

LARAVEL HANDBOOK



FLAVIO COPES

Table of Contents

Preface

The Laravel Handbook

Conclusion

Preface

The Laravel Handbook follows the 80/20 rule: learn in 20% of the time the 80% of a topic.

In particular, the goal is to get you up to speed quickly with Laravel.

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You can reach me on Twitter [@flaviocopes](https://twitter.com/flaviocopes).

Enjoy!

The Laravel Handbook

0. Table of contents

- [0. Table of contents](#)
- [1. Introduction to Laravel](#)
- [2. Getting started](#)
- [3. Blade](#)
- [4. Dynamic routes](#)
- [5. Adding a database](#)
- [6. How to use migrations to create and modify the database schema](#)
- [7. Using forms to accept user input and store it into the database](#)
- [8. Adding a better layout](#)
- [9. Adding the form at the bottom of the list](#)
- [10. Allow users to delete dogs from the list](#)
- [11. Adding authentication using Laravel Breeze](#)
- [12. Only authenticated users can add items to the database](#)
- [13. Push the app code to GitHub](#)
- [14. Deployment](#)
- [15. Dynamic routes](#)
- [16. Non-web routes](#)
- [17. Creating commands](#)
- [18. Where to go from here](#)

The goal of this handbook is to get you up and running with Laravel, starting from zero knowledge.

I will only teach you the basics, and once you're done with this you'll have the knowledge you need to dive deeper.

1. Introduction to Laravel

Laravel is one of those legendary frameworks that everyone using it loves.

To me, it's in the same level of Rails and Django.

If you know/prefer Ruby you use Rails.

If you know/prefer Python you use Django.

If you know/prefer PHP you use Laravel.

Generally speaking I mean, because each of those languages has a ton of alternatives.

I would say Laravel, together with WordPress, is the “PHP killer app”.

PHP is often disregarded by developers, but it has some unique features that make it a great language for Web Development and Laravel figured out how to take advantage of the best features of PHP.

On Twitter I can only see love for Laravel.

Much like how it happens for Rails.

This is not a “new framework of the month” kind of thing. Laravel has been around since 2011, well before modern frontend tools like React and Vue.js existed.

It stood the test of time. And it evolved over the years to a serious and complete solution for building Web Applications, which comes out of the box complete with everything you need.

Something like Laravel does not exist in pure JavaScript tooling.

Things like Next.js or Remix appear very primitive in some aspects, while in some other aspects they seem more modern.

It's just a different tool.

And I think as Web Developers we must know in which scenario one tool is more optimal than others. So we can make the best technical choice depending on the requirements.

In this handbook I am going to give a introduction to Laravel to get you up and running.

2. Getting started

To get started with Laravel, you need to set up your PHP environment on your computer.

You can do this in various ways.

Before going on, remove any older PHP installations you might have done in the past. How exactly depends on how you installed PHP on your machine. Hopefully you haven't any and we can go on.

On macOS, use Homebrew ([install Homebrew](#) first if you haven't already) and install both PHP and [Composer](#) using

```
brew install php composer
```

(might take a while)

Once installed you should be able to run the `php -v` command to get the version of PHP installed (same for `composer -v`):

```
→ ~ php -v
PHP 8.2.5 (cli) (built: Apr 13 2023 17:59:46) (NTS)
Copyright (c) The PHP Group
Zend Engine v4.2.5, Copyright (c) Zend Technologies
    with Zend OPcache v8.2.5, Copyright (c), by Zend Technologies
→ ~ composer -v

Composer version 2.5.5 2023-03-21 11:50:05
```

Now you can go into folder on your computer that you reserve for development. I have a `dev` folder in my home directory, for example.

In there, run:

```
composer create-project laravel/laravel first
```

To create a new project in a folder called `first`.

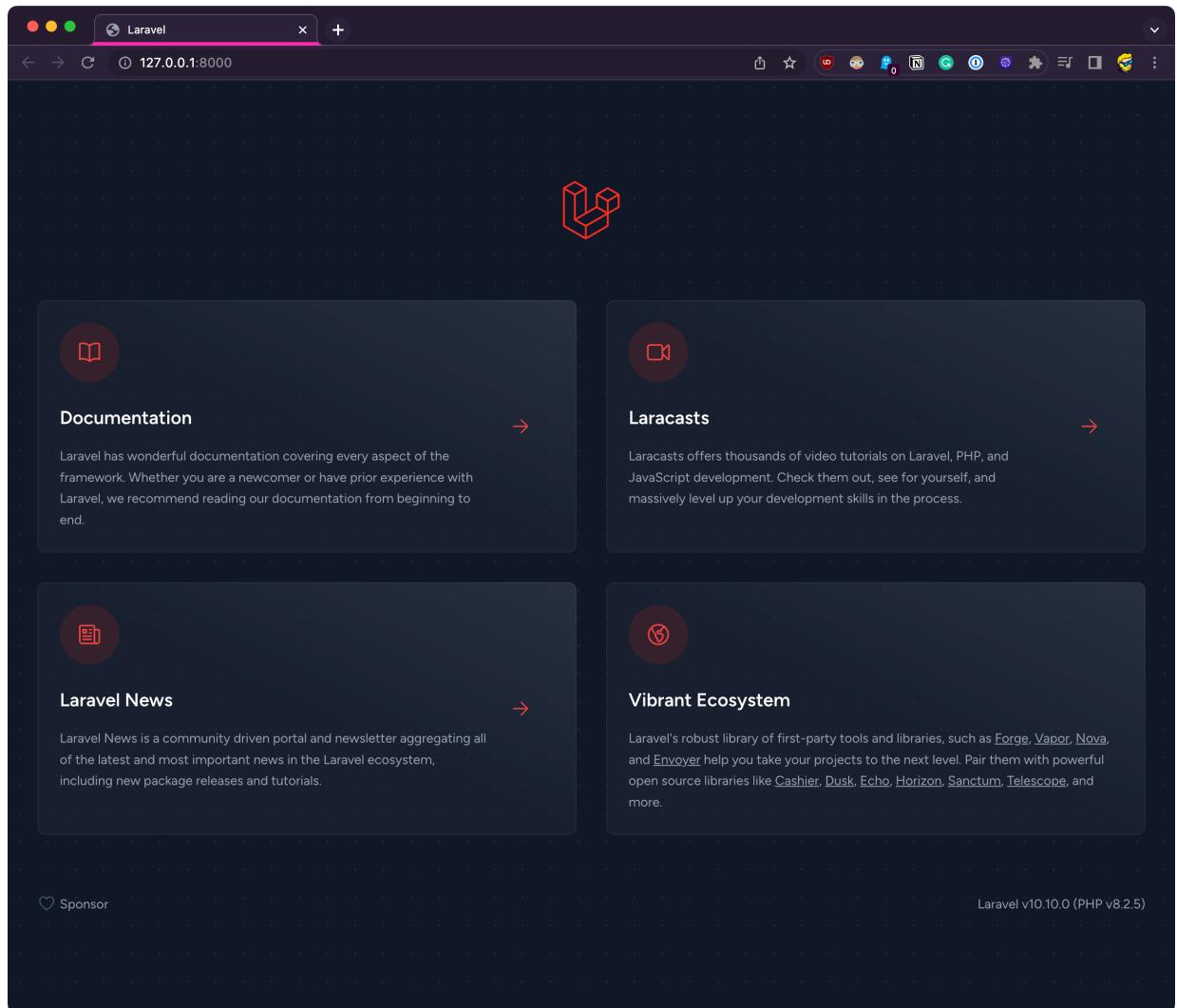
Now go into that folder and run `php artisan serve`:

```
cd first  
php artisan serve
```

```
→ dev cd first  
→ first php artisan serve  
  
INFO Server running on [http://127.0.0.1:8000].  
  
Press Ctrl+C to stop the server
```

`php artisan <some_command>` is something you'll use often in Laravel, as it can do a lot of useful stuff for you. For example we'll use it to "scaffold" models without having to create files by hand.

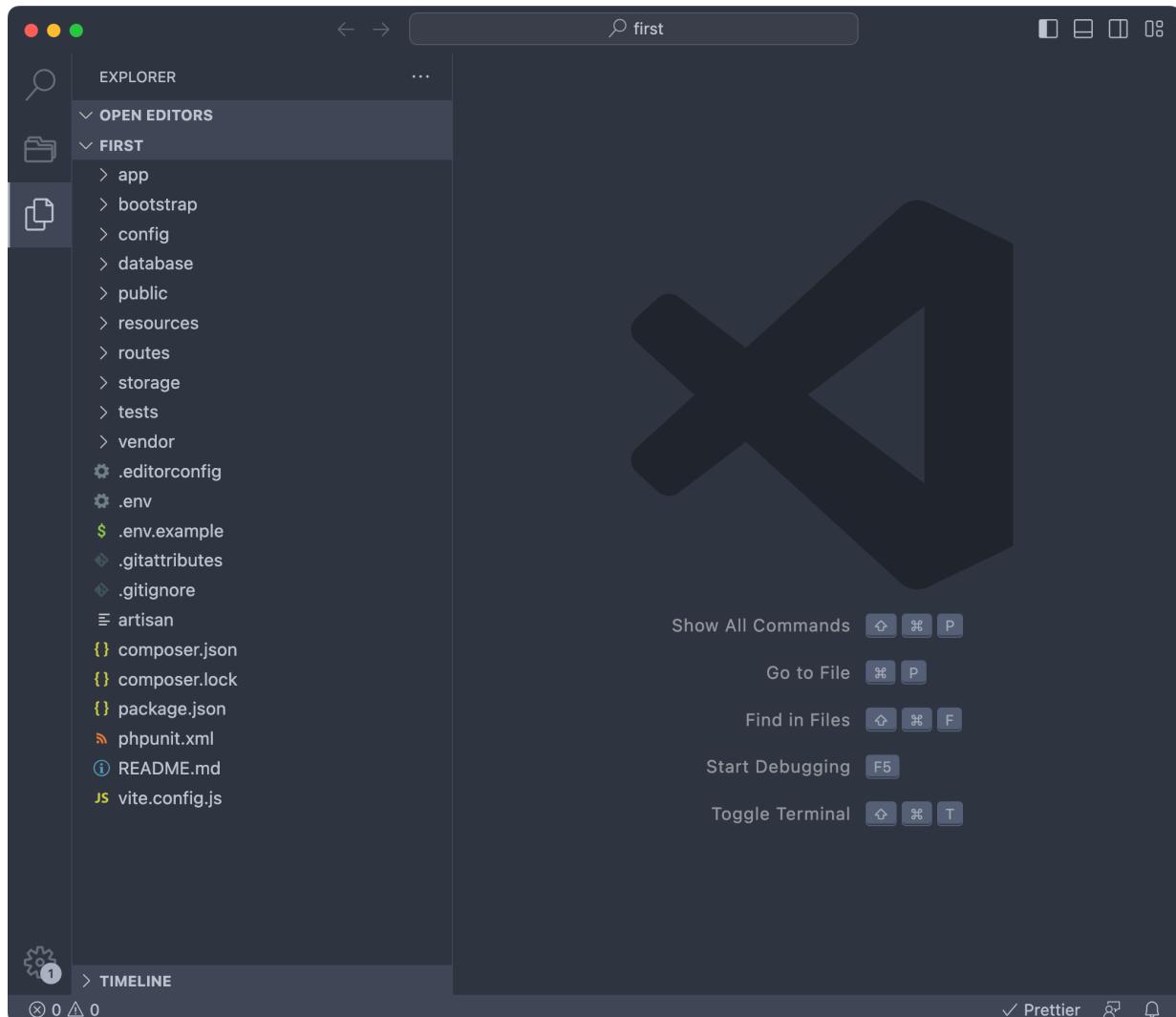
Open your browser and you'll see the default welcome screen of a Laravel app:



If you have troubles reaching this stage, the official documentation has great guides for [macOS](#), [Linux](#) and [Windows](#).

Open the newly created project folder in VS Code.

This should be the file structure:



While you're here I recommend you install the extensions

- [Laravel Extra Intellisense](#)
- [Laravel Artisan](#)
- [Laravel Blade Snippets](#)
- [PHP tools for VS Code](#)

We have a bunch of folders and a bunch of files.

The first thing you're going to look at is the `.env` file.

It contains a lot of configuration options, called environment variables, for your app:

The screenshot shows the Visual Studio Code interface. In the left sidebar (Explorer), there is a tree view of files and folders. Under the 'OPEN EDITORS' section, there is a node for '.env'. The main area is a code editor showing the contents of the '.env' file. The file contains several environment variables, each on a new line, starting with a line number and followed by the variable name and its value. The variables include APP_NAME, APP_ENV, APP_KEY, APP_DEBUG, APP_URL, LOG_CHANNEL, LOG_DEPRECATED_CHANNEL, LOG_LEVEL, DB_CONNECTION, DB_HOST, DB_PORT, DB_DATABASE, DB_USERNAME, DB_PASSWORD, BROADCAST_DRIVER, CACHE_DRIVER, FILESYSTEM_DISK, QUEUE_CONNECTION, SESSION_DRIVER, SESSION_LIFETIME, MEMCACHED_HOST, REDIS_HOST, REDIS_PASSWORD, REDIS_PORT, MAIL_MAILER, MAIL_HOST, and MAIL_PORT.

```
1 APP_NAME=Laravel
2 APP_ENV=local
3 APP_KEY=base64:eS4UWUTQcf3W30Cgd9uXlN0DMwYetotgDb2308VML/k=
4 APP_DEBUG=true
5 APP_URL=http://localhost
6
7 LOG_CHANNEL=stack
8 LOG_DEPRECATED_CHANNEL=null
9 LOG_LEVEL=debug
10
11 DB_CONNECTION=mysql
12 DB_HOST=127.0.0.1
13 DB_PORT=3306
14 DB_DATABASE=laravel
15 DB_USERNAME=root
16 DB_PASSWORD=
17
18 BROADCAST_DRIVER=log
19 CACHE_DRIVER=file
20 FILESYSTEM_DISK=local
21 QUEUE_CONNECTION=sync
22 SESSION_DRIVER=file
23 SESSION_LIFETIME=120
24
25 MEMCACHED_HOST=127.0.0.1
26
27 REDIS_HOST=127.0.0.1
28 REDIS_PASSWORD=null
29 REDIS_PORT=6379
30
31 MAIL_MAILER=smtp
32 MAIL_HOST=mailpit
33 MAIL_PORT=1025
```

For example in this portion of the file you can see we set the app name, the debug flag, the URL, settings related to logging, to the database connection, email sending and much more.

One very useful folder is `config`. Here's for example the `config/app.php` file:

The screenshot shows a code editor interface with the following details:

- EXPLORER** sidebar: Shows the project structure with a tree view. The `config` folder is expanded, showing files like `app.php`, `auth.php`, `broadcasting.php`, etc.
- OPEN EDITORS** sidebar: Shows the currently open file is `app.php`.
- Editor Area:**
 - File path: `config > app.php`
 - Content:

```
1 <?php
2
3 use Illuminate\Support\Facades\Facade;
4 use Illuminate\Support\ServiceProvider;
5
6 return [
7
8     /*
9     |--------------------------------------------------------------------------
10    | Application Name
11    |--------------------------------------------------------------------------
12    |
13    | This value is the name of your application. This value is used when the
14    | framework needs to place the application's name in a notification or
15    | any other location as required by the application or its packages.
16    |
17    */
18
19 'name' => env('APP_NAME', 'Laravel'),
20
21 /*
22 |--------------------------------------------------------------------------
23 | Application Environment
24 |--------------------------------------------------------------------------
25 |
26 | This value determines the "environment" your application is currently
27 | running in. This may determine how you prefer to configure various
28 | services the application utilizes. Set this in your ".env" file.
29 |
30 */
31
32 'env' => env('APP_ENV', 'production'),
```
 - Bottom status bar: `Ln 1, Col 1 Spaces: 4 UTF-8 LF PHP ⚡ Prettier`

Each file in the folder contain a lot of configuration options you can set, very well documented.

