

# Ruby / Rails

Lesson 00. Web Apps. MVC. Rails  
by Yuriy Bezgachnyuk, August 2022

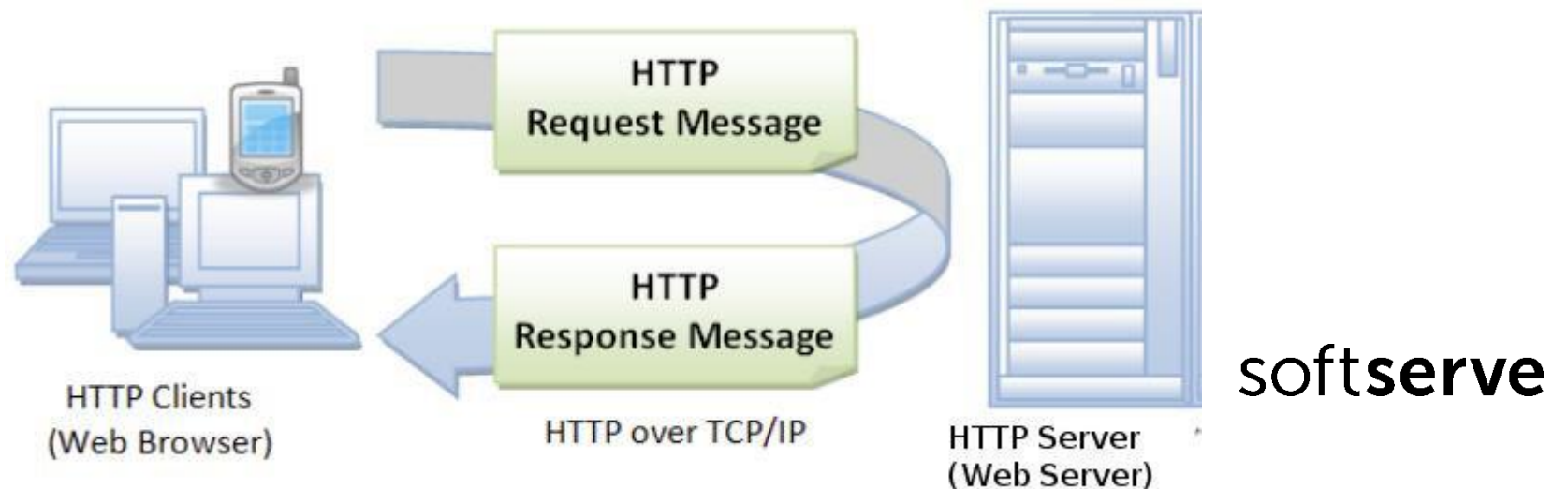
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# AGENDA

- HTTP Protocol (just for remind)
- Web Apps Architecture
  - 3-Tier Architecture
  - Classical Web Applications
- MVC Pattern
- Ruby on Rails framework

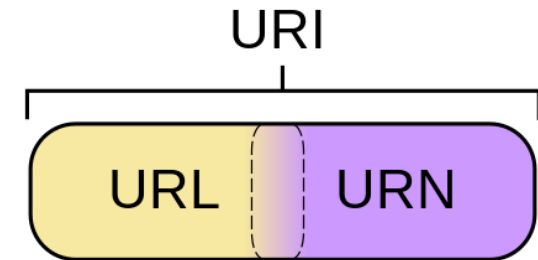
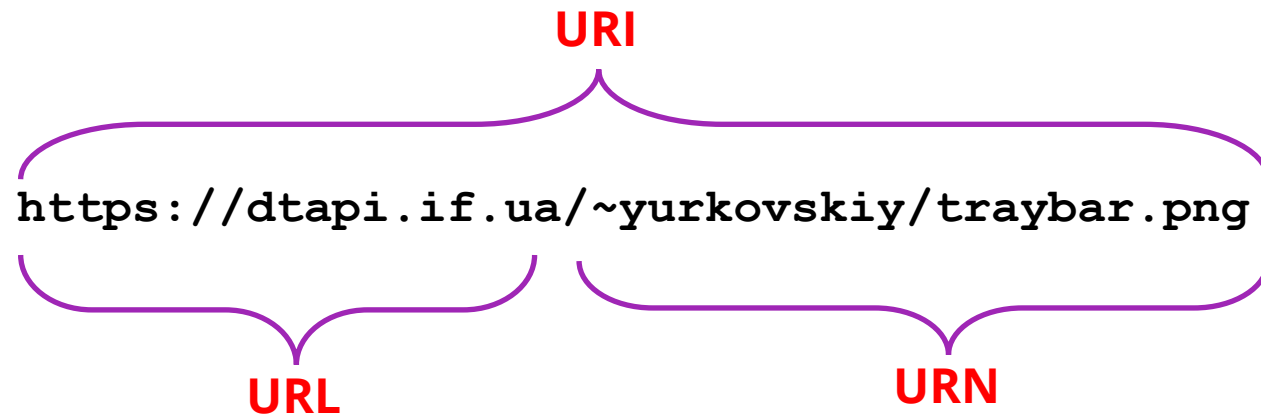
# HTTP Protocol

- Request-response mechanism:
  - Transaction is initiated by a client sending a *request* to server
  - Server generates a *response*
- Resource Identification
  - Each HTTP request includes a **URI (Uniform Resource Identifier)**
- Statelessness
  - The server does not maintain any information about the transaction
- Meta data support
  - Metadata about information can be exchanged in the messages



# HYPERLINK

- **A uniform resource locator (URL)** – is a specific character string that constitutes a reference to a resource.
- **A uniform resource identifier (URI)** – is a string of characters used to identify a name of a web resource.



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# HTTP METHODS

- HTTP defines a set of **request methods** to indicate the desired action to be performed for a given resource. Although they can also be nouns, these request methods are sometimes referred to as **HTTP verbs**. Each of them implements a different semantic, but some common features are shared by a group of them: e.g. a request method can be safe, idempotent, or cacheable.

