# Rails CRUD

#### Goals

- Build a Model
- Build a Controller that creates, reads, updates and destroys
- Display the data in a basic HTML view

# Rails Migrations

# Migrations

- Manage Database in the project
- Migration DSL
- How do I migrate?

# Database Version Management

# Migration DSL

- Migrations use a DSL for creating DB structure
- Migrations are built so that they can be reversed

# **Example Migration**

```
class CreateQuestions < ActiveRecord::Migration
  def self.up
    create_table :questions do |t|
        t.string :title
        t.text :body

        t.timestamps
    end
end

def self.down
    drop_table :questions
end
end</pre>
```

### create\_table/drop\_table

```
def up
    create_table :items do |t|
    t.string :name, :null => false
    t.string :description, :default => "Best in class!"
    t.timestamps
    end
end

def down
    drop_table :item
end
```

#### add/remove column

```
def up
  add_column :items, :price, :float
  add_column :items, :premium, :boolean
end

def down
  remove_column :items, :price
  remove_column :items, :premium
end
```

#### execute & others

- execute
- rename\_column
- change\_column
- add\_index
- remove\_index

# **Using Migrations**

- rake db:migrate
  - Updates the database to the latest version
- rake db:rollback
  - Rollback the latest migration
- rake db:reset
  - Drop the database and recreate it from migrations

## ActiveRecord

#### ActiveRecord

- Object-Relational Model that ships with Rails
- Table-Oriented

#### Conventions

- Singular Model class names
- Plural table names

# **Example Model**

```
class User < ActiveRecord::Base
  def self.with_handle(handle)
    where("handle = ?", handle)
  end

def full_name
  "#{first_name} #{last_name}"
  end
end</pre>
```

#### find

Search for an id or list of ids

```
User.find(1)
# select * from users where users.id = 1

User.find(1,2,3,5)
# select * from users where users.id in (1,2,3,5)
```

# **Using Models**

Methods are automatically generated for each column

```
user = User.find(1)

# Print the user's name to the screen
puts user.first_name

# Set the user's age to 10
user.age = 10
```

# Creating

```
# Create John Doe age 18
User.create(:first name => "John",
       :last name => "Doe", :age => 18)
# Also creates John Doe age 18
user = User.create do |u|
 u.first name = "John"
 u.last name = "Doe"
 u.age = 18
end
puts user.id
```

## Updating a Record

```
user = User.find(1)
user.first_name = "Jim"
user.save
```

### **Controller Actions**

#### Actions

- Actions are typically the first point in the request cycle you have control
- All instance variables (@variables) are passed to the view

#### Params Hash

- Params hash has all parameters passed to action
- Query params and other sorts
  - o /foo?bar=baz

### Rendering

- Render the view named after the method by default
- If the render method is called return the result of that instead
- render is smart about the common formats
  - o html
  - o json
  - o xml

### Redirecting

- Sometimes it makes sense to forward the user to another action (object creation or editing)
- You can accomplish this with the redirect\_to method

```
redirect_to :action => :index
```

### Action Example

```
def index
  @users = User.limit(params[:page_count])

respond_to do |format|
  format.html #=> render index.html.erb
  format.json { render :json => @users }
  format.xml { render :xml => @users }
  end
end
```

# Views

#### Views

- Embedded Ruby (erb)
  - Templating language with inline ruby
- Layouts
- Helpers
  - Modules that contain code for views
  - Rails has many built in helpers

### **ERB** Templates

```
<% if @foo %>
  <span>@foo is truthy!</span>
<% end %>

<% @users.each do |user| %>
  <div>Name: <%= user.full_name %></div>
  <div>Age: <%= user.age %></div>
  <div><%= image_tag "user_icon.png" %></div>
<% end %>
```

# Helpers

- Asset Helpers
  - javascript\_include\_tag
  - o stylesheet\_include\_tag
  - image\_tag

### **Asset Helpers**

```
<%= javascript include tag "underscore" %>
<script type="text/javascript" src="javascripts/underscore.js"</pre>
></script>
<%= stylesheet include tag "style" %>
<link rel="stylesheet" type="text/css" src="stylesheets/style.css"</pre>
></script>
<%= image tag "icon.png" %>
<img src="images/icon.png" />
```