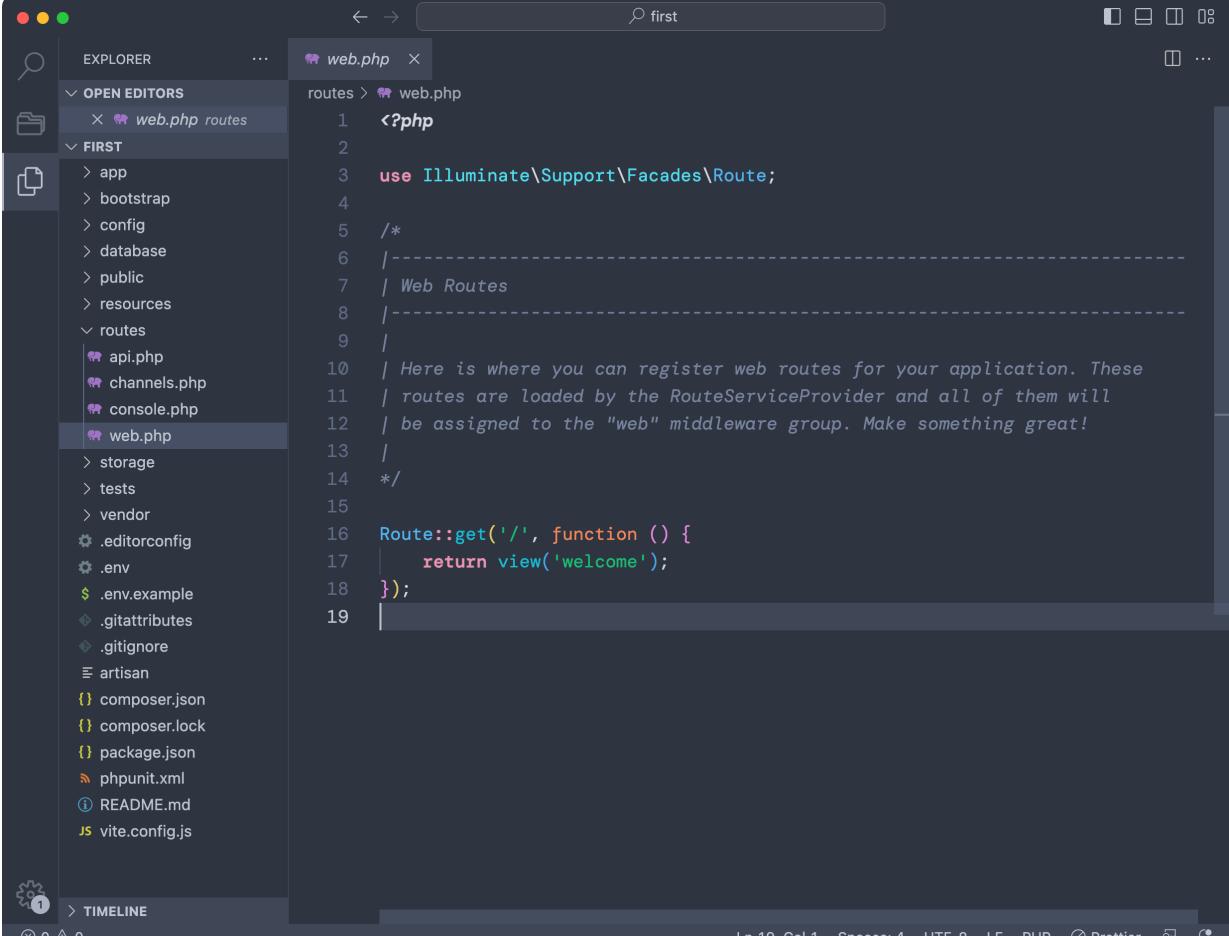
What's the difference between config files and the `.env` file? Environment variables in `.env` can be changed depending on the deployment, for example locally in development you can have debug enabled, while on the production server you don't want that.

Some options in `config` files, like the ones you see above, make use of the `env()` Laravel helper function to get the environment variable.

While options stored directly in the `config` folder hardcoded are “one for all environments”.

Before looking at changing any of the configuration options, let's modify what you see in the browser.

Open the `routes` folder and you'll 4 files. Open `web.php` :

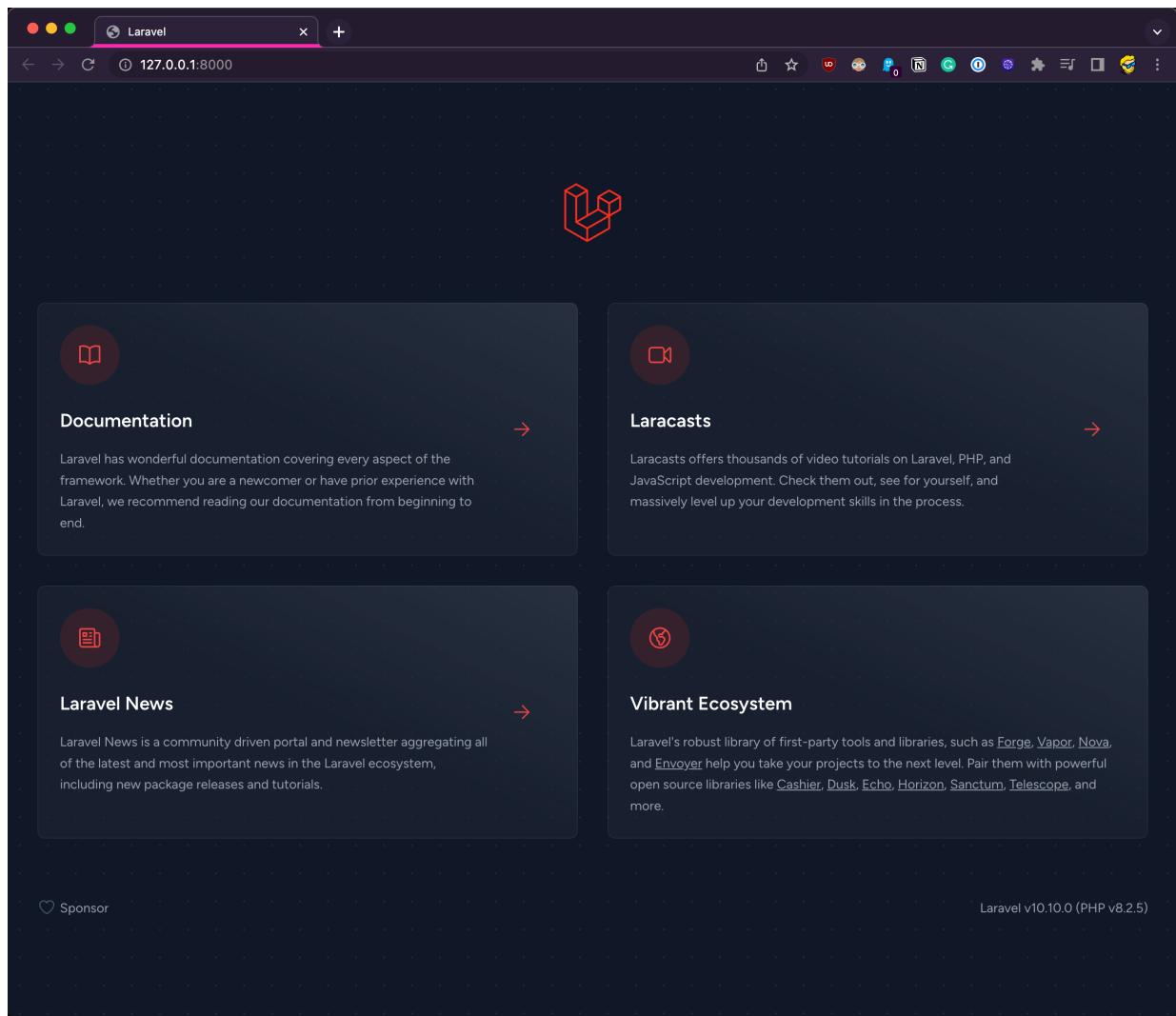


The screenshot shows a code editor interface with a dark theme. The left sidebar is titled "EXPLORER" and lists several project files and folders. The main editor area is titled "routes > web.php" and contains the following PHP code:

```
<?php  
use Illuminate\Support\Facades\Route;  
  
/*  
 |-----  
 | Web Routes  
 |-----  
 |  
 | Here is where you can register web routes for your application. These  
 | routes are loaded by the RouteServiceProvider and all of them will  
 | be assigned to the "web" middleware group. Make something great!  
 |  
 */  
Route::get('/', function () {  
    return view('welcome');  
});
```

The status bar at the bottom indicates "Ln 19, Col 1" and "Spaces: 4".

This is the code that displays the sample home page of the Laravel application:



We made a request to the `/` relative URL (`http://127.0.0.1:8000/`), which means the “home page”.

This URL is handled in the `routes/web.php` file, which contains the router dedicated to handling HTTP requests coming from the browser.

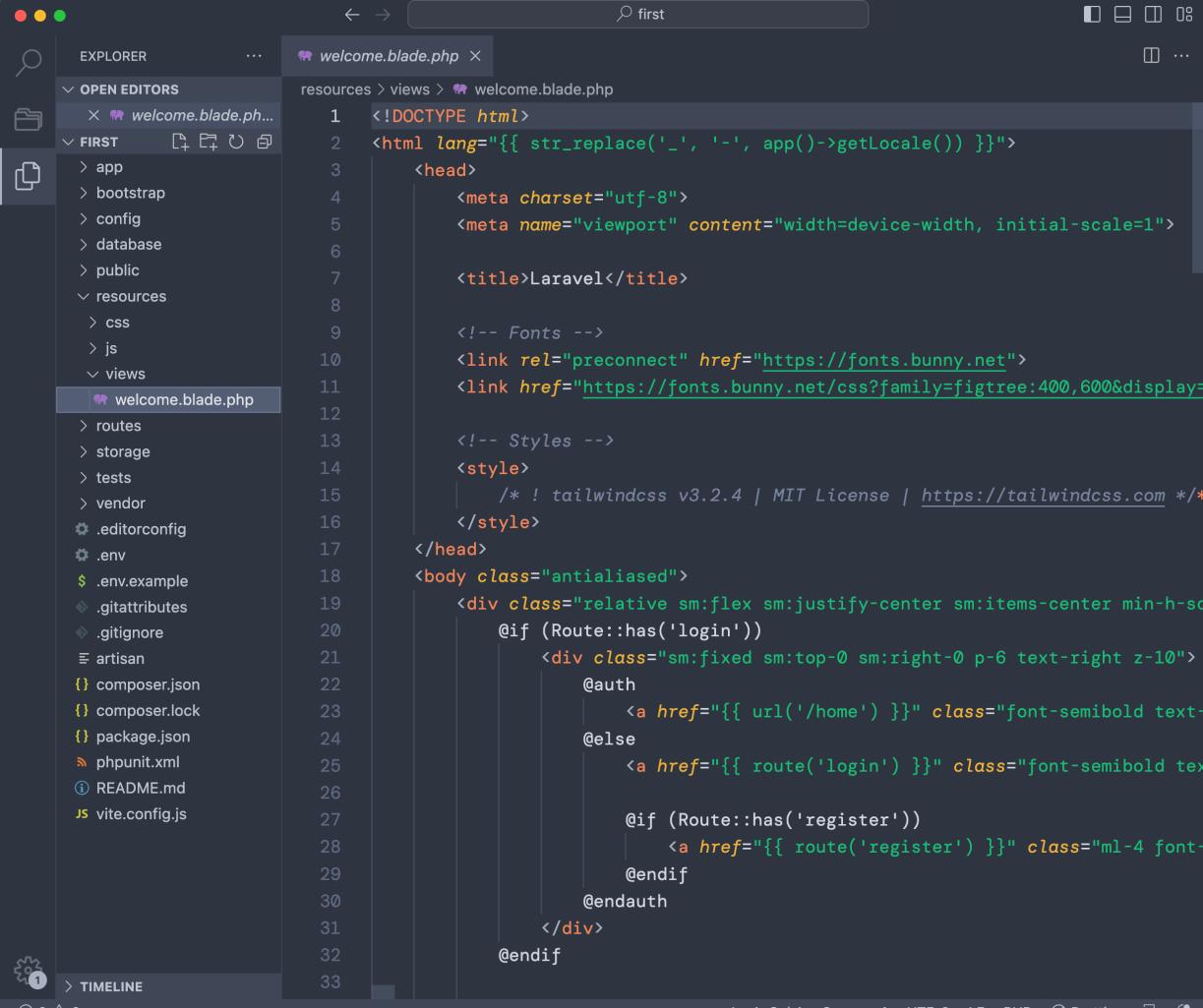
In this file, as shown in the screenshot, we tell Laravel to return the `welcome` view when someone visits the `/` URL using the `GET` HTTP method (the one used when you open the page in the browser):

```
Route::get('/', function () {
    return view('welcome');
});
```

To do this we use the `view()` Laravel helper, which knows where to find the `welcome` view because Laravel uses a set of conventions.

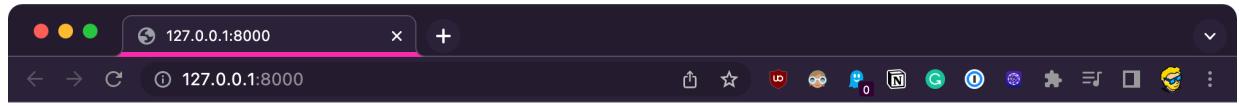
We have folders and files dedicated to holding specific, well-defined parts of our applications.

In this case the welcome view is defined in the file `resources/views/welcome.blade.php`:



The screenshot shows a code editor window with the file `welcome.blade.php` open. The file is located at `resources > views > welcome.blade.php`. The code is written in Blade templating syntax, which is a mix of HTML and PHP-like logic. It includes meta tags for charset and viewport, a title, and a head section with links to fonts from `fonts.bunny.net`. The body section contains a conditional block (@if) for the login route, which includes links to the home page and the login page. The code editor interface shows the file path in the top bar, a search bar, and various toolbars. The left sidebar shows the project structure with files like `app`, `bootstrap`, `config`, `database`, `public`, `resources` (containing `css`, `js`, and `views`), and `routes`. The bottom status bar shows file details like 'Ln 1, Col 1' and encoding 'UTF-8'.

You can clear all the content of this file, and type `<h1>test</h1>` into it. Save (cmd-s or ctrl-s) and reload in the browser, the homepage content will switch to displaying this string:



test

So now you know for sure that this file is responsible for what's shown on that URL!

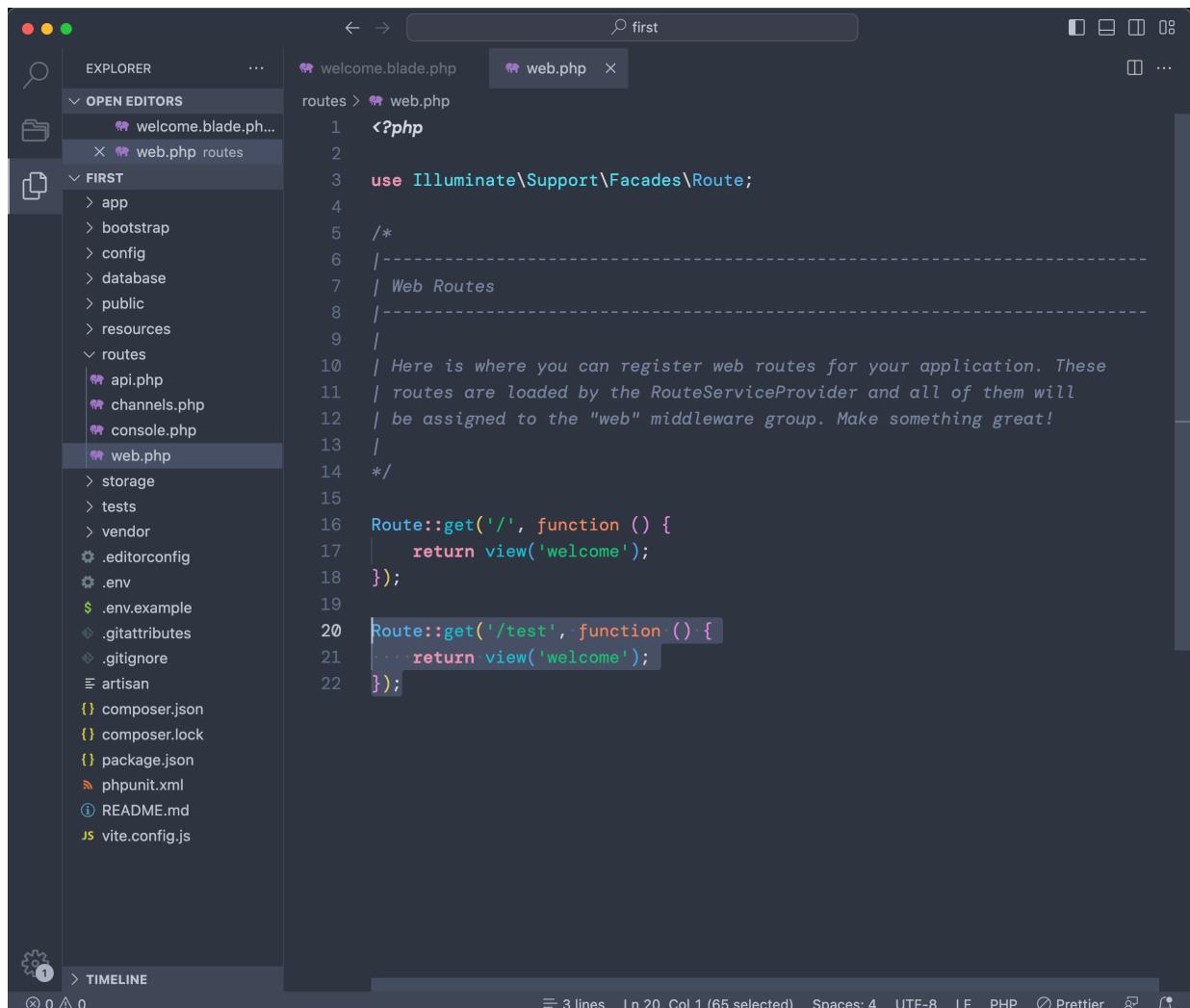
Now let's add a second page.