GET

POST

PUT

DELETE

HEAD

OPTIONS

TRACE

CONNECT

PATCH

# HOW DATA TRANSFER TO SERVER

- Data always transfers to the server as a dictionary structure
  - **Key=value**
  - Several parameters connect with each other using **&** (ampersand symbol)

**New post**

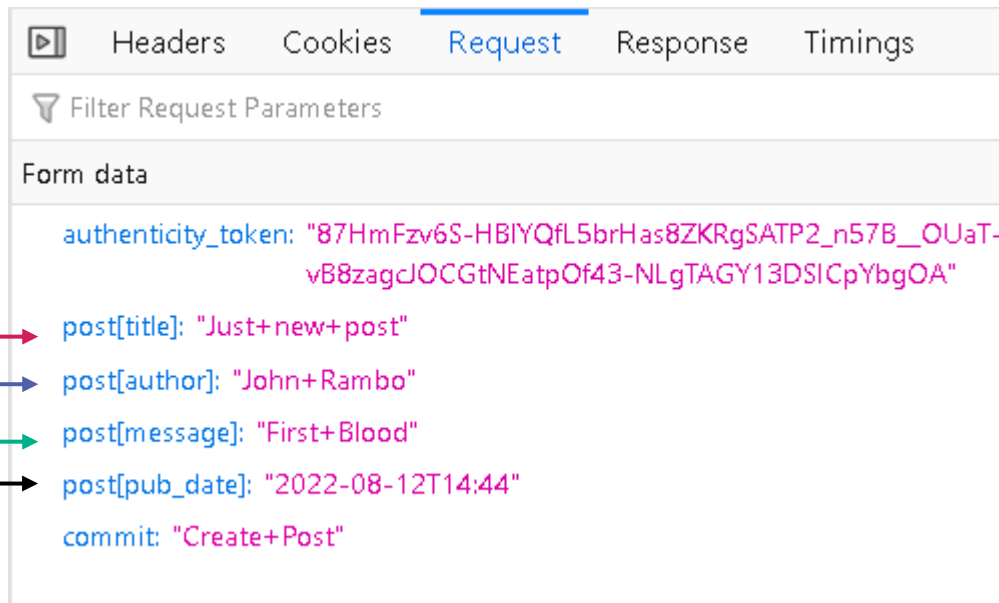
Title  
Just new post

Author  
John Rambo

Message  
