Eloquent database manipulation.

Once we have our model and mirgations set up we can use php artisan tinker to test some commands.

We can run a command on the model itself to access the ‘collection’ of all objects, AND create more of the object.

Ie; if the model is in App folder and called article:

App\Article::all()->toArray();   
This will spit out all objects the model has made so far.

We can instantiate the model by letting it produce an object:

$article= App\Article::create etc.

On php artisan you can go straight to App\Article, but elsewhere you must use an object to be the ‘incarnation’ of the App\Article.

App\Article extends the model class and so for a full list of properties/actions see that.

The benefit of using $article or creating an incarnation of the object Is that you can then operate on that particular with object like dexterity:

Eg.

$article->update

$article->toArray()

Instead of going App\article etc.