In `routes/web.php`, add:

```
// ...

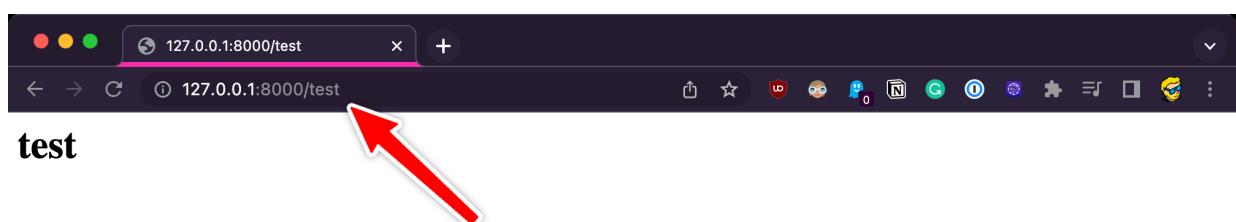
Route::get('/test', function () {
    return view('welcome');
});
```

This will render the `welcome` view also when the `/test` route is called:



The screenshot shows the VS Code interface with the routes/web.php file open in the editor. The code defines a route for '/test' that returns the 'welcome' view:

```
<?php  
use Illuminate\Support\Facades\Route;  
  
Route::get('/test', function () {  
    return view('welcome');  
});
```



You can show a different content by creating a new view in `resources/views` and using that view in the route, for example create a new view `resources/views/test.blade.php`

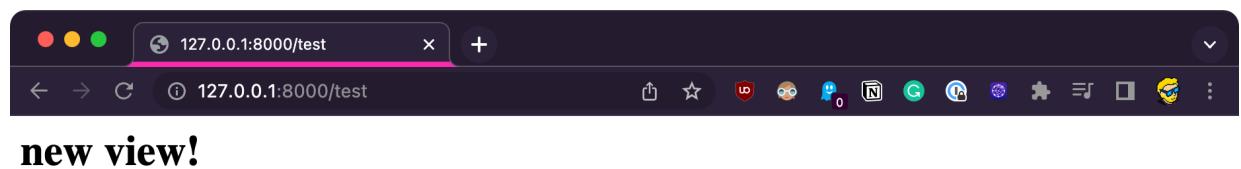
`resources/views/test.blade.php`

```
<h1>new view!</h1>
```

```
routes/web.php
```

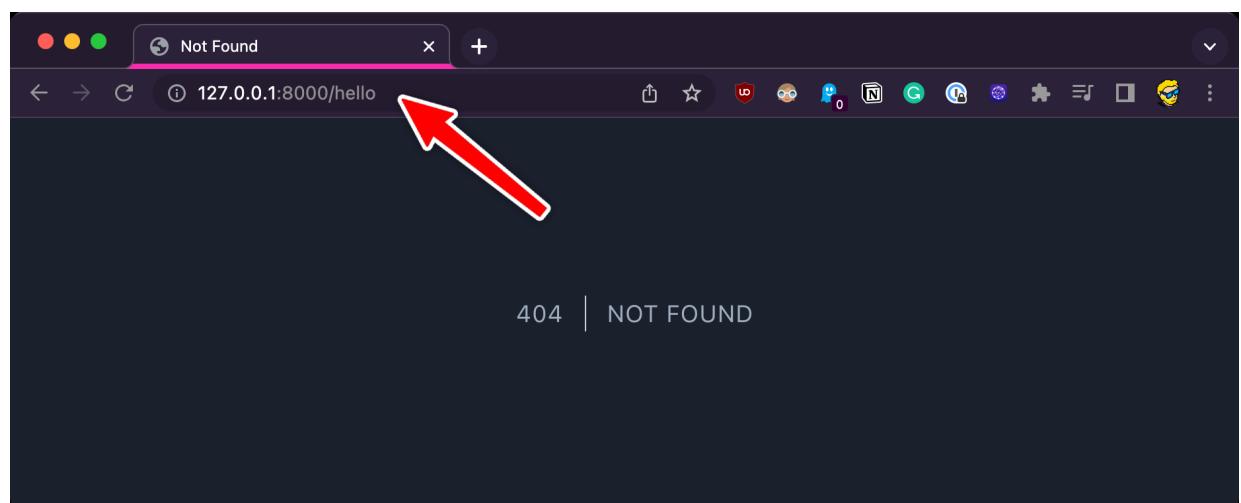
```
// ...  
  
Route::get('/test', function () {  
    return view('test');  
});
```

Here is the result:



new view!

Notice that any URL that does not have a specific entry in `routes/web.php` renders a “404 not found” page:



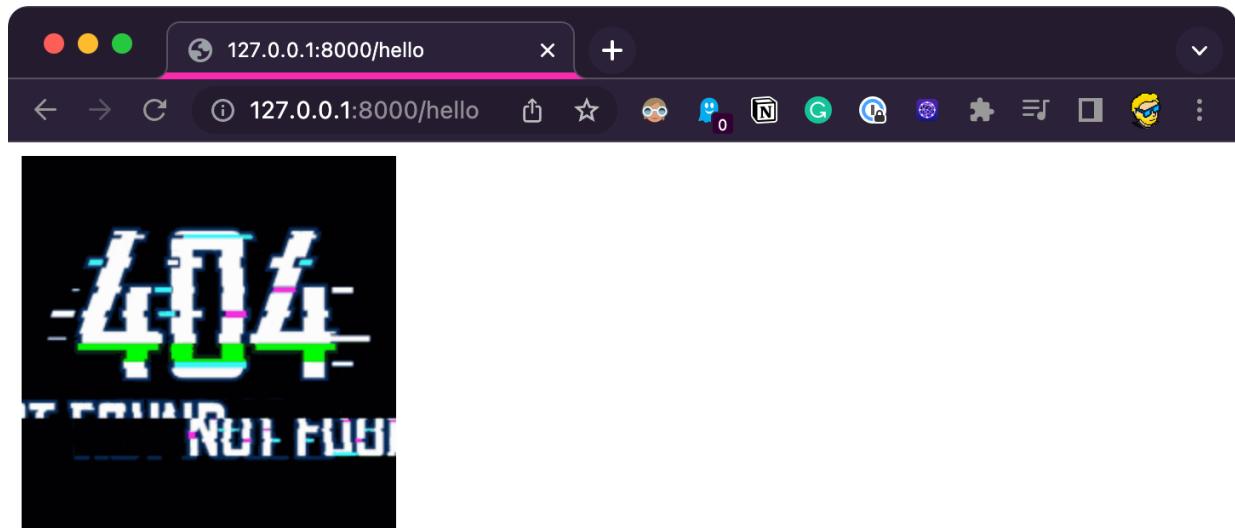
404 | NOT FOUND

You can customize this error page. Here's how: create an `errors` folder in `resources/views`, and in there create a `404.blade.php` file. Add any content, like

```

```

And this will be rendered for 404 errors:



You didn't have to do anything more than creating the file, because Laravel has this set of conventions, so adding a file in the right place with the right name will do something specific.

3. Blade

The view files that end with `.blade.php` and are **Blade** templates.

Blade is a server-side templating language.

In its basic form it's HTML. As you can see, those templates I used above don't have anything other than HTML.

But you can do lots of interesting stuff in Blade templates: insert data, add conditionals, do loops, display something if the user is authenticated or not, or show different information depending on the environment variables (e.g. if it's in production or development), and much more.

Here's a 101 on Blade (for more I highly recommend the [official Blade guide](#)).

In the route definition, you can pass data to a Blade template:

```
Route::get('/test', function () {
    return view('test', ['name' => 'Flavio']);
});
```

and use it like this:

```
<h1>{{ $name }}</h1>
```

The `{{ }}` syntax allows you to add any data to the template, escaped.

Inside it you can also run any PHP function you like, and Blade will display the return value of that execution.

You can comment using `{{-- --}}`:

```
{{-- <h1>test</h1> --}}
```

Conditionals are done using `@if` `@else` `@endif`:

```
@if ($name === 'Flavio')
    <h1>Yo {{ $name }}</h1>
@else
    <h1>Good morning {{ $name }}</h1>
@endif
```

There's also `@elseif`, `@unless` which let you do more complex conditional structures.

We also have `@switch` to show different things based on the result of a variable.

Then we have shortcuts for common operations, convenient to use:

- `@isset` shows a block if the argument is defined
- `@empty` shows a block if an array does not contain any element
- `@auth` shows a block if the user is authenticated
- `@guest` shows a block if the user is not authenticated
- `@production` shows a block if the environment is a production environment

Using the `@php` directive we can write any PHP:

```
@php
$cats = array("Fluffy", "Mittens", "Whiskers", "Felix");
@endphp
```

We can do loops using these different directives

- `@for`
- `@foreach`
- `@while`

Like this:

```
@for ($i = 0; $i < 10; $i++)
    Count: {{ $i }}
@endfor

<ul>
    @foreach ($cats as $cat)
        <li>{{ $cat }}</li>
    @endforeach
</ul>
```

Like in most programming languages, we have directives to play with loops like `@continue` and `@break`.

Inside a loop a very convenient `$loop` variable is always available to tell us information about the loop, for example if it's the first iteration or the last, if it's even or odd, how many iterations were done and how many are left.

This is just a basic intro. We'll see more about Blade with components later.

4. Dynamic routes

We've seen how to create static routes with Laravel.

Sometimes you want your routes to be dynamic.

This will be especially useful with databases, but let's do an example without first.

In `routes/web.php` add an entry like this:

```
Route::get('test/{name}', function($name) {
    return view('test', ['name' => $name]);
});
```

and in `resources/views/test.blade.php` write this code:

```
@if (isset($name))
    <h1>Hello {{ $name }}</h1>
@else
    <h1>Test</h1>
@endif
```

Now if you navigate with your browser to the `/test/flavio` route, “flavio” is the `$name` parameter in the route, which is passed to the view, so you can print it in the Blade template:



Hello flavio

Change the route parameter, the name in the HTML changes:



Hello joe

5. Adding a database

We're using Laravel in a very basic form, without any database.

Now I want to set up a database and configure Laravel to use it.

After we've configured the database, I'll show you how to use forms to accept user input and store data in the database, and how to visualize this data.

I'll also show you how you can use data from the database with dynamic routes.

The easiest way to use a database is by using SQLite.

SQLite is just a file hosted in your site, no special setup needed.

Open the `.env` file, and instead of the default configuration

```
DB_CONNECTION=mysql  
DB_HOST=127.0.0.1  
DB_PORT=3306  
DB_DATABASE=laravel  
DB_USERNAME=root  
DB_PASSWORD=
```

add

```
DB_CONNECTION=sqlite
```

Laravel will automatically create a SQLite database in `database/database.sqlite` the first time you run a migration.

6. How to use migrations to create and modify the database schema

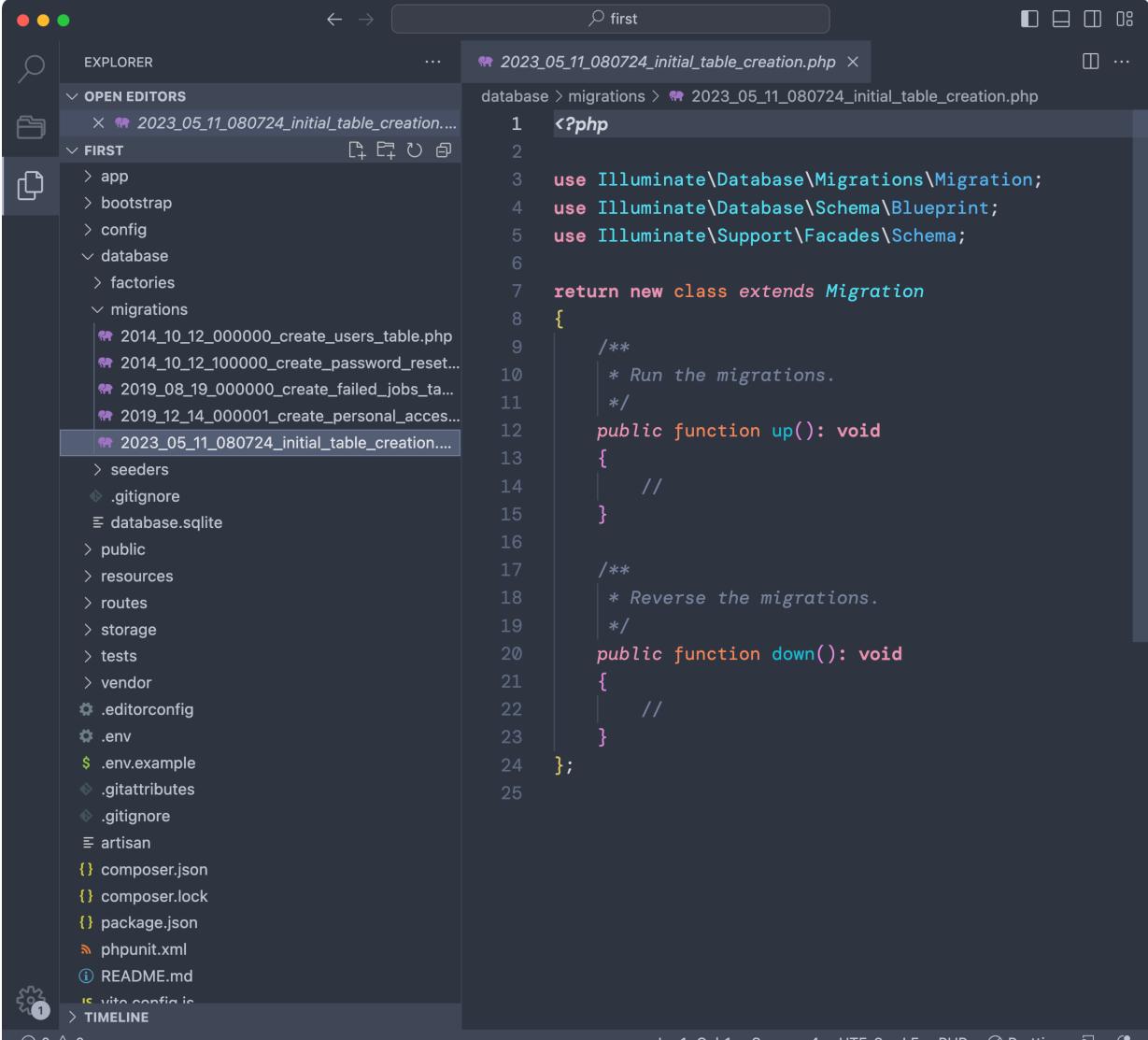
Migrations are excellent for handling changes to the database, so you can apply them, and roll back in case you need to restore to a previous state of your data.

From the terminal, stop the Laravel server and run this command to create a new *migration*, which is what we will use to create the database table(s) we need to use:

```
php artisan make:migration initial_table_creation
```

```
→ first php artisan make:migration initial_table_creation  
[INFO] Migration [database/migrations/2023_05_11_080724_initial_table_creation.php] created successfully.  
→ first
```

This command created the `2023_05_11_080724_initial_table_creation.php` file (the date and time will of course change for you) in the `database/migrations` folder.



The screenshot shows a code editor interface with a dark theme. On the left is the file tree (EXPLORER) showing the project structure of a Laravel application. The migrations folder contains several files, with `2023_05_11_080724_initial_table_creation.php` selected and highlighted in blue. The right pane displays the content of this selected file:

```
<?php  
use Illuminate\Database\Migrations\Migration;  
use Illuminate\Database\Schema\Blueprint;  
use Illuminate\Support\Facades\Schema;  
  
return new class extends Migration  
{  
    /**  
     * Run the migrations.  
     */  
    public function up(): void  
    {  
        //  
    }  
  
    /**  
     * Reverse the migrations.  
     */  
    public function down(): void  
    {  
        //  
    }  
};
```

At the bottom of the editor, status bar information includes: Ln 1, Col 1, Spaces: 4, UTF-8, LF, PHP, Prettier.

Notice there are other migrations, which are added by the Laravel framework itself for it's authentication system.

But let's focus on creating a new table, let's call it `dogs`.

Go in the `up()` function of the migration we created.

Let's create a `dogs` table with 3 columns, an `id`, a `name` string and the timestamp utility columns (`created_at` and `updated_at`, as we'll see).

```

Schema::create('dogs', function (Blueprint $table) {
    $table->id();
    $table->string('name');
    $table->timestamps();
});

```

```

<?php

use Illuminate\Database\Migrations\Migration;
use Illuminate\Database\Schema\Blueprint;
use Illuminate\Support\Facades\Schema;

return new class extends Migration
{
    /**
     * Run the migrations.
     */
    public function up(): void
    {
        Schema::create('dogs', function (Blueprint $table) {
            $table->id();
            $table->string('name');
            $table->timestamps();
        });
    }

    /**
     * Reverse the migrations.
     */
    public function down(): void
    {
        //
    }
};

```

Now from the terminal run the command

```
php artisan migrate
```

And Laravel will apply the migrations that have not been applied yet, which at this point means all the migrations you see in the `migrations` folder:

```

  ⚡ first php artisan migrate

    INFO Preparing database.

Creating migration table ..... 2ms DONE

    INFO Running migrations.

2014_10_12_000000_create_users_table ..... 1ms DONE
2014_10_12_100000_create_password_reset_tokens_table ..... 1ms DONE
2019_08_19_000000_create_failed_jobs_table ..... 1ms DONE
2019_12_14_000001_create_personal_access_tokens_table ..... 1ms DONE
2023_05_11_080724_initial_table_creation ..... 0ms DONE

→ first

```

71x18

If you open the `database/database.sqlite` file using a database visualization tool like [TablePlus](#) (free version, available for all operating systems) you will see the newly created tables, including the one we defined:

The screenshot shows the TablePlus application interface. On the left, there's a sidebar with tabs for 'Items', 'Queries', and 'History'. Below these are search and filter fields. The main area displays the 'dogs' table structure. The table has the following columns:

Name	dogs	Primary	id	Search for column...
column_name				
data_type				
is_nullable				
column_default				
foreign_key				

The 'dogs' table itself has four columns: `id`, `name`, `created_at`, and `updated_at`. The `id` column is defined as an INTEGER, NOT NULL, with a default value of NULL and no foreign key constraint. The `name` column is defined as a varchar, NOT NULL, with a default value of NULL and no foreign key constraint. The `created_at` and `updated_at` columns are defined as datetimes, YES NULL, with a default value of NULL and no foreign key constraint.