First Blood

Pub date  
08 / 12 / 2022 , 02 : 44 PM

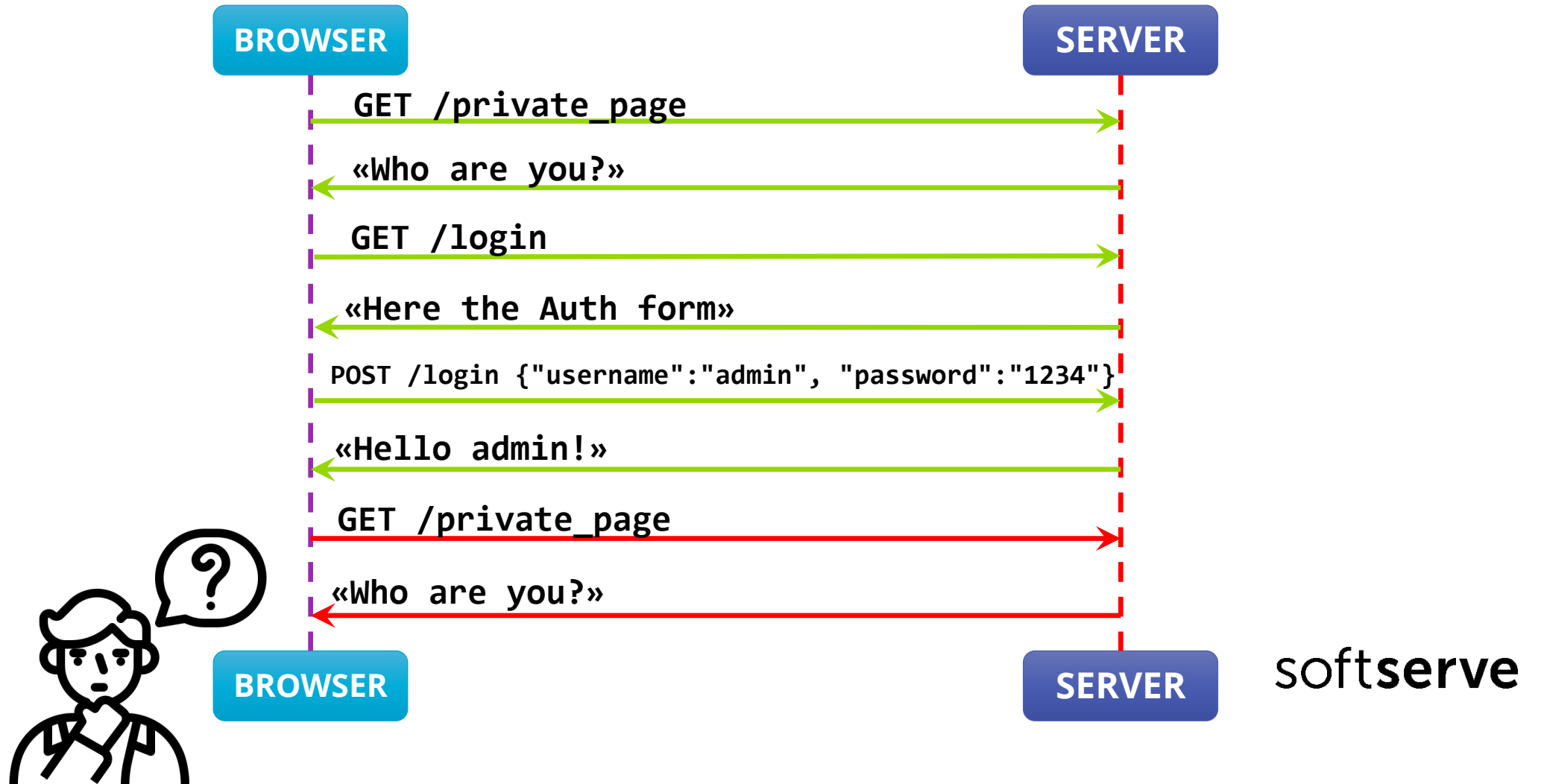
Create Post



**&post%5Btitle%5D=Just+new+post&post%5Bauthor%5D=John+Rambo&post%5Bmessage%5D=First+Blood&post%5Bpub\_date%5D=2022-08-12T14%3A44&commit=Create+Post**

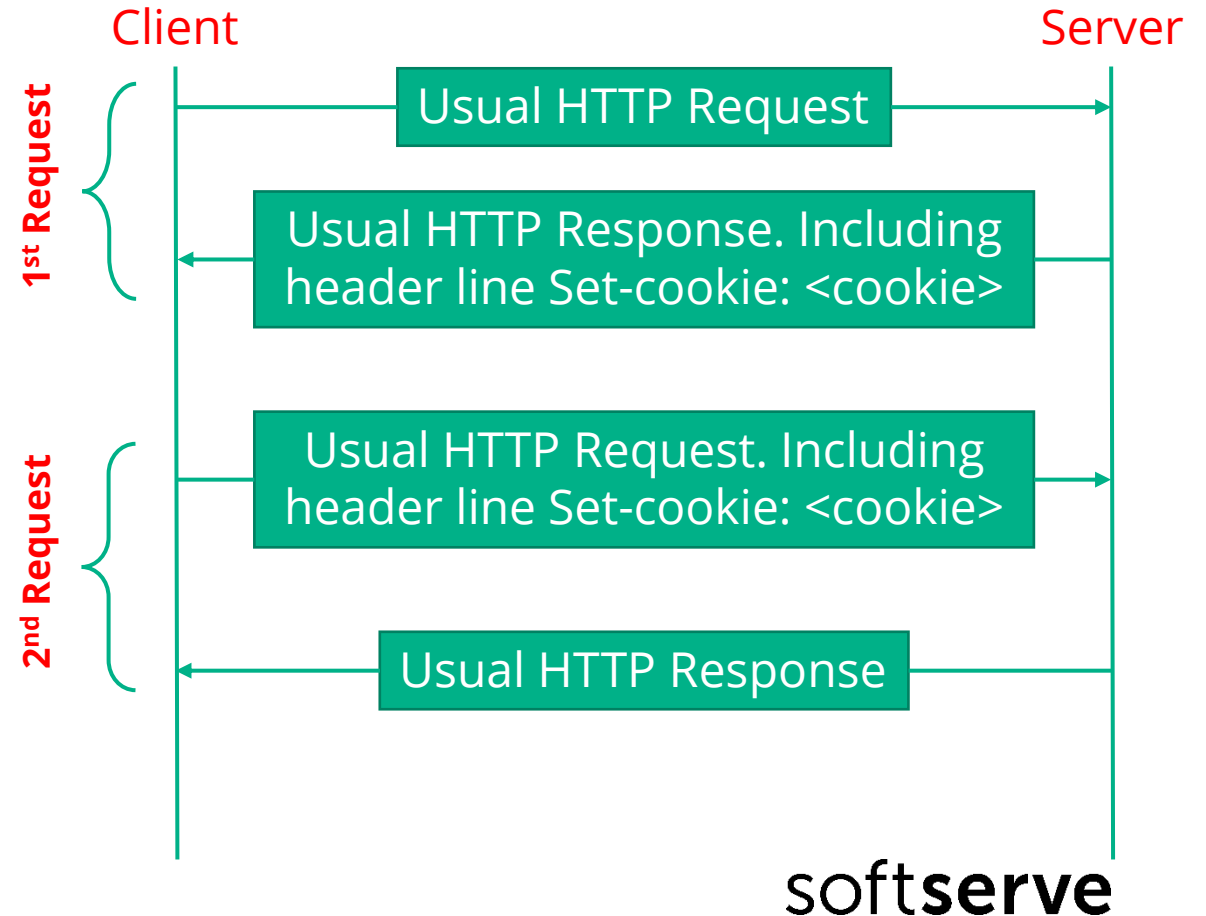
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# STATELESSNESS



