

CS142: Section 3

Riding the Rails

The Route to Nirvana

Rails is a **MVC** framework.

Model - Manages behavior and data.

View - Renders the models for the user.

Controller - Receives input, initiates a response.

Project 3 focuses on **Views** and **Controllers**.

Getting Started

First: Create a Rails application

```
$ rails new <directory>
```

This will create a **site skeleton**.

That's **a lot of files!**

True, but they are organized, I promise.

Getting Your Bearings

A few directories and what they mean:

- `./app` - contains all your application logic
 - `./app/controllers` - contains controllers
 - `./app/models`
 - `./app/views`
 - `./app/views/layouts`
- `./config` - application-wide configuration
- `./db` - migration and schema information
- `./public` - directly accessible files
- `./vendor` - third-party code libraries

Starting Your App

```
$ rails server
```

```
http://localhost:3000
```



Welcome aboard

You're riding Ruby on Rails!

[About your application's environment](#)

Getting started

Here's how to get rolling:

1. Use `rails generate` to create your models and controllers

To see all available options, run it without parameters.

2. Set up a default route and remove *public/index.html*

Routes are set up in `config/routes.rb`.

3. Create your database

Run `rake db:create` to create your database. If you're not using SQLite (the default), edit `config/database.yml` with your username and password.

Browse the documentation

[Rails Guides](#)

[Rails API](#)

[Ruby core](#)

[Ruby standard library](#)

Understanding Routes

RESTful vs. non-RESTful routing

See project 3 instructions

`http://localhost:3000/my_class/my_method?`

`first_parameter=hello`



App Name

Controller

Action

Params

`my_class`: look up class `MyClassController` defined in `./app/controllers/my_class_controller.rb`

`my_method`: execute `my_method` in `MyClassController`

In `MyClassController`, `params[:first_parameter]` returns "hello"

Creating Controllers

```
$rails generate controller my_class
```

This command will generate a file for your controller and a directory for your view (more on that in later slides).

Customized Controllers

```
class MyClassController < ApplicationController

  def my_method
    ...
    ...
  end

end
```

Now what???

Find the view!!

```
/apps/views/my_class/my_method.html.erb
```


Views

Views (also known as templates) in Rails are HTML documents that can be made dynamic through the use of embedded Ruby

```
<ul>  
  <% for num in (1..100) %>  
    <% if num % 2 == 0 %>  
      <li><%= num %></li>  
    <% end %>  
  <% end %>  
</ul>
```

They are located in [app/views](#), and always have the extension **.html.erb**

Connecting Controllers and Views

http://localhost:3000/my_class/my_method?first_parameter=hello

The default behavior of the “my_method” action of MyClassController is to render whatever is in the file `app/views/my_class/my_method.html.erb`

We can reference MyClassController’s instance variables (e.g. `@string`) because they are automatically passed into this view

View Helpers

```
<%= stylesheet_link_tag "my_stylesheet" %>
```

Creates a <link> tag with a reference to the stylesheet

```
<%= link_to "ABC", :action => "my_action" %>
```

Creates a link with text **ABC** that references the **my_action** action in the current controller

Layouts

Layouts are essentially views that wrap other views

Layouts allow you to extract common code between multiple views into a single template

Layouts generally reduce boilerplate in your views (e.g. we should use a layout instead of putting the doctype or stylesheet info in every one of our views)

Layouts are located in [app/views/layouts](#)

Layout Example

```
<?xml version="1.0" encoding="utf-8"?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
    "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
  <head>
    <title>One Controller</title>
  </head>
  <body>
    <%= yield %>
  </body>
</html>
```

Partials

Partials (short for partial templates) provide another way to extract components from a page without code repetition

Think of partials like subroutines – they simplify views via decomposition. If you're writing a Facebook-like news feed, you might want every news item to be a partial.

Partials are like any other view, except that their filenames always begin with an underscore (e.g. `_three.html.erb`)

Partials are invoked from within another view using `render (:partial =>)`

Partial Example: passing variables

```
<%= render (:partial => "three",  
           :locals => {:foo => "bar"}) %>
```

Rendering partial from view

```
... partial code ...  
<div>The foo local is <%= foo %></div>  
... partial code ...|
```

Partial _three.html.erb