If you do a mistake in a migration, you can rollback any change in a migration using

```
php artisan migrate:rollback
```

and this rolls back the latest changes you did to the database.

Find more about migrations on the [official migrations guide](#).

7. Using forms to accept user input and store it into the database

Now we're going to create a form to add dogs to the table.

To do so, first we create a **Dog model**.

What's a model? A model is a class that allows us to interact with data stored in the database.

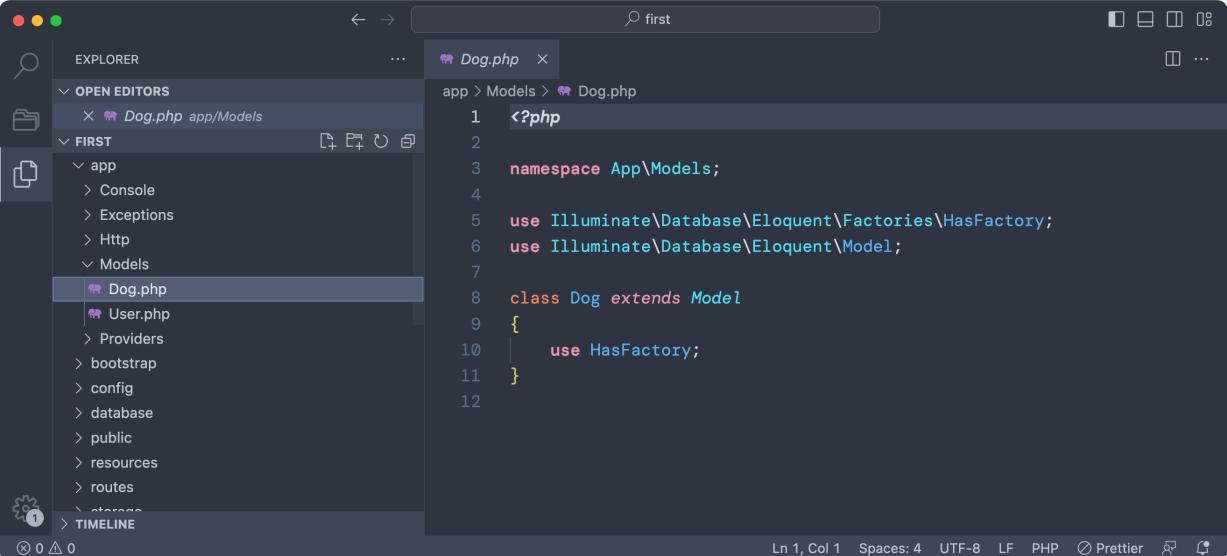
Each model represents a specific table in the database, and we use it to create, read, update and delete records.

Create the model from the terminal with this command:

```
php artisan make:model Dog
```

```
● ○ ● ~ /d/first
→ first php artisan make:model Dog
INFO Model [app/Models/Dog.php] created successfully.
→ first
```

This creates a model in `app/Models/Dog.php` :



The screenshot shows a dark-themed code editor with a sidebar on the left containing project navigation. The main area displays the contents of the `Dog.php` file:

```
<?php
namespace App\Models;
use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;
class Dog extends Model
{
    use HasFactory;
```

At the bottom of the editor, status information includes "Ln 1, Col 1", "Spaces: 4", "UTF-8", "LF", "PHP", and "Prettier".

Notice the class includes some classes under a “Eloquent” folder.

Eloquent is an **ORM** (object-relational mapper), a tool that basically lets us interact with a database using a (PHP, in this case) class.

The model has a corresponding table, which we do not mention, but it's the `dogs` table we created beforehand because of the naming convention `dogs` table → `Dog` model.

We're going to use this model to add an entry to the database.

We'll show the user a form and they can add a dog name, and click "Add" and the dog will be added to the database.

First we add the `name` field we added to the table to an array named `$fillable` :

```
protected $fillable = ['name'];
```

Like this:

```
<?php

namespace App\Models;

use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;

class Dog extends Model
{
    use HasFactory;
    protected $fillable = ['name'];
}
```

A model is a **resource**, and once you define a model you'll later be able to create a new resource, delete, update it.

Now let's build a form to add a new dog to the database.

Let's add a new entry to `routes/web.php`

```
Route::get('/newdog', function () {
    return view('newdog');
});
```

We create a controller named `DogController` :

```
php artisan make:controller DogController
```

Laravel adds a `DogController.php` file into the folder `app/Http/Controllers/`

What is a controller? A controller takes an *action* and determines what to do.

For example we'll create a form that sends a POST request to the `/dogs` route.

The router will say “this controller is in charge” and will tell us which method to use.

Inside the controller we write methods that perform actions, like adding data to the database, or updating it.

If you're unsure what is a POST request, check my [HTTP tutorial](#).

We will start by adding a `create` method to the controller to handle the data coming from the form, so we can store that to the database.

Before doing so, in `routes/web.php` we add the `POST /dogs` route handle controller and we assign it the name `dog.create`

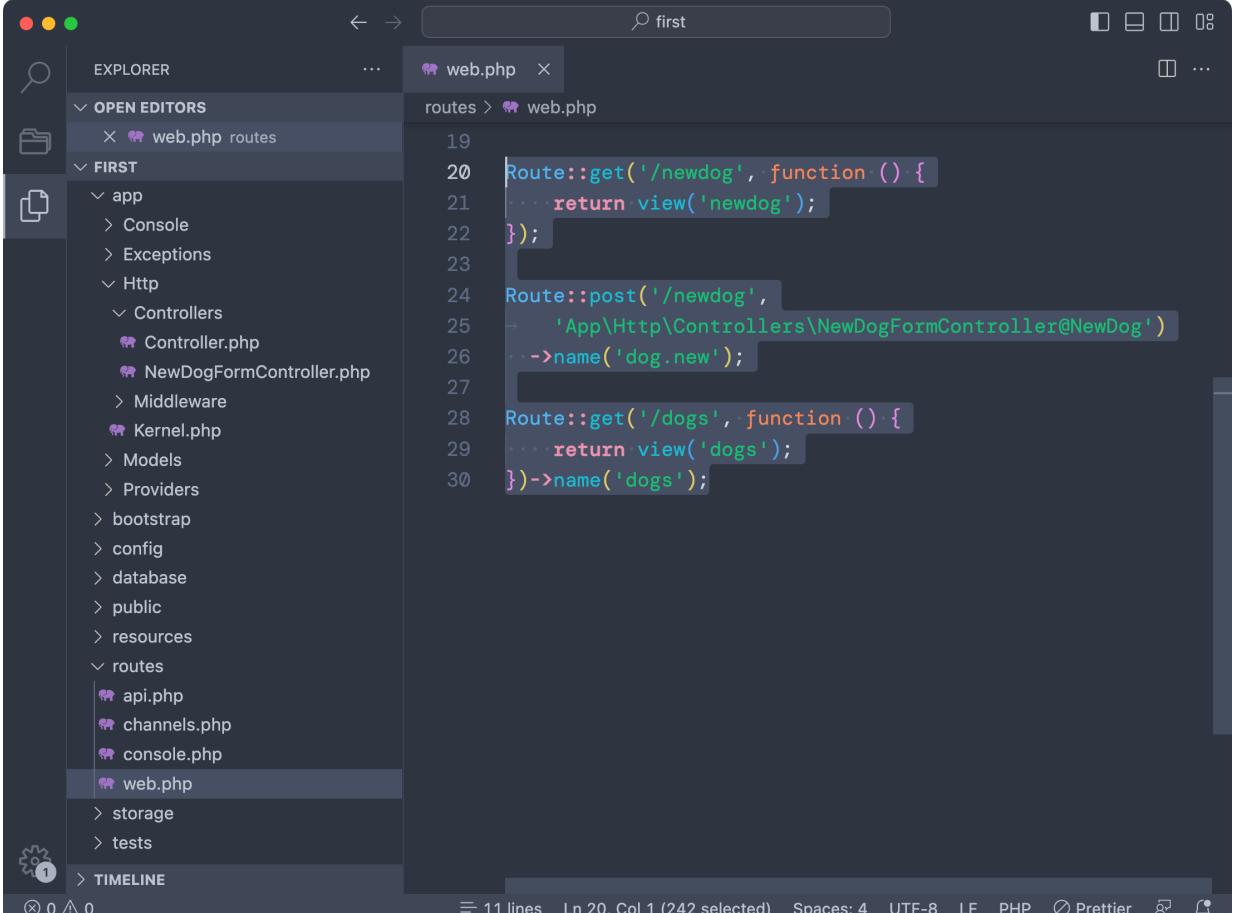
We also add a `/dogs` route which we call `dogs`. We now render the `dogs` view in it, which we have to create yet:

```
use App\Http\Controllers\DogController;

//...

Route::post(
    '/dogs',
    [DogController::class, 'create']
)->name('dog.create');

Route::get('/dogs', function () {
    return view('dogs');
})->name('dogs');
```



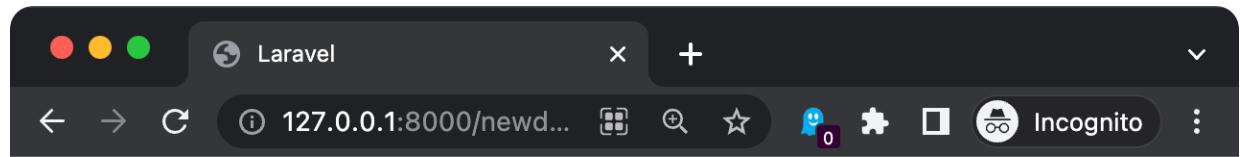
```
19
20 Route::get('/newdog', function () {
21     ... return view('newdog');
22 });
23
24 Route::post('/newdog',
25     'App\Http\Controllers\NewDogFormController@NewDog')
26     ->name('dog.new');
27
28 Route::get('/dogs', function () {
29     ... return view('dogs');
30 })->name('dogs');
```

In `resources/views/` create a `newdog.blade.php` file, which contains a form whose **action** attribute points to the `dog.create` route:

```
<form method="post" action="{{ route('dog.create') }}>
    @csrf
    <label>Name</label>
    <input type="text" name="name" id="name">
    <input type="submit" name="send" value="Submit">
</form>
```

Run `php artisan serve` if you stopped the service, and go to <http://127.0.0.1:8000/newdog>

The style is not brilliant, but the form shows up:



Name Submit

Now back to the `app/Http/Controllers/DogController.php` file.

Inside the class we import the Dog model, and we add the `create` method which will first validate the form, then store the dog into the database.

Finally we redirect to the `index` route:

```

<?php

namespace App\Http\Controllers;

use Illuminate\Http\Request;

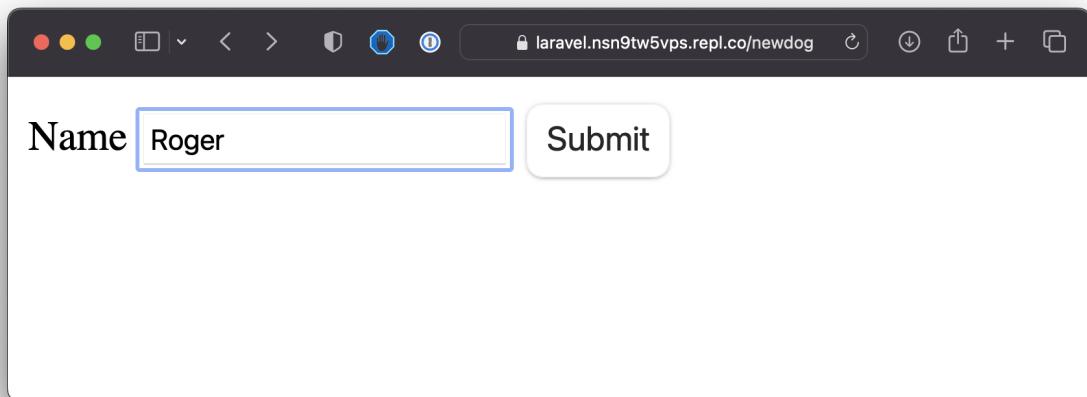
use App\Models\Dog;

class NewDogFormController extends Controller
{
    public function create(Request $request)
    {
        $this->validate($request, [
            'name' => 'required',
        ]);
        Dog::create($request->all());

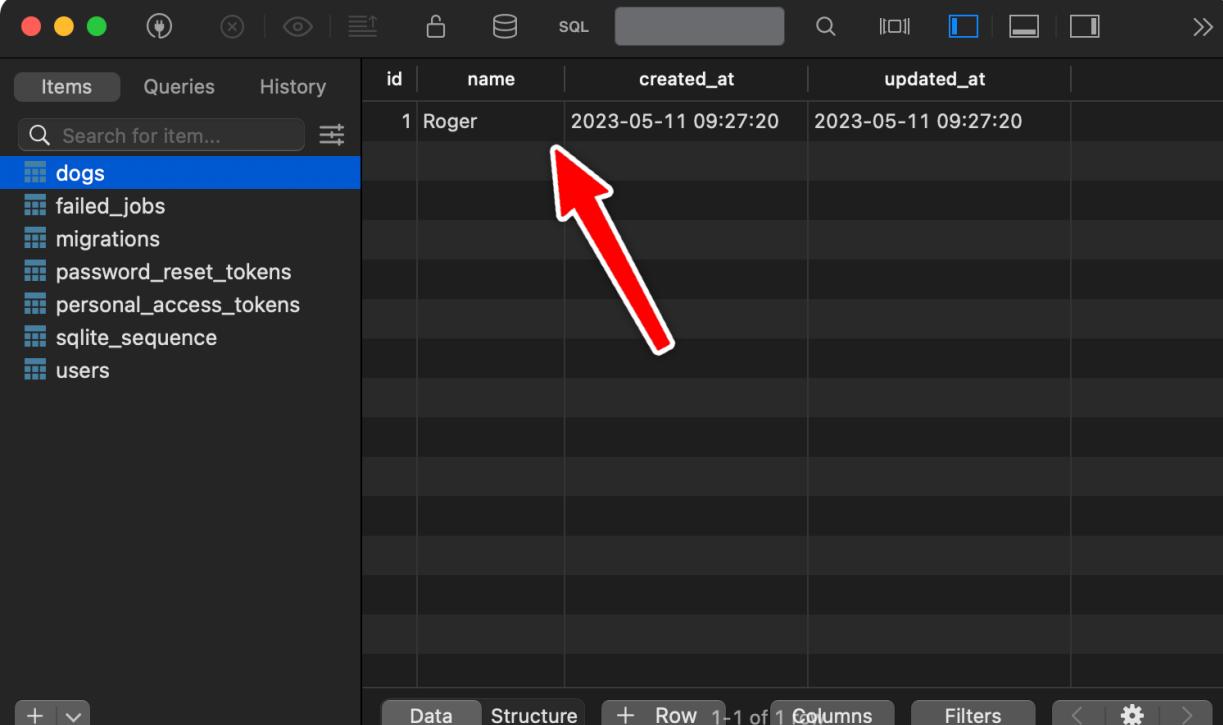
        return to_route('index');
    }
}

```

Now back to the form, enter a name and click “Submit”:



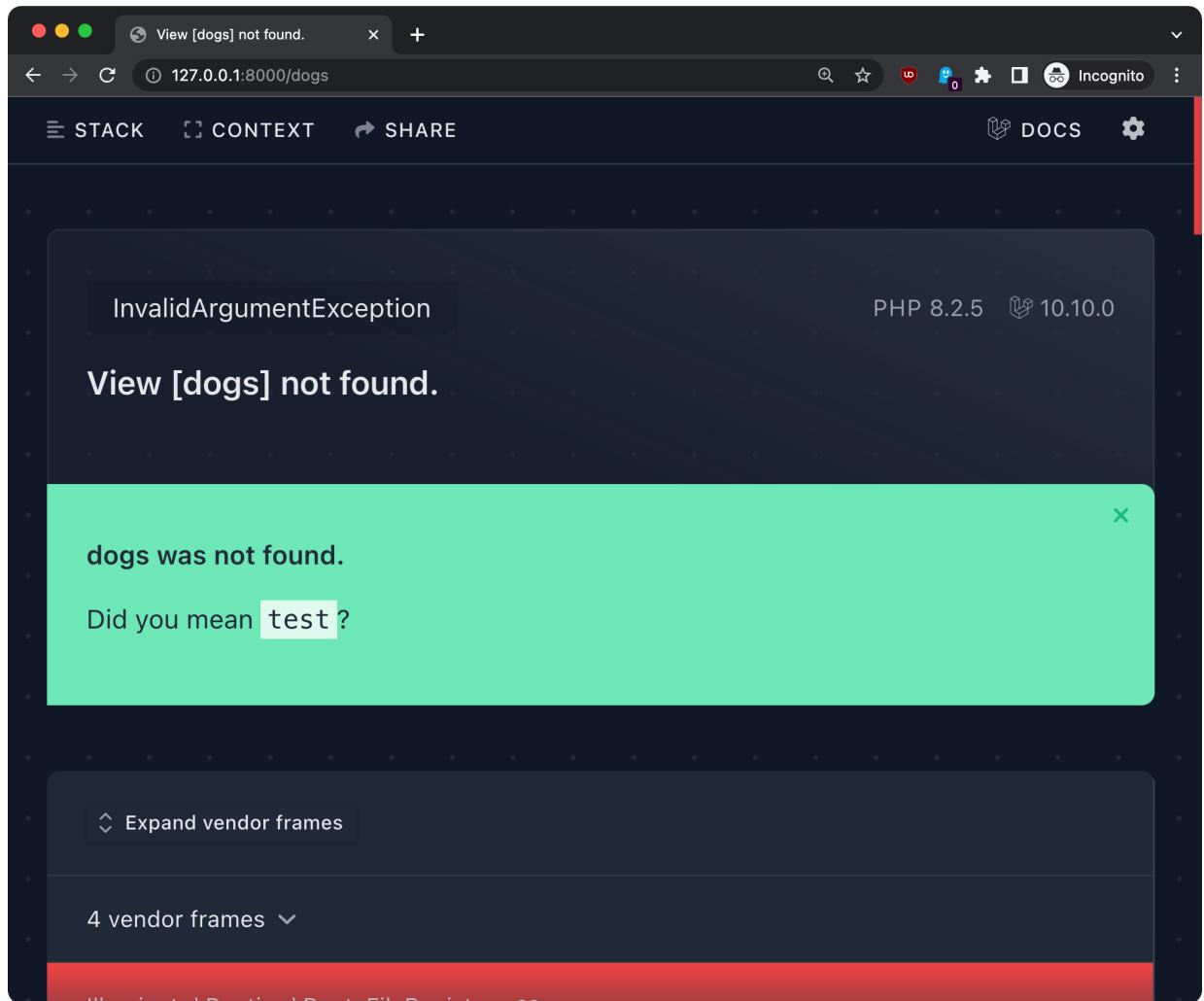
You will be redirected to `/dogs`, after the new dog was saved to the database.