# COOKIES

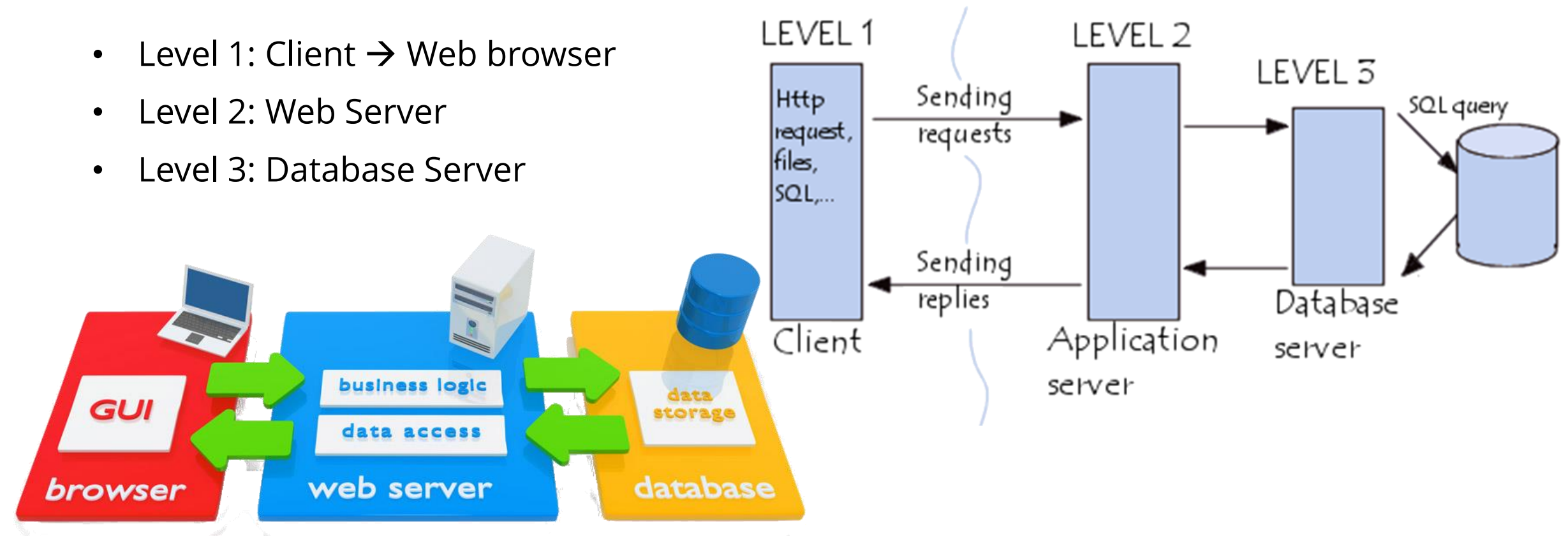
- HTTP is **statelessness** protocol server doesn't maintain information about transaction
- **Cookies** manage state maintenance by shifting the burden to client
- Cookies are transmitted in **clear text** (security issue)





# 3-TIER ARCHITECTURE

- Level 1: Client → Web browser
- Level 2: Web Server
- Level 3: Database Server



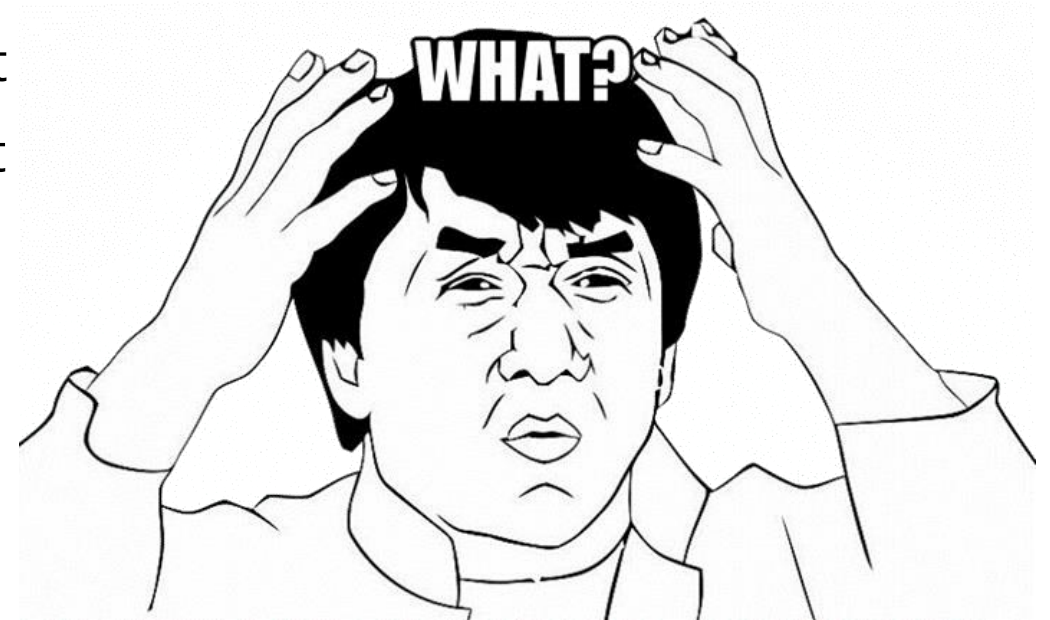
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# CLASSIC WEB APPLICATION

- Classic web application has a structure which was shown on the previous slide
- Database Server – store data
- Web Server – contains program code of the system which provides **business logic** and **data access** layer (interaction between web server and database)
- There is no explicit separation between **Frontend** and **Backend**
- All actions are handling on the server (Backend)
- Backend code dynamically generates web pages based on a user's data

# BACKEND / FRONTEND

- **Backend** – also called as **Server**-side development
- **Frontend** – also called as **Client**-side development
- **What does it mean?**
  - Server-side – the program code is running on the **server** machine (by/under web-server)
  - Client-side – the program code is running on the **client** machine (by/under web-browser)



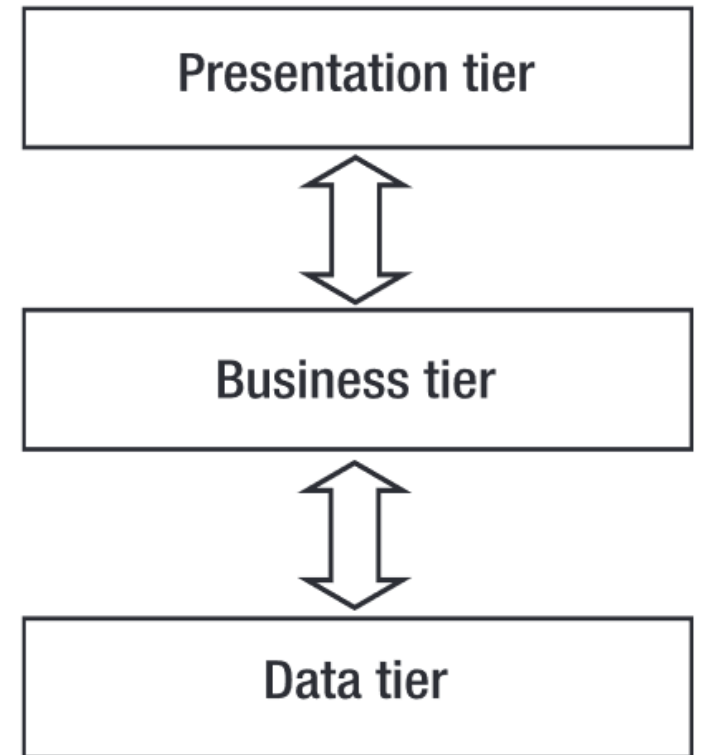
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# MVC PATTERN

