custom Validations

You can also write your own validators

```
class Orange < ActiveRecord::Base
  validate :legit_diameter

  def legit_diameter
    errors.add_to_base("Not Legit") unless orange.diameter > 2
  end
end
```

Failed Validations add Errors

 Before writing to the database, ActiveRecord runs validations from the model

- If a validation fails:
 - An error is added to the object
 - ActiveRecord will not write to the database

Last word on Validations

 Always make sure your migrations and models are Rock Solid before implementing Validations.

 When debugging check the objects .errors value first to see what validations may be holding you up.

Callbacks

Callbacks are methods that will run at a given point in your objects life cycle.

Callbacks

A few of the many callbacks available

before_validation

before_save

before_update

before_create

before_destroy

after_validation

after_create

after_save

after_update

after_destroy

Callbacks

```
class Orange < ActiveRecord::Base

belongs_to :orange_tree

after_initialize do |orange|
   puts "I made an Orange!!!"
end
end</pre>
```

Control Code



Control Code

MODEL:

```
class OrangeTree < ActiveRecord::Base
   has_many :oranges
End</pre>
```

Control Code accesses this model:

```
tree = OrangeTree.new(age: 6, height: 15)
```

Now your program has access to this DB object in local memory

Mapping Classes to Tables

- Class methods:
 - Retrieve records from table
- Instance methods:
 - Read and write values

Class Methods

orange_trees					
id age height created_at updated_					
1	5	5	2014-03-22	2014-03-22	
2	6	6	2014-03-22	2014-03-22	

OrangeTree.all

OrangeTree.find(1)

```
# => #<0rangeTree:0x007fdd5b9b4a20 @id=1, @age=5, @height=5 ...>
```

Instance Methods Match Fields

orange_trees				
id age height created_at updated				
1	5	5	2014-03-22	2014-03-22
2	6	6	2014-03-22	2014-03-22

```
tree = OrangeTree.find(1)
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=5, @height=5 ...>

tree.id  # => 1
tree.age  # => 5
tree.height # => 5
```

Instance Methods Match Fields

orange_trees				
id age height created_at updated				
1	5	5	2014-03-22	2014-03-22
2	6	6	2014-03-22	2014-03-22

```
tree = OrangeTree.find(1)
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=5, @height=5 ...>

tree.age = 9  # => 9
tree
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=9, @height=5 ...>
```

Instance Methods Match Fields

orange_trees				
id age height created_at updated				
1	9	5	2014-03-22	2014-03-22
2	6	6	2014-03-22	2014-03-22

```
tree = OrangeTree.find(1)
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=5, @height=5 ...>

tree.age = 9  # => 9

tree
# => #<OrangeTree:0x007fdd5b9b4a20 @id=1, @age=9, @height=5 ...>

tree.save  # => true
```

CRUD

```
### C.R.U.D. ###
### CREATE ###
p1 = Person.create(first_name: "Tami", age: 26)
p2 = Person.new(first_name: "Bill", age: 46)
p2.save
### READ ###
p3 = Person.find(1)
p4 = Person.find_by_first_name("Bill")
### UPDATE ###
p1.update_attributes(age: 27)
### Destroy ###
p2.destroy
```

Parting Tip: Use HIRB gem to clean up console

```
irb(main):007:0> require 'hirb'
=> true
irb(main):008:0> Hirb.enable
=> true
irb(main):009:0> User.all
D, [2015-09-22T09:21:44.791048 #37624] DEBUG --: User Load (0.5ms) SELECT
"users".* FROM "users"
| id | first_name | age | created_at | updated_at
   | Hunter | 18 | 2015-09-22 16:21:13 UTC | 2015-09-22 16:21:13 UTC |
```



Introduction to Active Record: Our Object-relational Mapper