A screenshot of a SQLite database viewer application. On the left, a sidebar lists tables: 'dogs' (selected), 'failed_jobs', 'migrations', 'password_reset_tokens', 'personal_access_tokens', 'sqlite_sequence', and 'users'. The main area shows a table with three columns: 'id', 'name', and 'created_at'. A single row is present with the values: id=1, name='Roger', and created_at='2023-05-11 09:27:20'. A red arrow points to the 'name' column of the first row. At the bottom, there are buttons for 'Data' (selected), 'Structure', 'Row 1-1 of 1', 'Columns', 'Filters', and navigation arrows.

id	name	created_at
1	Roger	2023-05-11 09:27:20

In the browser there's an error now but don't worry - it's because we haven't added a `dogs` view yet.



In this view we'll visualize the database data.

Create the file `resources/views/dogs.blade.php` and in there we're going to loop over the `$dogs` array with Blade to display the data to the user:

```
@foreach ($dogs as $dog)
    {{ $dog->name }}
@endforeach
```

This data does not come from nowhere. It must be passed to the template.

So in `routes/web.php` we now have

```
Route::get('/dogs', function () {
    return view('dogs');
})->name('dogs');
```

and we have to first retrieve the data from the model, and pass it to the view.

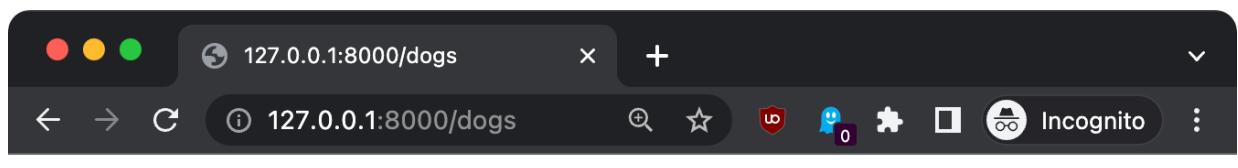
First we import the model at the top of the file:

```
use App\Models\Dog;
```

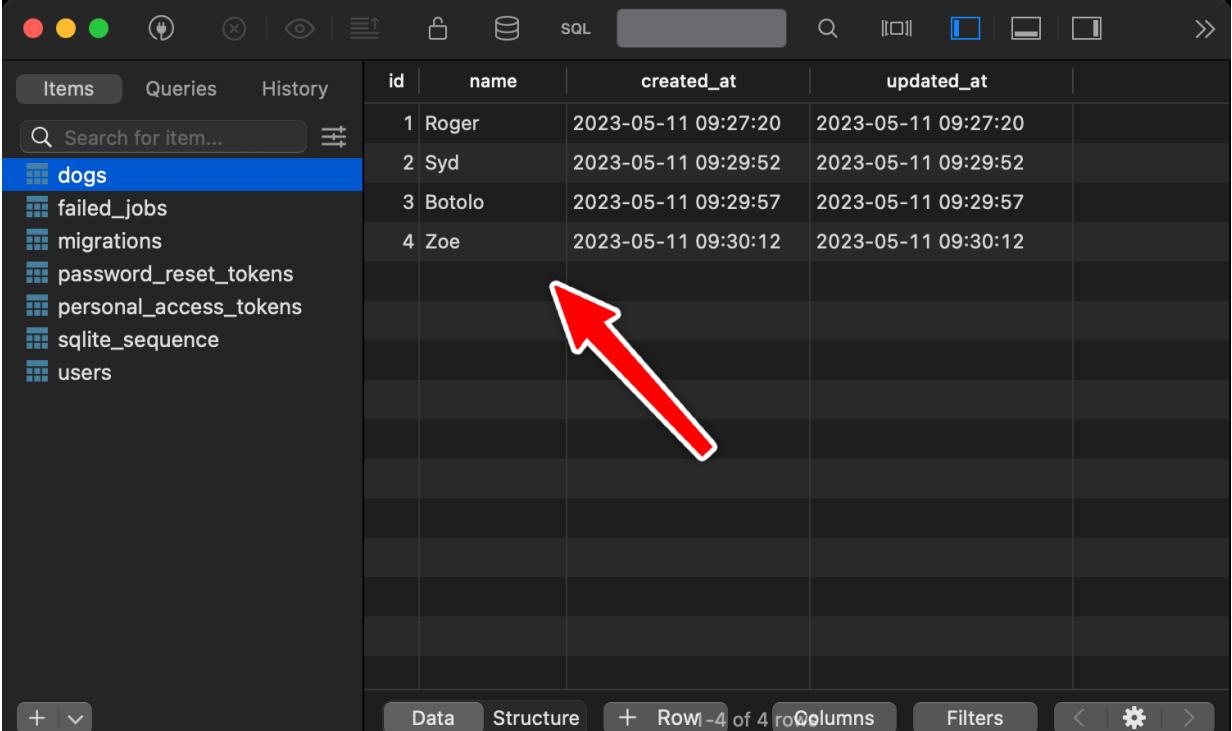
Then in the route we call `Dog::all();` to get all the dogs stored and we assign them to a `$dogs` variable which we pass to the template:

```
Route::get('/dogs', function () {
    $dogs = Dog::all();
    return view('dogs', ['dogs' => $dogs]);
})->name('dogs');
```

Here's the result:



Roger Syd Botolo Zoe



A screenshot of a SQLite database viewer application. The left sidebar shows a list of tables: 'dogs' (selected), 'failed_jobs', 'migrations', 'password_reset_tokens', 'personal_access_tokens', 'sqlite_sequence', and 'users'. The main area displays a table with the following data:

	id	name	created_at	updated_at
1	Roger	2023-05-11 09:27:20	2023-05-11 09:27:20	
2	Syd	2023-05-11 09:29:52	2023-05-11 09:29:52	
3	Botolo	2023-05-11 09:29:57	2023-05-11 09:29:57	
4	Zoe	2023-05-11 09:30:12	2023-05-11 09:30:12	

8. Adding a better layout

Now that we got data working, let's clean up the routes a bit, add a more beautiful design.

I have this list of views we used in our tests:

```
    √ resources
        > css
        > js
    √ views
        > errors
        🐶 dogs.blade.php
        🐶 newdog.blade.php
        🐶 test.blade.php
        🐶 welcome.blade.php
```

Remove `test.blade.php` and `welcome.blade.php`.

In `routes/web.php` we're going to show the `dogs` view on `/`, which we name the `index` route, and we show the form to add a new dog on `/newdog`. Doing a POST request on that route will trigger the `create` method on the `DogController` to save the dog to the database. Remove all the other routes.

```

<?php

use Illuminate\Support\Facades\Route;
use App\Models\Dog;

/*
|--------------------------------------------------------------------------
| Web Routes
|--------------------------------------------------------------------------
|
|
| Here is where you can register web routes for your application. These
| routes are loaded by the RouteServiceProvider and all of them will
| be assigned to the "web" middleware group. Make something great!
|
*/

Route::get('/newdog', function () {
    return view('newdog');
});

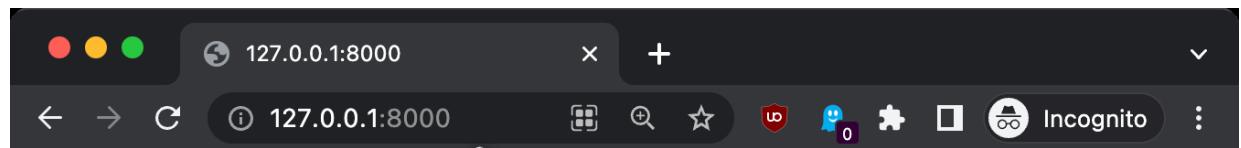
Route::post(
    '/dogs',
    [DogController::class, 'create']
)->name('dog.create');

Route::get('/', function () {
    $dogs = Dog::all();
    return view('dogs', ['dogs' => $dogs]);
})->name('index');

```

Ok!

Now you should see the list of dogs on the / route:



Roger Syd Botolo Zoo

In `resources/views/dogs.blade.php` we now have a super simple

```
@foreach ($dogs as $dog)
{{ $dog->name }}
@endforeach
```

which does not even contain any HTML.

The browser renders that because it tries its best to display something useful, but let's do things properly.

Here's a start: we add the proper HTML structure and we wrap the dogs list in an unordered list:

```

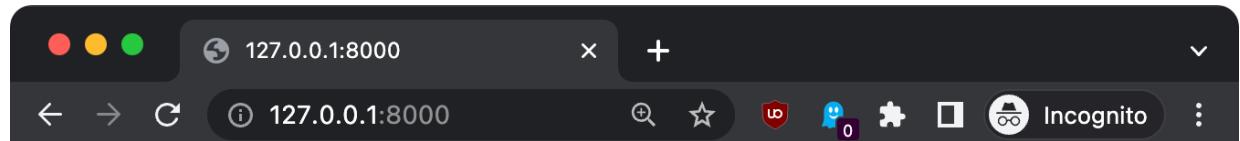
<!doctype html>
<html>

<head>
    <meta charset="utf-8">
    <meta name="viewport"
        content="width=device-width, initial-scale=1.0">
</head>

<body>
    <h1>
        Dogs
    </h1>
    <ul>
        @foreach ($dogs as $dog)
            <li>{{ $dog->name }}</li>
        @endforeach
    </ul>
</body>

</html>

```



Dogs

- Roger
- Syd
- Botolo
- Zoe

The next thing we'll do is **configure Vite**, so we can enable styling using **Tailwind CSS**, a very useful library.

First go back to the terminal.

Run this:

```
npm install -D tailwindcss postcss autoprefixer
```

If you don't have `npm` installed yet, [install Node.js](#) first.

This command will create a `package.json` file, a `package-lock.json` and a `node_modules` folder.

Then run this:

```
npx tailwindcss init -p
```

This will create the `tailwind.config.js` and the `postcss.config.js` files.

(see my [npx tutorial](#) if you're new to that, it's installed automatically with Node.js, as `npm`).

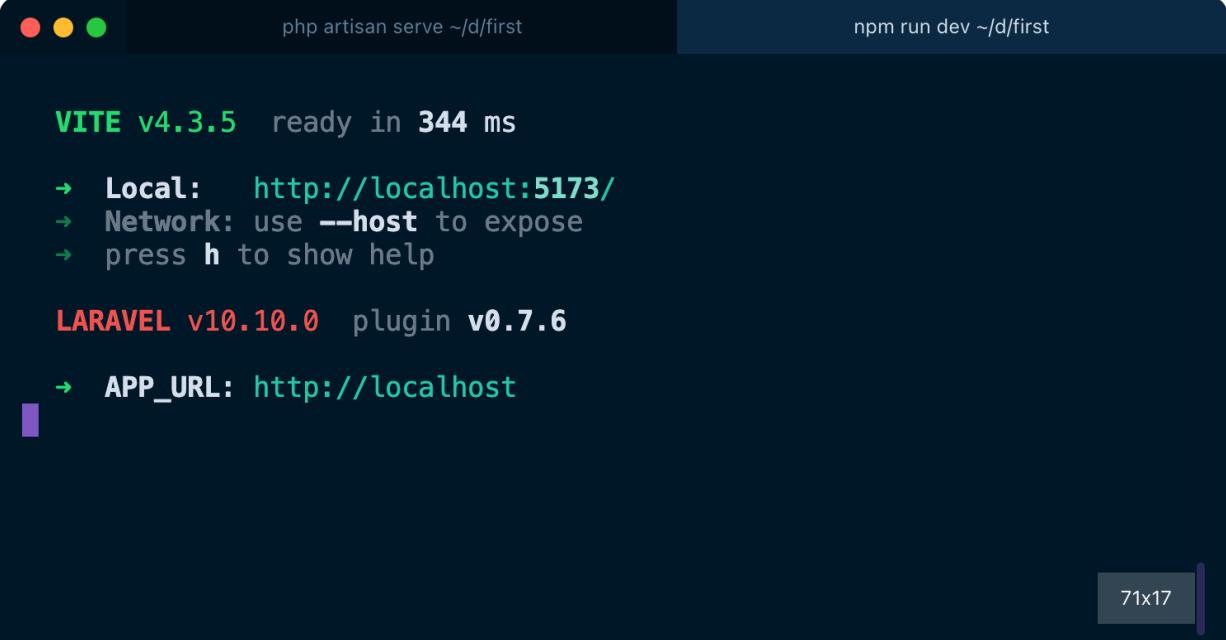
Now open `tailwind.config.js` and add this:

```
/** @type {import('tailwindcss').Config} */
export default {
  content: ["./resources/**/*.{blade.php}"],
  theme: {
    extend: {},
  },
  plugins: [],
};
```

In `resources/css/app.css` add this:

```
@tailwind base;
@tailwind components;
@tailwind utilities;
```

Finally, back to the terminal, run `npm run dev` and keep it running while developing the site, as `php artisan serve` (run both in 2 different terminal windows).



The screenshot shows a Mac OS X terminal window with two tabs. The left tab is titled "php artisan serve ~/d/first" and the right tab is titled "npm run dev ~/d/first". The content of the left tab is:

```
VITE v4.3.5 ready in 344 ms
→ Local: http://localhost:5173/
→ Network: use --host to expose
→ press h to show help

LARAVEL v10.10.0 plugin v0.7.6

→ APP_URL: http://localhost
```

The right tab shows a blank command line interface.

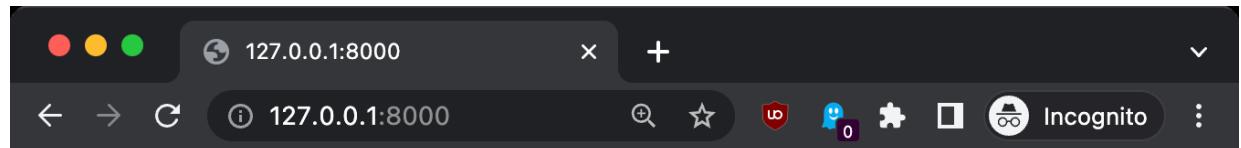
Now we're ready to use Tailwind CSS in our Blade templates!

Add this line to the page `head` :

```
<!doctype html>
<html>

<head>
    <meta charset="utf-8">
    <meta name="viewport"
        content="width=device-width, initial-scale=1.0">
    @vite('resources/css/app.css')
```

If you refresh the page, you can see immediately that something changed. It's Tailwind adding [some default normalization](#), so that's a sign it's working!



Dogs

Roger

Syd

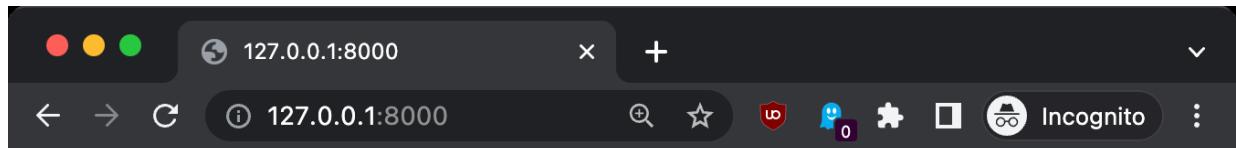
Botolo

Zoe

Now we can add classes to our HTML body to style the page a bit:

```
<body class="p-4">
  <h1 class="font-bold border-b-gray-300 border-b pb-2 mb-3">
    Dogs
  </h1>
  <ul>
    @foreach ($dogs as $dog)
      <li>{{ $dog->name }}</li>
    @endforeach
  </ul>
</body>
```

Here's the result, much better!