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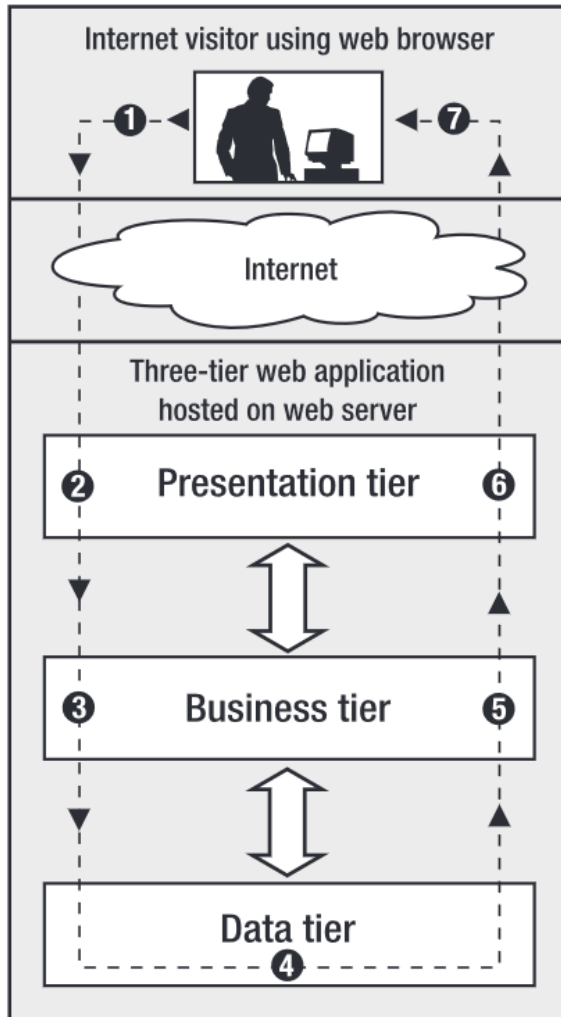
# THE MAGIC OF 3-TIER ARCHITECTURE

- Generally, the architecture refers to the way we **split the code** that implements a feature of the application into **separate components** based on what they do and grouping each kind of component into a single logical tier
- 3-Tier Architecture (Layers)
  - Presentation tier
  - Business tier
  - Data tier