Dogs

Roger

Syd

Botolo

Zoe

Notice that changes are applied automatically when you save the file in VS Code, without refreshing the page. Both changes in the Blade template, and in the Tailwind CSS classes. That's some "magic" provided by Vite and Laravel in development mode.

9. Adding the form at the bottom of the list

Now I want to do something. On <http://127.0.0.1:8000/newdog> we still got the "add dog" form. But I want to add it at the bottom of this list.

How do we do that? Using **subviews**.

Using the `@include` directive we can include a view within another view.

So let's include the "new dog form" in the `dogs.blade.php` template:

```
<!doctype html>
<html>

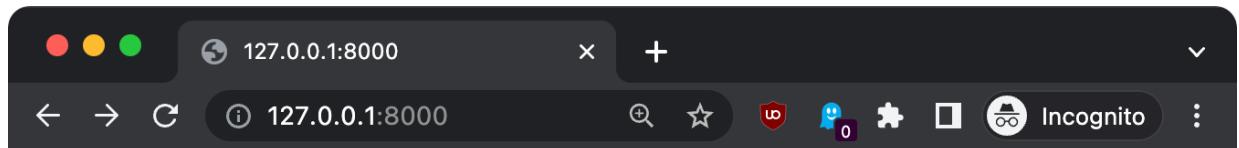
<head>
    <meta charset="utf-8">
    <meta name="viewport"
        content="width=device-width, initial-scale=1.0">
    @vite('resources/css/app.css')

</head>

<body class="p-4">
    <h1 class="font-bold border-b-gray-300 border-b pb-2 mb-3">
        Dogs
    </h1>
    <ul>
        @foreach ($dogs as $dog)
            <li>{{ $dog->name }}</li>
        @endforeach
    </ul>
    @include('newdog')
</body>

</html>
```

It works!



Dogs

Roger

Syd

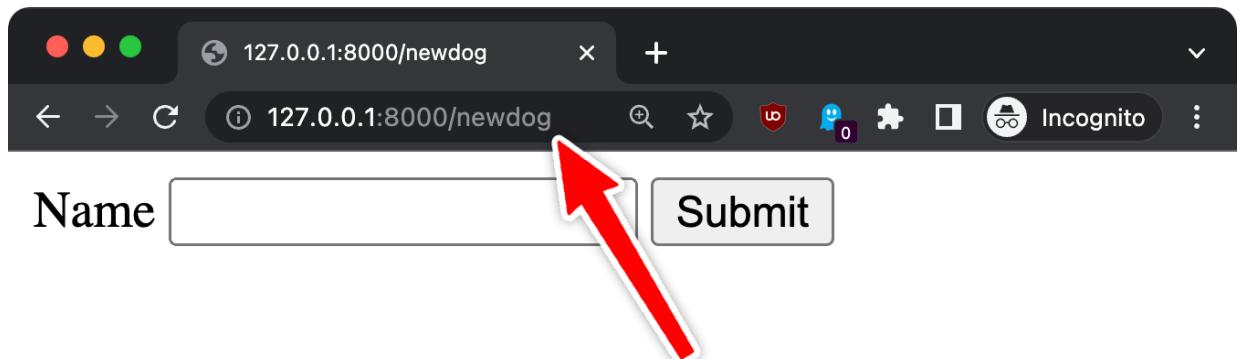
Botolo

Zoe

Name

Submit

But now since we use Tailwind, the form looks different than the “standalone” route to add a new dog:



Let's style it a bit:

```
<form method="post" action="{{ route('dog.new') }}>
  @csrf
  <h3 class="font-bold border-b-gray-300
                border-b pb-2 mb-3 mt-4">
    Add a new dog</h3>
  <label>Name</label>
  <input type="text" name="name" id="name"
        class="border border-gray-200 p-1">
  <input type="submit" name="send" value="Submit"
        class="bg-gray-200 p-1 cursor-pointer
        border border-black">
</form>
```

Here's the result:

The screenshot shows a web browser window with a dark theme. The address bar displays the URL `127.0.0.1:8000`. The main content area has a heading "Dogs" followed by a list of names: "Roger", "Syd", and "Perfect". Below this, there is a section titled "Add a new dog" with a form. The form has a label "Name" next to an input field and a "Submit" button.

```
Dogs
Roger
Syd
Perfect

Add a new dog

Name 
Submit
```

Now, we don't want the form to have its own route any more, because we have it on `/`.

So let's create a folder named `partials` in `resources/views` and move the file `resources/views/newdog.blade.php` to `resources/views/partials/form.blade.php`

In `resources/views/dogs.blade.php` change

```
@include('newdog')
```

to

```
@include('partials.form')
```

and in `routes/web.php` you can now delete the GET route that showed that form on `/newdog`:

```
Route::get('/newdog', function () {
    return view('newdog');
});
```

10. Allow users to delete dogs from the list

We allow users to add dogs to the list.

Let's allow them to remove them, too.

Here's how.

First we add a “delete” button next to each item:

```

<ul>
    @foreach ($dogs as $dog)
        <li class="flex mb-1">
            <span class="flex-1">{{ $dog->name }}

```

We use [Flexbox](#) to align the dog name and the delete button. Adding the `flex-1` class makes the text take all the space available, and “pushes” the button to the far right.

Then we add a route named `dog.delete` to the `routes/web.php` file:

```

Route::delete(
    '/dog/{id}',
    [DogController::class, 'delete']
) ->name('dog.delete');

```

This calls the `delete` method on the `DogController`, so we go to `app/Http/Controllers/DogController.php` and we add it:

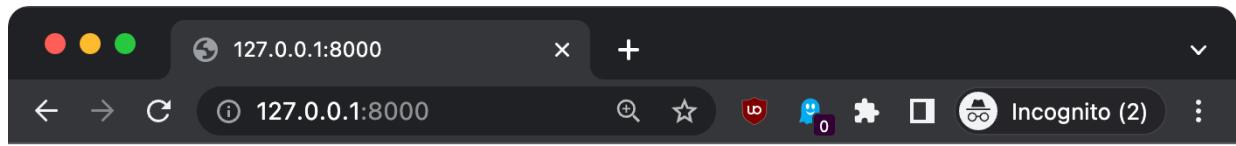
```
//...

class NewDogFormController extends Controller
{
    //...
    public function delete($id)
    {
        $dog = Dog::find($id);
        $dog->delete();

        return to_route('index');
    }
}
```

This method uses the `Dog` model to find a dog with a specific id, which is passed by the form, and deletes it calling the `delete()` method.

Here is how it looks:



Dogs

Roger

Delete

Syd

Delete

Perfect

Delete

Add a new dog

Name

Submit

11. Adding authentication using Laravel Breeze

We don't want random people to come to the website and edit data.

We want people to log in first.

If logged out they will see the list of dogs.

If logged in they will have the ability to edit the list.

Laravel provides us built-in authentication support in the framework.

To make things even easier, it provides [Breeze](#), an application starter kit tool that will create what we need in no time. Breeze scaffolds user registration, login, password reset, profile page, dashboard... and even API authentication. It's great. For more advanced needs we also have [JetStream](#), but Breeze is easier to set up.

First, create a new Laravel project, so we start from a clean slate.

The first one was named `first`, so to continue the tradition we'll call this second project `second`:

```
composer create-project laravel/laravel second
```

Go into that folder:

```
cd second
```

Install breeze using [composer](#):

```
composer require laravel/breeze --dev
```

Now run

```
php artisan breeze:install
```

and pick option o, “blade”, and pick the default options for the other questions artisan asks you:

```
● ● ● ~d/second          npm run dev ~d/first
→ second php artisan breeze:install

Which stack would you like to install?
blade ..... 0
react ..... 1
vue ..... 2
api ..... 3
> 0

Would you like to install dark mode support? (yes/no) [no]
>

Would you prefer Pest tests instead of PHPUnit? (yes/no) [no]
>

INFO Installing and building Node dependencies.

added 113 packages, and audited 114 packages in 18s
found 0 vulnerabilities

> build
> vite build

vite v4.3.5 building for production...
✓ 49 modules transformed.
public/build/manifest.json      0.26 kB | gzip:  0.13 kB
public/build/assets/app-be178382.css 29.88 kB | gzip:  5.79 kB
public/build/assets/app-e7c8c463.js  69.13 kB | gzip: 25.73 kB
✓ built in 597ms

INFO Breeze scaffolding installed successfully.

→ second 85x36
```

Now you can run `php artisan serve` and go to <http://127.0.0.1:8000/>.

You'll see the "Log in" and "Register" links:

Laravel

127.0.0.1:8000

Log in Register

Documentation →

Laravel has wonderful documentation covering every aspect of the framework. Whether you are a newcomer or have prior experience with Laravel, we recommend reading our documentation from beginning to end.

Laracasts →

Laracasts offers thousands of video tutorials on Laravel, PHP, and JavaScript development. Check them out, see for yourself, and massively level up your development skills in the process.

Laravel News →

Laravel News is a community driven portal and newsletter aggregating all of the latest and most important news in the Laravel ecosystem, including new package releases and tutorials.

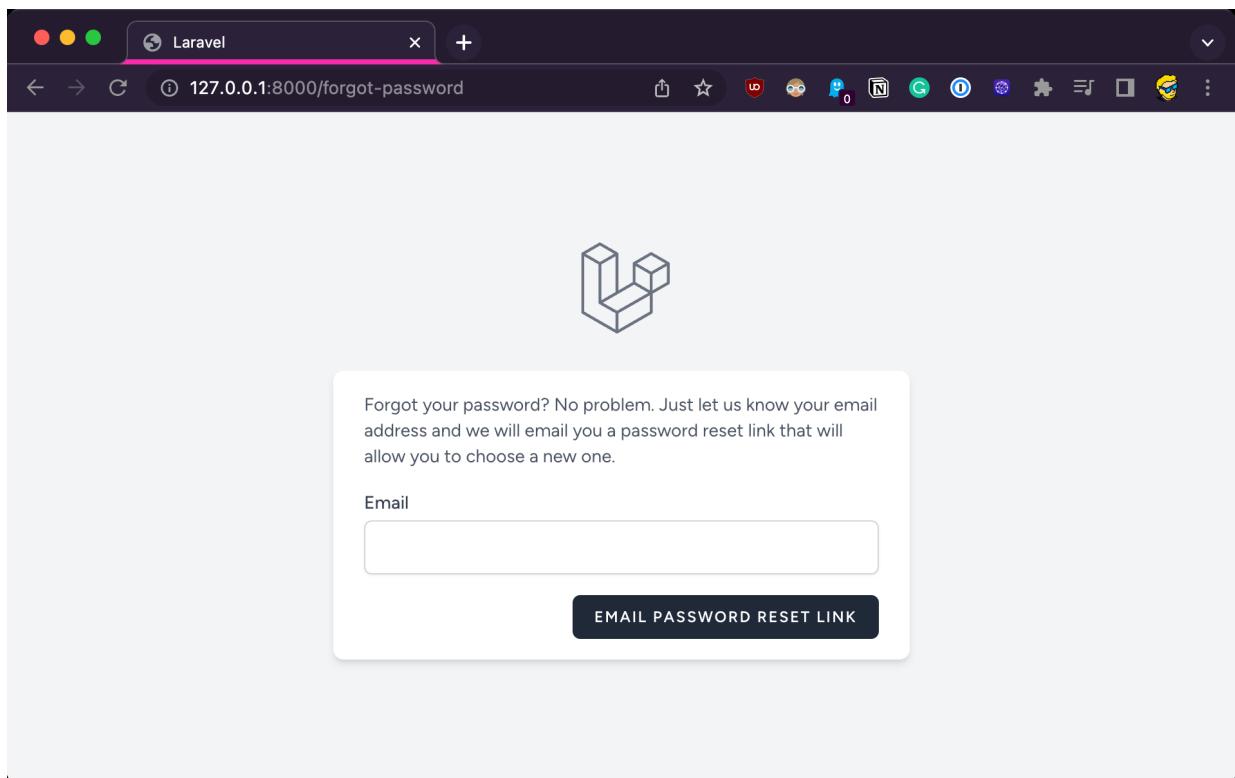
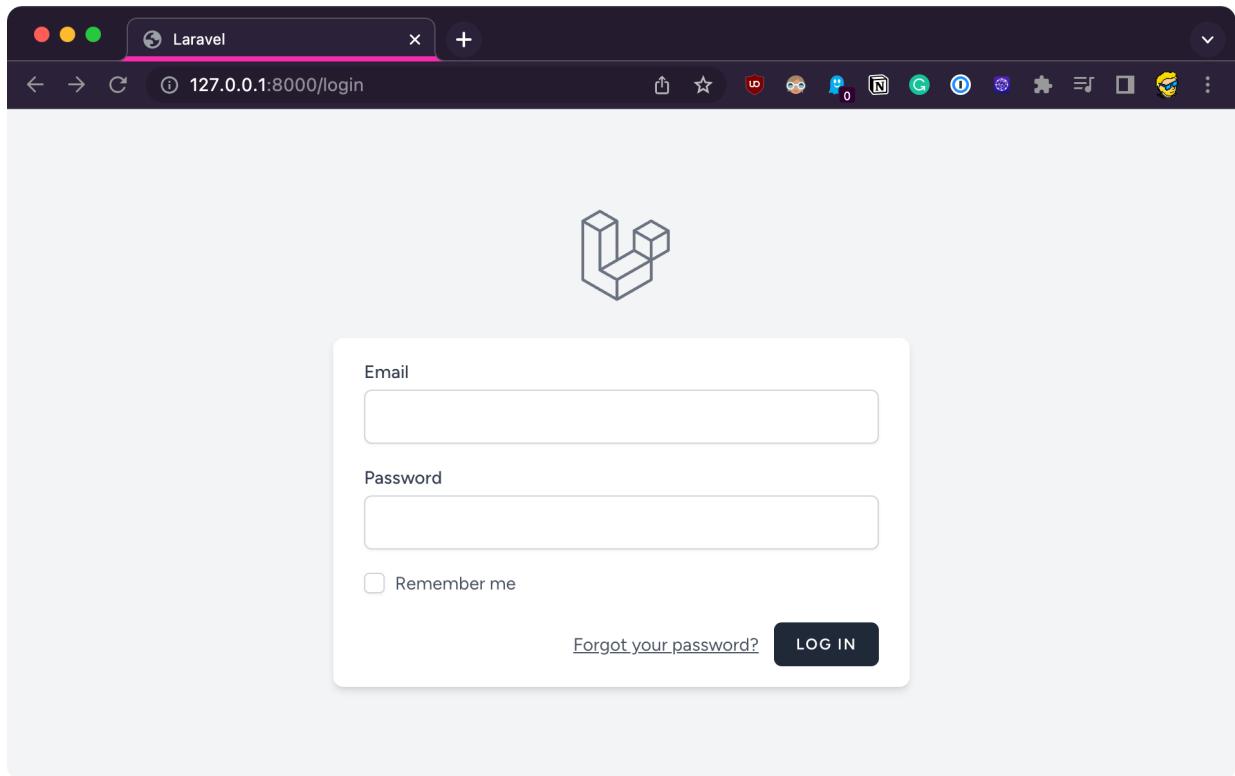
Vibrant Ecosystem

Laravel's robust library of first-party tools and libraries, such as [Forge](#), [Vapor](#), [Nova](#), and [Envoyer](#) help you take your projects to the next level. Pair them with powerful open source libraries like [Cashier](#), [Dusk](#), [Echo](#), [Horizon](#), [Sanctum](#), [Telescope](#), and more.

Sponsor

Laravel v10.10.1 (PHP v8.2.5)

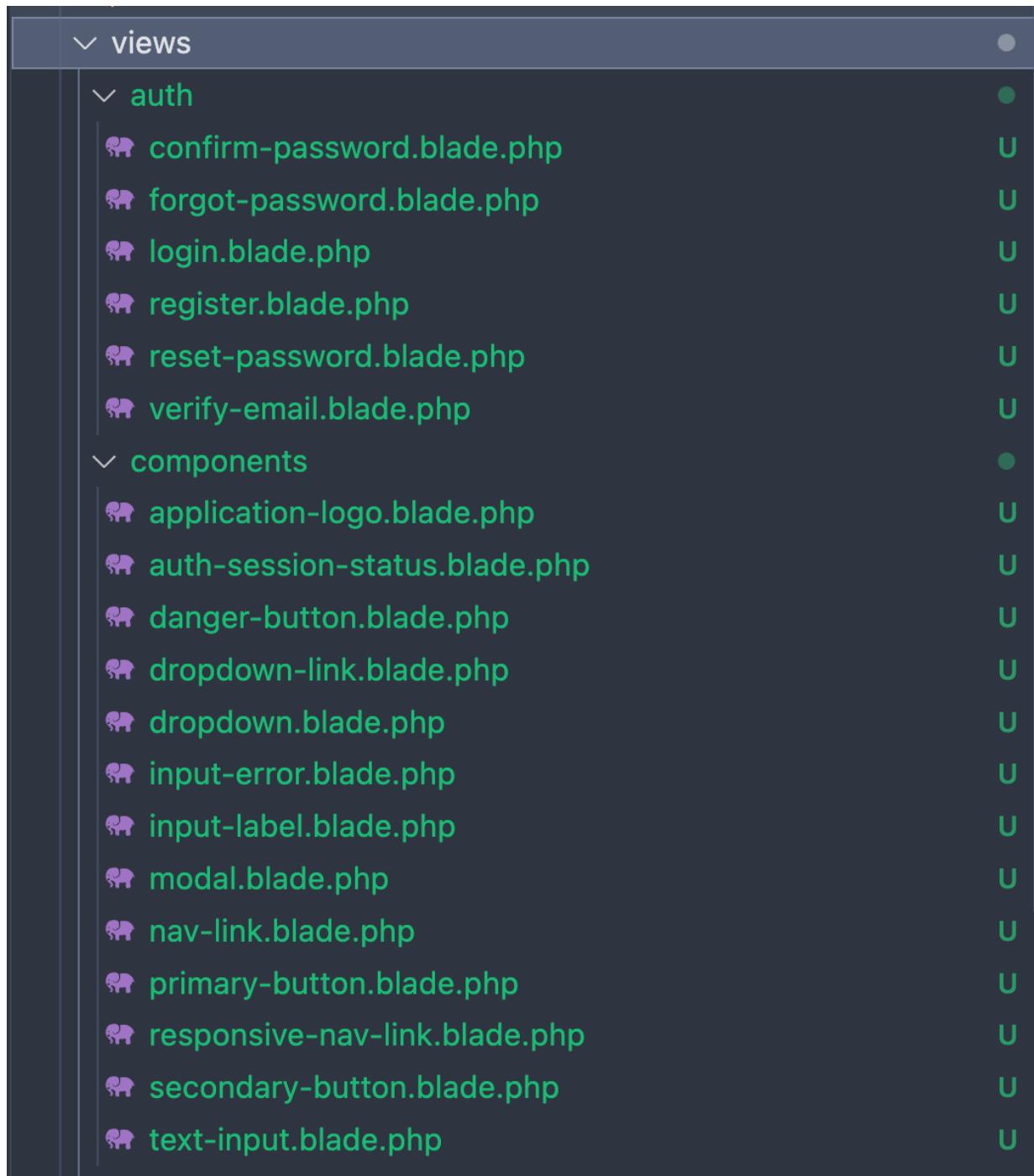
All the login functionality is working out of the box:



Laravel added a *ton* of resources to achieve this.

Easily days of work for a developer, and it's battle-tested code which you don't want to write yourself, as it's a quite important and needs to be well tested for security issues.

I recommend you take a look at the file structure and compare it to the first project. Lots of new stuff has been added, for example views:



But before we can go on, we have to set up the database for this project, doing what we did in the first one. We go to the `.env` file and comment those lines:

```
# DB_CONNECTION=mysql  
# DB_HOST=127.0.0.1  
# DB_PORT=3306  
# DB_DATABASE=laravel  
# DB_USERNAME=root  
# DB_PASSWORD=
```

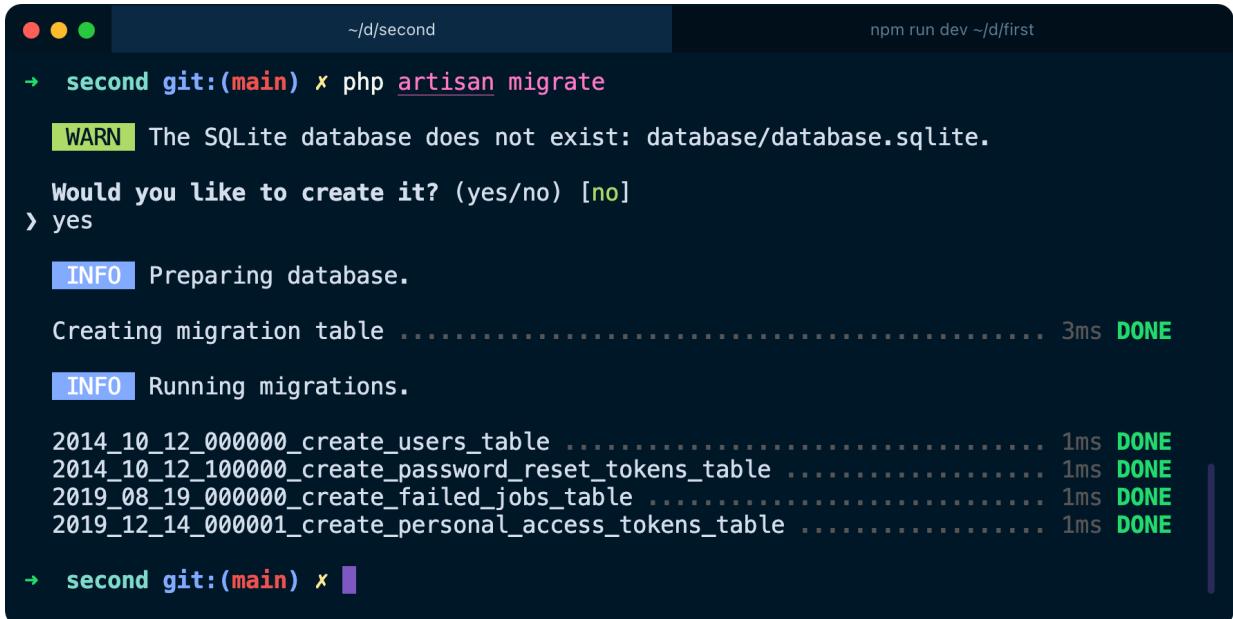
and add

```
DB_CONNECTION=sqlite
```

to configure the SQLite database.

Now run

```
php artisan migrate
```



```
→ second git:(main) ✘ php artisan migrate
[WARN] The SQLite database does not exist: database/database.sqlite.
Would you like to create it? (yes/no) [no]
> yes
[INFO] Preparing database.
Creating migration table ..... 3ms DONE
[INFO] Running migrations.
2014_10_12_000000_create_users_table ..... 1ms DONE
2014_10_12_100000_create_password_reset_tokens_table ..... 1ms DONE
2019_08_19_000000_create_failed_jobs_table ..... 1ms DONE
2019_12_14_000001_create_personal_access_tokens_table ..... 1ms DONE
→ second git:(main) ✘
```

In another terminal folder, run `npm install` followed by `npm run dev`, which is a long running process you'll keep running alongside `php artisan serve` (⚠ just make sure you're running those in the `second` folder and not the `first` project, I just spent 15 minutes trying to figure out why I had a problem).

The Blade templates provided by Breeze use Tailwind CSS, and the setup of Tailwind was done automatically when we ran `php artisan breeze:install`

As you can see we already have a `tailwind.config.js` file.

Now you can open `resources/views/welcome.blade.php` and look at all that content. For the sake of simplicity, swap everything in that file with this trimmed-down version:

```

<!doctype html>
<html>

<head>
    <meta charset="utf-8">
    <meta name="viewport"
        content="width=device-width, initial-scale=1.0">
    @vite('resources/css/app.css')
</head>

<body class="p-4">

@if (Route::has('login'))
    <div class="text-right">
        @auth
            <a href="{{ url('/dashboard') }}" class="">Dashboard</a>
        @else
            <a href="{{ route('login') }}" class="">Log in</a>
            @if (Route::has('register'))
                <a href="{{ route('register') }}" class="ml-4">
                    Register</a>
            @endif
        @endauth
    </div>
@endif

<h1 class="pb-2 mb-3 font-bold border-b border-b-gray-300">
    Dogs
</h1>

<div>
    @auth
        <p>Logged in</p>
    @endauth

    @guest
        <p>Not logged in</p>
    @endguest
</div>

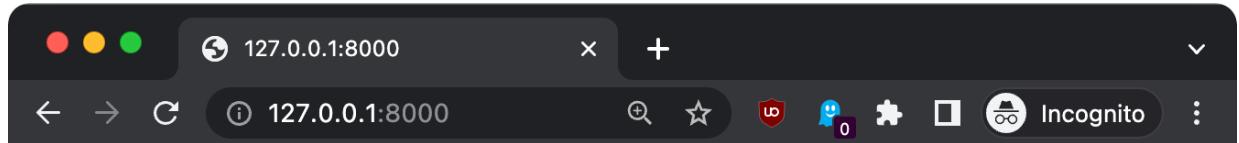
</body>

</html>

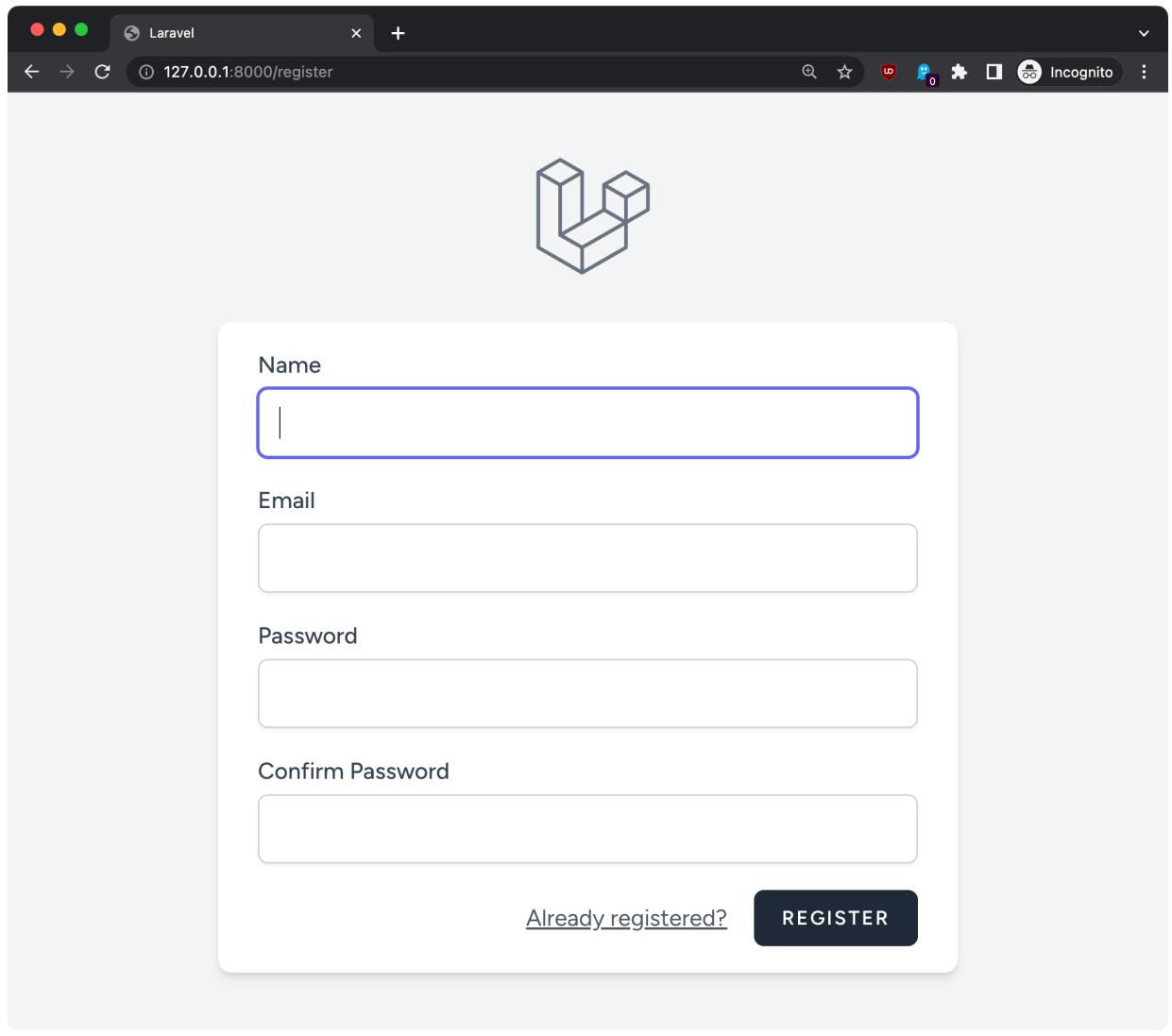
```

```
@auth / @endauth and @guest / @endguest are two Blade directives that allow you to show content (or not) depending on the logged in state.
```

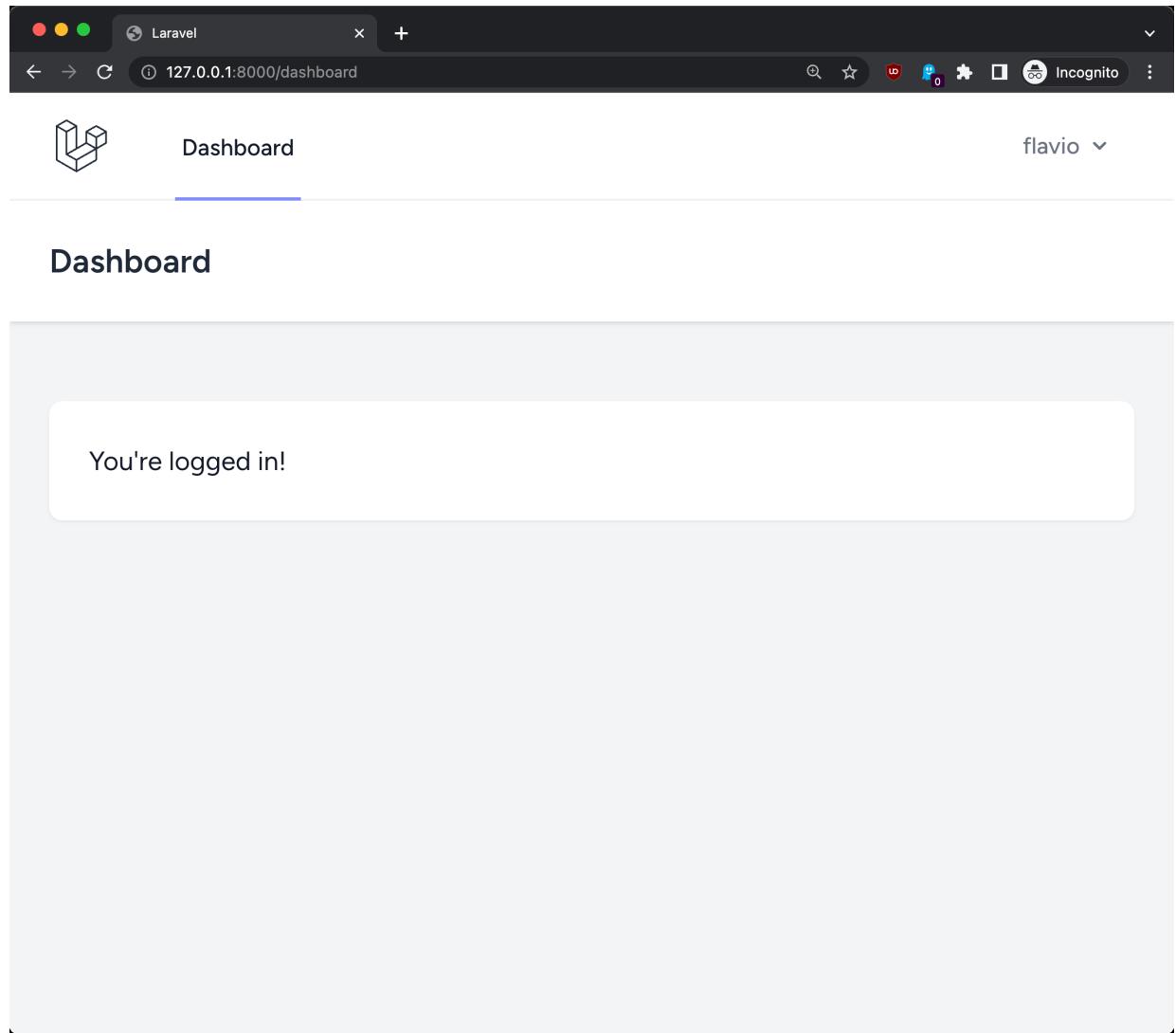
This should be the result in the browser:



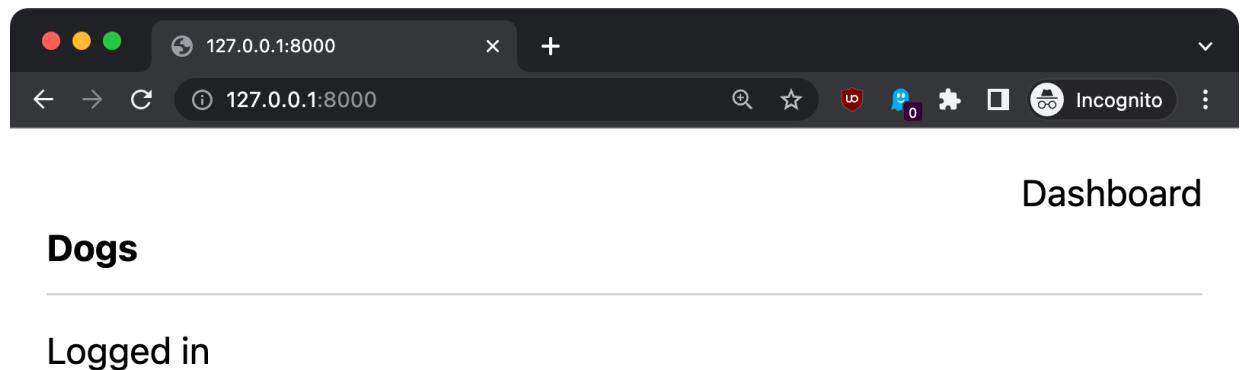
Click the Register link to create a new account:



Create an account and you will be shown a dashboard page at the `/dashboard` route:



If you go back to the home, you will see the page in the logged in state:



12. Only authenticated users can add items to the database

Now let's re-implement what we did in the first project but this time we show the dogs list when logged out, but we'll only allow logged in users to modify the data.