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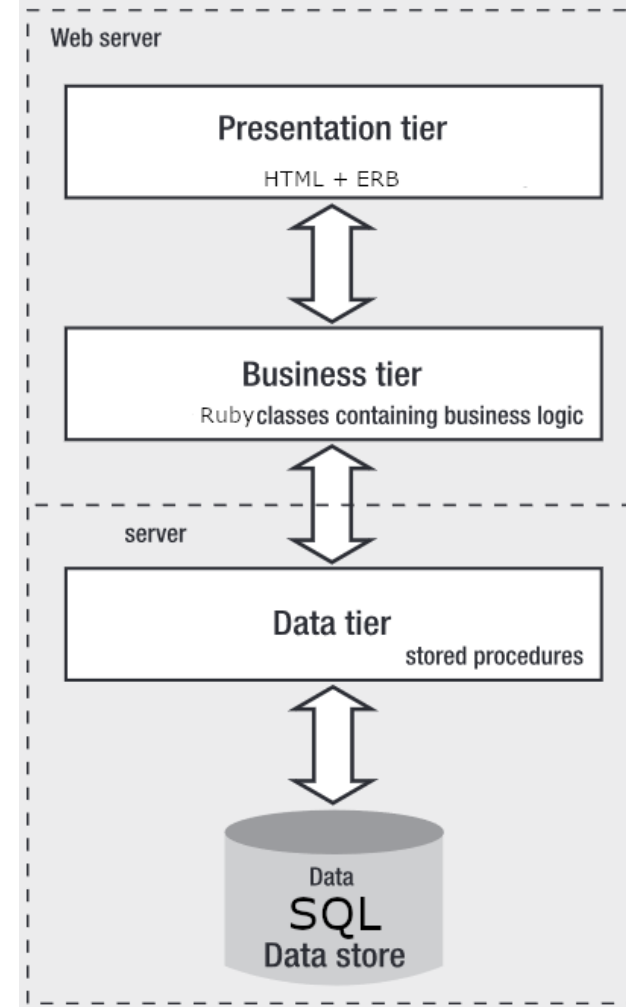
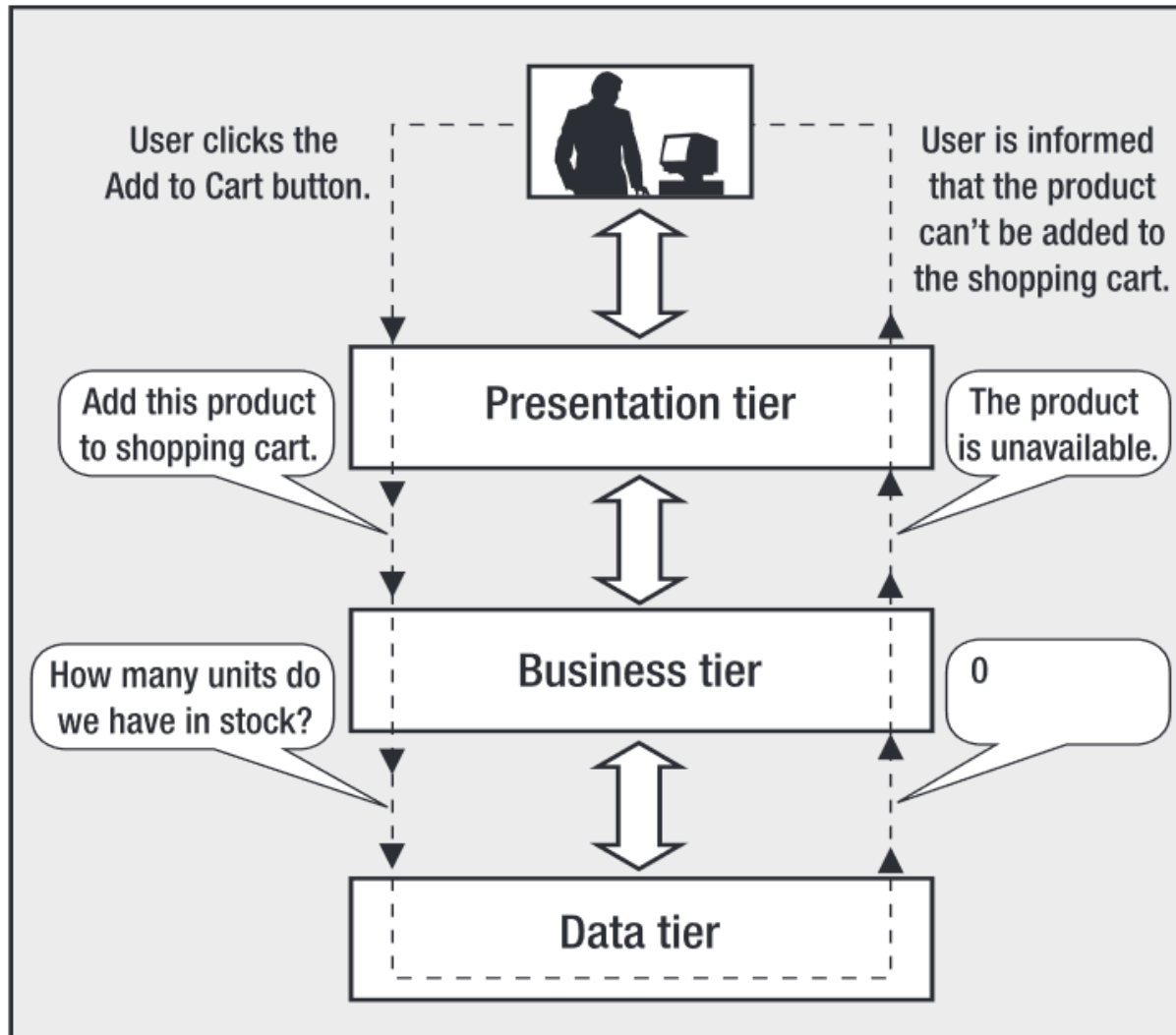
# DATA FLOW



- **(1)** Client generates request to the server
- **(2)** Request is processing under presentation layer (ex.: click on button)
- **(3)** Processing the data from presentation layer
- **(4)** Communication with Database
- **(5)** Processing the data which was returned from data tier (ex.: some Result Set should be converted to another format)
- **(6)** Presentation tier dynamically generating the HTML-layout depends on data from business tier

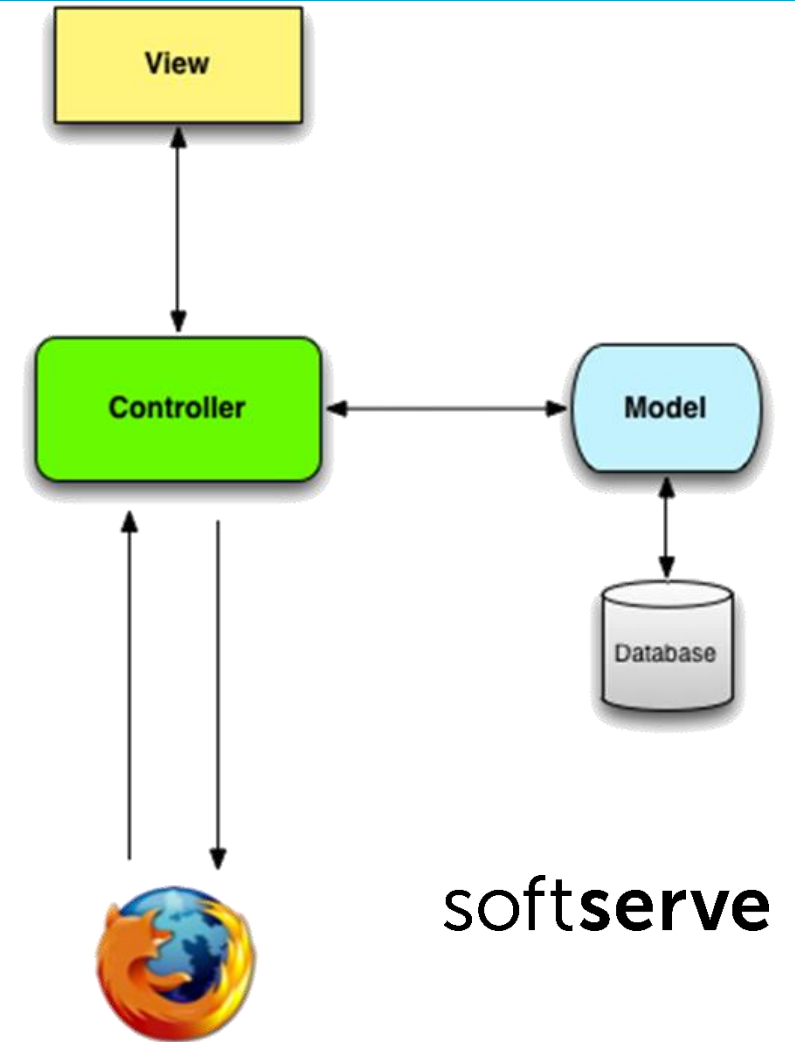
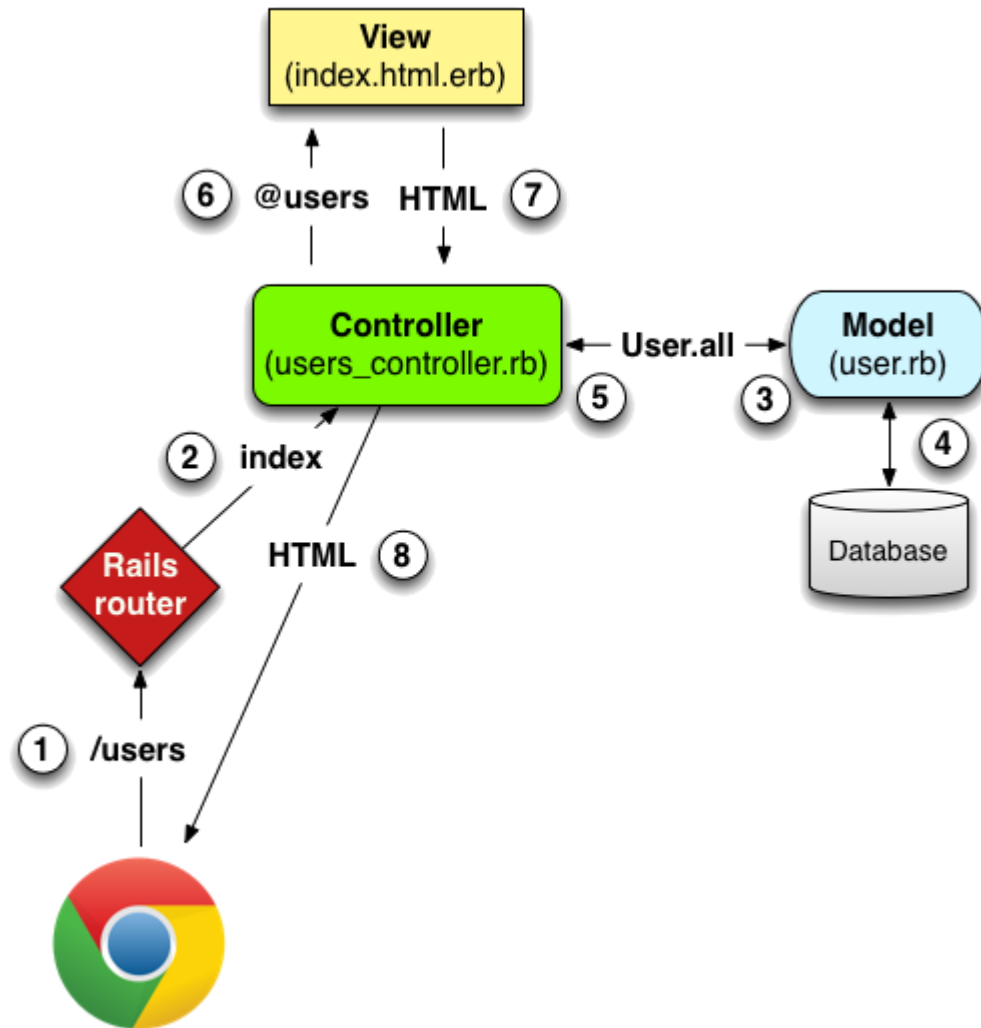
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# “REAL” EXAMPLE



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# MVC



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# RUBY ON RAILS

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# Rails framework

- Which tools are needed for correct installation
  - Ruby interpreter (environment)
  - Node.js
  - Yarn package manager (or npm [part of node.js])
  - Run: **gem install rails**
- How to create new project
  - Run: **rails new <project\_name>**



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# STRUCTURE [DIRECTORIES]

File / Directory	Description
<b>app/</b>	Contains main code of your project
<b>bin/</b>	Contains the rails script that starts your app and can contain other scripts you use to set up, update, deploy, or run your application.
<b>config/</b>	Contains configuration for your application's routes, database, and more.
<b>db/</b>	Contains your current database schema, as well as the database migrations
<b>lib/</b>	Extended modules for your application
<b>log/</b>	Application log files
<b>public/</b>	Contains static files and compiled assets. When your app is running, this directory will be exposed as-is
<b>test/</b>	Unit tests, fixtures, and other test apparatus
<b>tmp/</b>	Temporary files (like cache and pid files)
<b>Gemfile [.lock]</b>	These files allow you to specify what gem dependencies are needed for your Rails application. These files are used by the Bundler gem
<b>config.ru</b>	Rack configuration for Rack-based servers used to start the application

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# “app/” Directory

File / Directory	Description
<b>assets/</b>	CSS, JS, images
<b>controllers/</b>	Controller classes
<b>helpers/</b>	Helpers
<b>models/</b>	Model classes
<b>views/</b>	View templates, partials, layouts

- Most of your activities will be focused inside **app/** directory

# Rails command line utility

- The main purpose of **rails** utility – it's a set of generators which help to create skeleton, components of RoR application (helping to you avoiding a lot of **boring** jobs 😊 )

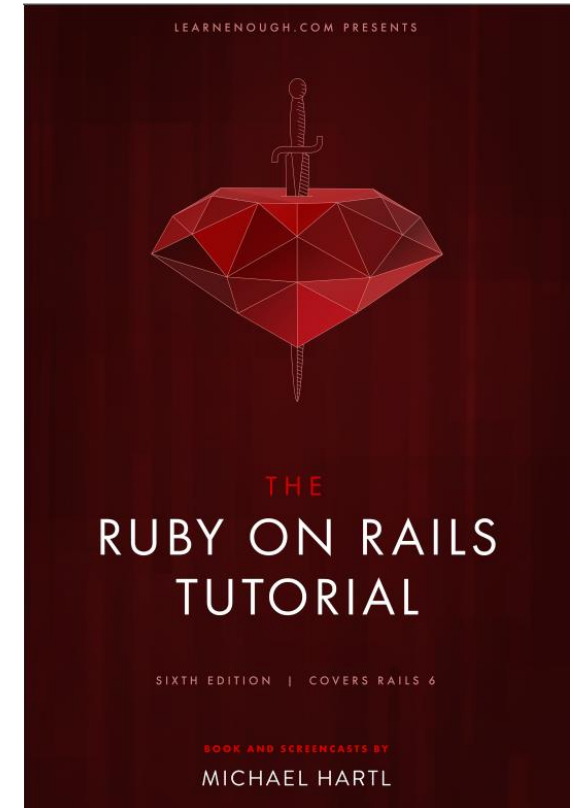
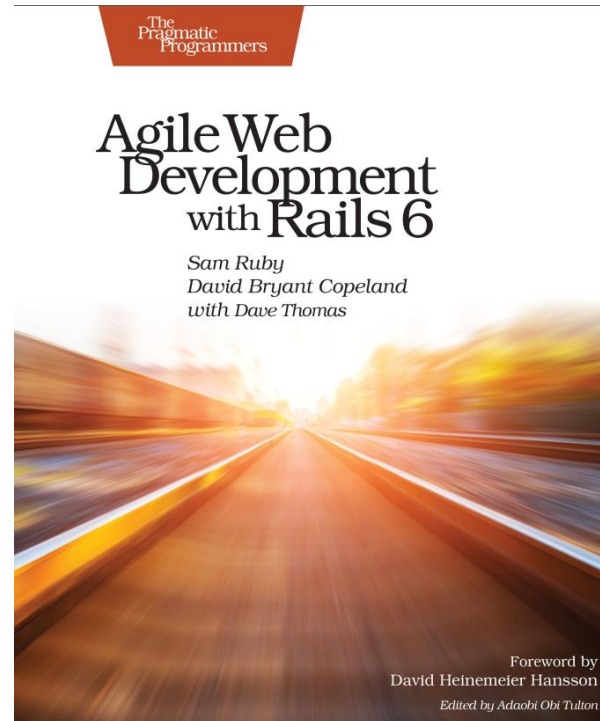
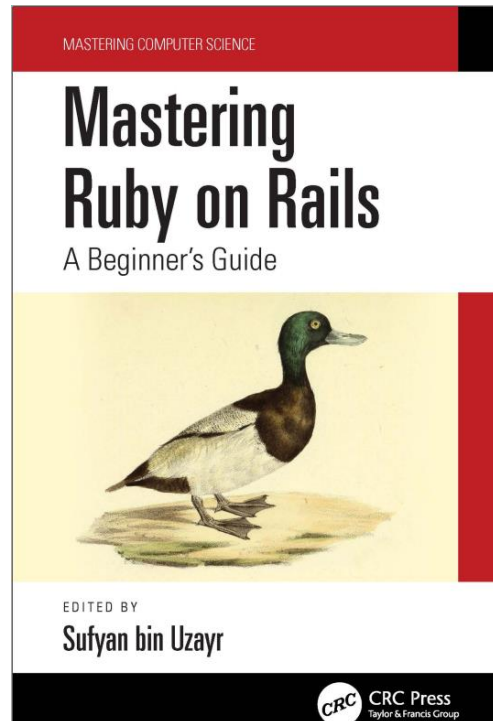
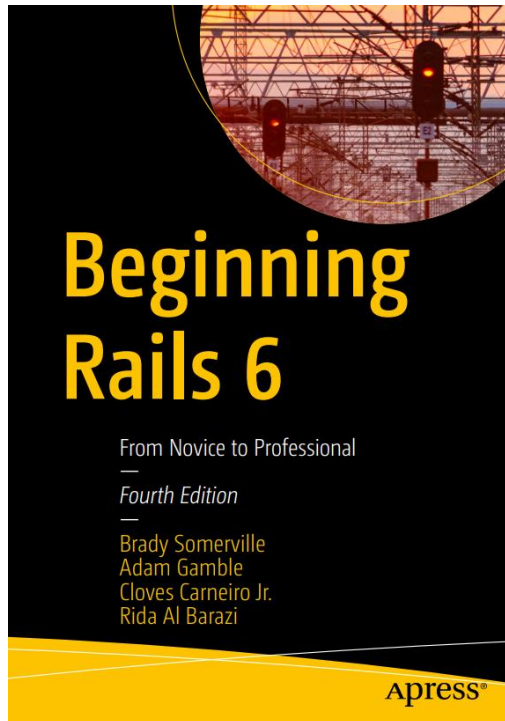
Command	Purpose
<b>rails new my_app</b>	Create new blank of project
<b>rails server   rails s</b>	Run development server
<b>rails console   rails c</b>	Run interactive console
<b>rails db:create</b>	Create new project's database
<b>rails db:migrate</b>	Run migration scripts (for current environment)
<b>rails --tasks</b>	List of all available commands
<b>rails g scaffold &lt;...&gt;</b>	Generating "full prototype" of the project

- Cool Rails developers not recommend to use **scaffolding** for project 😊

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# REFERENCES & SOURCES

- Official Rails guide <https://guides.rubyonrails.org/>
- Ruby Garage community <https://rubygarage.github.io/>
- Tutorialspoint <https://www.tutorialspoint.com/ruby-on-rails/>



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FUTURE