First we create a new migration:

```
php artisan make:migration create_dogs_table
```

Open the newly created migration file, in my case
`database/migrations/2023_05_12_164831_create_dogs_table.php`

```

<?php

use Illuminate\Database\Migrations\Migration;
use Illuminate\Database\Schema\Blueprint;
use Illuminate\Support\Facades\Schema;

return new class extends Migration
{
    /**
     * Run the migrations.
     */
    public function up(): void
    {
        Schema::create('dogs', function (Blueprint $table) {
            $table->id();
            $table->timestamps();
        });
    }

    /**
     * Reverse the migrations.
     */
    public function down(): void
    {
        Schema::dropIfExists('dogs');
    }
};

```

We just modify the migration a little adding a name for the dog:

```

Schema::create('dogs', function (Blueprint $table) {
    $table->id();
    $table->string('name');
    $table->timestamps();
});

```

Save the file, go back to the terminal, run `php artisan migrate`

```
→ second git:(main) php artisan migrate
INFO Running migrations.
2023_05_12_164831_create_dogs_table ..... 2ms DONE
→ second git:(main) █
```

Now we scaffold the Dog model:

```
php artisan make:model Dog
```

Go to `routes/web.php`.

At the top, add

```
use App\Models\Dog;
```

then find the `/` route:

```
Route::get('/', function () {
    return view('welcome');
});
```

and change it to this to retrieve the dogs list and pass it to the view, which we label `index`:

```
Route::get('/', function () {
    $dogs = Dog::all();
    return view('welcome', ['dogs' => $dogs]);
})->name('index');
```

Now in `resources/views/welcome.blade.php` we can loop over the dogs array using `@foreach` like this:

```

<h1 class="pb-2 mb-3 font-bold border-b border-b-gray-300">
    Dogs
</h1>

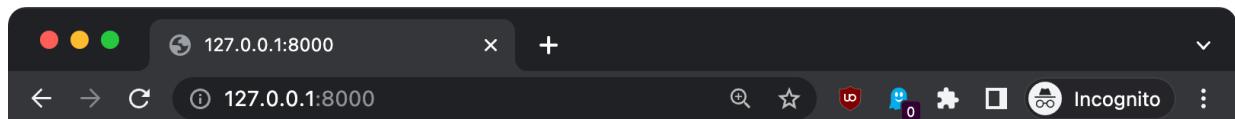
<div>
    @foreach ($dogs as $dog)
        <li class="flex mb-1">
            <span class="flex-1">{{ $dog->name }}</span>
        </li>
    @endforeach

    @auth
        <p>Logged in</p>
    @endauth

    @guest
        <p>Not logged in</p>
    @endguest
</div>

```

If you refresh the home you'll see nothing changed because we don't have any dog in the list.



Dogs

Logged in

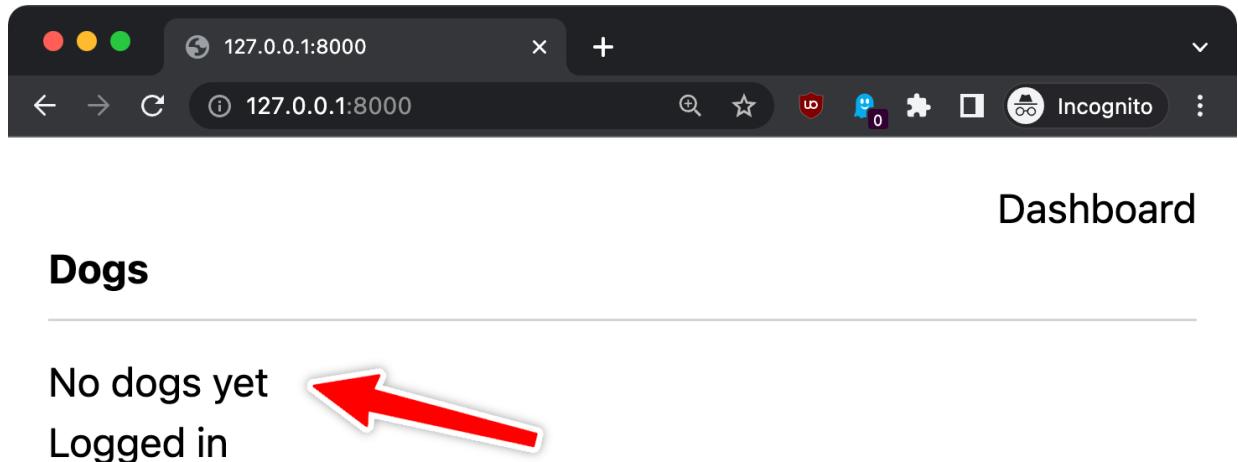
We can actually show an “empty state” using `@forelse`.

Instead of

```
@foreach ($dogs as $dog)
<li class="flex mb-1">
    <span class="flex-1">{{ $dog->name }}</span>
</li>
@endforeach
```

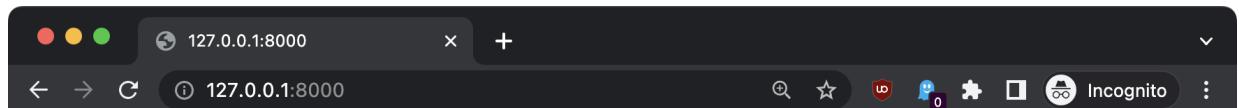
use this:

```
@forelse ($dogs as $dog)
<li class="flex mb-1">
    <span class="flex-1">{{ $dog->name }}</span>
</li>
@empty
    <p>No dogs yet</p>
@endforelse
```



We don't have dogs in the table yet, but you can open the database using [TablePlus](#) and insert data using this SQL query:

```
INSERT INTO "dogs" ("id", "name", "created_at", "updated_at") VALUES
('1', 'Roger', '2023-05-11 09:27:20', '2023-05-11 09:27:20'),
('2', 'Syd', '2023-05-11 09:29:52', '2023-05-11 09:29:52'),
('3', 'Botolo', '2023-05-11 09:29:57', '2023-05-11 09:29:57'),
('4', 'Zoe', '2023-05-11 09:30:12', '2023-05-11 09:30:12');
```



Dashboard

Dogs

Roger

Syd

Botolo

Zoe

Logged in

Now when we're logged in I want to display the form to add a new dog, and the delete button for each dog in the list.

First, inside the `Dog` model class we add the `name` to an array named `$fillable` :

```
protected $fillable = ['name'];

<?php

namespace App\Models;

use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;

class Dog extends Model
{
    use HasFactory;
    protected $fillable = ['name'];
}
```

We create a controller named `DogController` :

```
php artisan make:controller DogController
```

This created the `app/Http/Controllers/DogController.php` file:

```
<?php

namespace App\Http\Controllers;

use Illuminate\Http\Request;

class DogController extends Controller
{
    //
}
```

Add `use App\Models\Dog;` at the top, and add those `2` methods to the class, `create` and `delete`, as we did before, but this time both first check that the user is logged in:

```

<?php

namespace App\Http\Controllers;

use Illuminate\Support\Facades\Auth;
use Illuminate\Http\Request;
use App\Models\Dog;

class DogController extends Controller
{
    public function create(Request $request)
    {
        if (Auth::check()) {
            $this->validate($request, [
                'name' => 'required',
            ]);
            Dog::create($request->all());
        }
        return to_route('index');
    }

    public function delete($id)
    {
        if (Auth::check()) {
            $dog = Dog::find($id);
            $dog->delete();
        }

        return to_route('index');
    }
}

```

Ok now we need a route to add a new dog, and one to delete a dog. In `routes/web.php`, add:

```

use App\Http\Controllers\DogController;

// ...

Route::post(
    '/dogs',
    [DogController::class, 'create']
)->name('dog.create');

Route::delete(
    '/dog/{id}',
    [DogController::class, 'delete']
)->name('dog.delete');

```

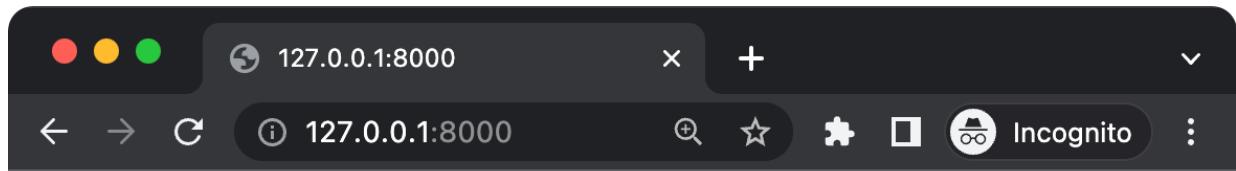
Now we can display the buttons to remove dogs in `resources/views/welcome.blade.php`:

```

@forelse ($dogs as $dog)
- {{ $dog->name }}
@auth
    <form action="{{ route('dog.delete', $dog->id) }}"
        method="POST">
        @csrf
        @method('DELETE')
        <button type="submit" class="p-1 bg-gray-200 border border-black">Delete</button>
    </form>
@endauth
</li>
@empty
    <p>No dogs yet</p>
@endforelse

```

We wrap it into `@auth` to make it only visible if logged in.



Dashboard

Dogs

Roger

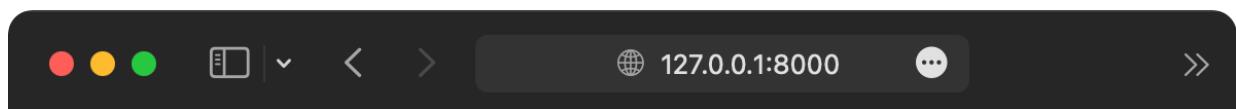
Delete

Syd

Delete

Try clicking one “delete” button, the corresponding row should disappear.

If logged out, here’s what you see:



Log in Register

Dogs

Roger

Syd

Now let's add the form to add a new dog. Before we used a partial, to see how you can use partials, but now let's just add it to the `welcome` template:

```
@auth
  <form method="post" action="{{ route('dog.create') }}">
    @csrf
    <h3 class="pb-2 mt-4 mb-3 font-bold border-b border-b-gray-300">
      Add a new dog</h3>
    <div class="flex">
      <div class="flex-1">
        <label>Name</label>
        <input type="text" name="name" id="name"
               class="p-1 border border-gray-200 ">
      </div>
      <input type="submit" name="send" value="Submit"
             class="p-1 bg-gray-200 border border-black
             cursor-pointer">
    </div>
  </form>
@endauth
```

Here's the full code for reference:

```

<!doctype html>
<html>

<head>
    <meta charset="utf-8">
    <meta name="viewport"
        content="width=device-width, initial-scale=1.0">
    @vite('resources/css/app.css')
</head>

<body class="p-4">

@if (Route::has('login'))
    <div class="text-right">
        @auth
            <a href="{{ url('/dashboard') }}" class="">Dashboard</a>
        @else
            <a href="{{ route('login') }}" class="">Log in</a>
            @if (Route::has('register'))
                <a href="{{ route('register') }}" class="ml-4">
                    Register</a>
            @endif
        @endauth
    </div>
@endif

<h1 class="pb-2 mb-3 font-bold border-b border-b-gray-300">
    Dogs
</h1>

<ul>
    @forelse ($dogs as $dog)
        <li class="flex mb-1">
            <span class="flex-1">{{ $dog->name }}</span>
            @auth
                <form action="{{ route('dog.delete', $dog->id) }}"
                    method="POST">
                    @csrf
                    @method('DELETE')
                    <button type="submit"
                        class="p-1 bg-gray-200 border border-black">
                        Delete</button>
                </form>
            @endauth
        </li>
    @forelse

```

```

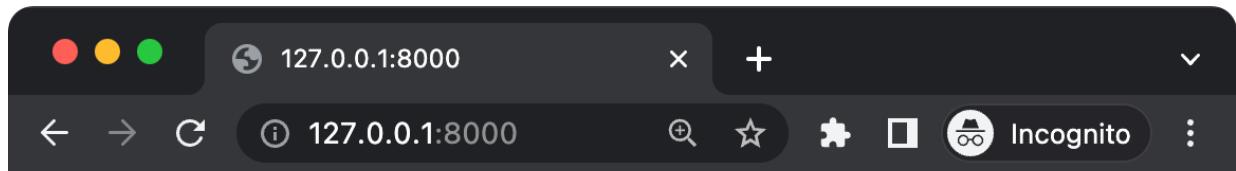
    @empty
        <p>No dogs yet</p>
    @endforelse
</ul>

@auth
    <form method="post" action="{{ route('dog.create') }}">
        @csrf
        <h3 class="pb-2 mt-4 mb-3 font-bold border-b border-b-gray-300">Add a new dog</h3>
        <div class="flex">
            <div class="flex-1">
                <label>Name</label>
                <input type="text" name="name" id="name"
                    class="p-1 border border-gray-200 ">
            </div>
            <input type="submit" name="send" value="Submit"
                class="p-1 bg-gray-200 border border-black
                cursor-pointer">
        </div>
    </form>
@endauth

</body>

</html>

```



Roger

Delete

Add a new dog

Name

Submit

Try it, it should work!

13. Push the app code to GitHub

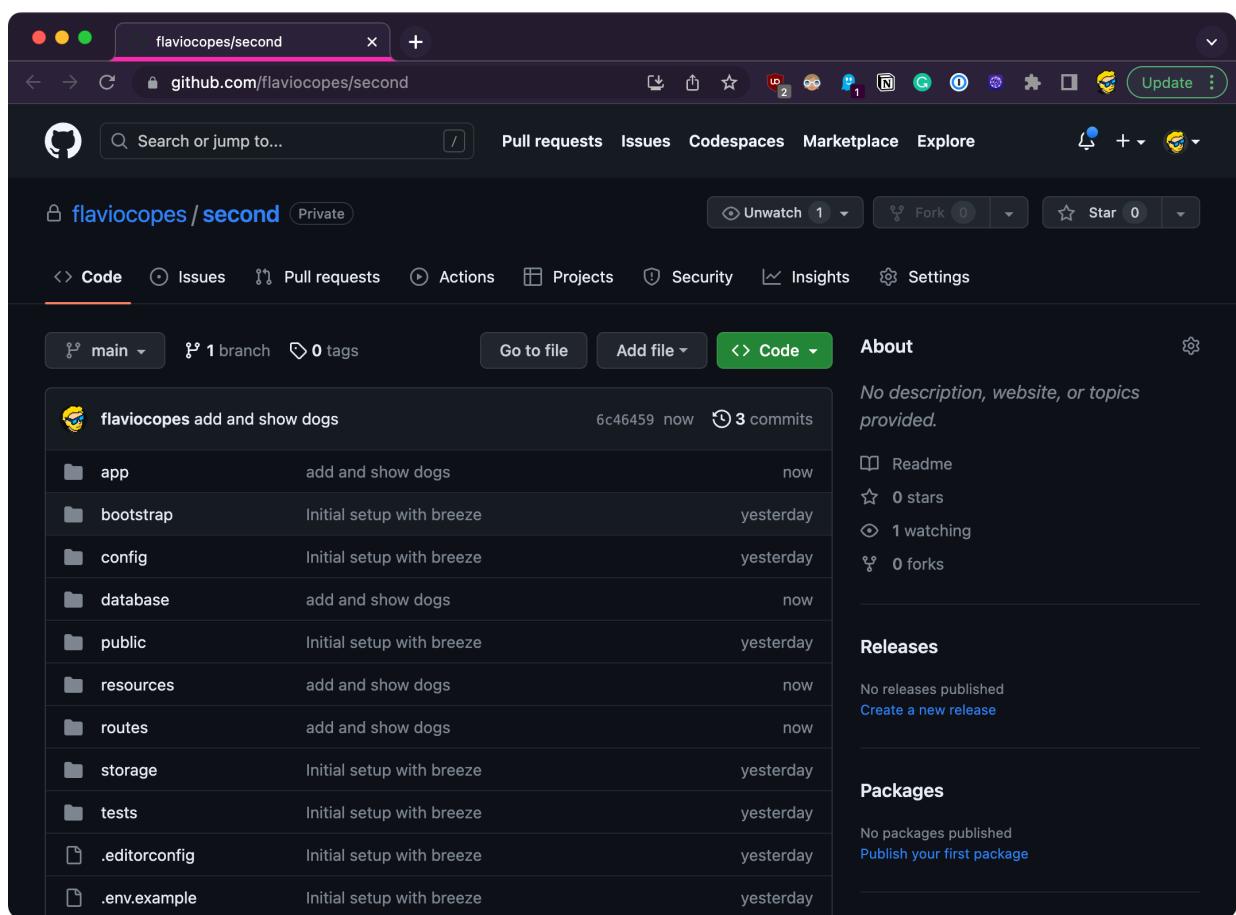
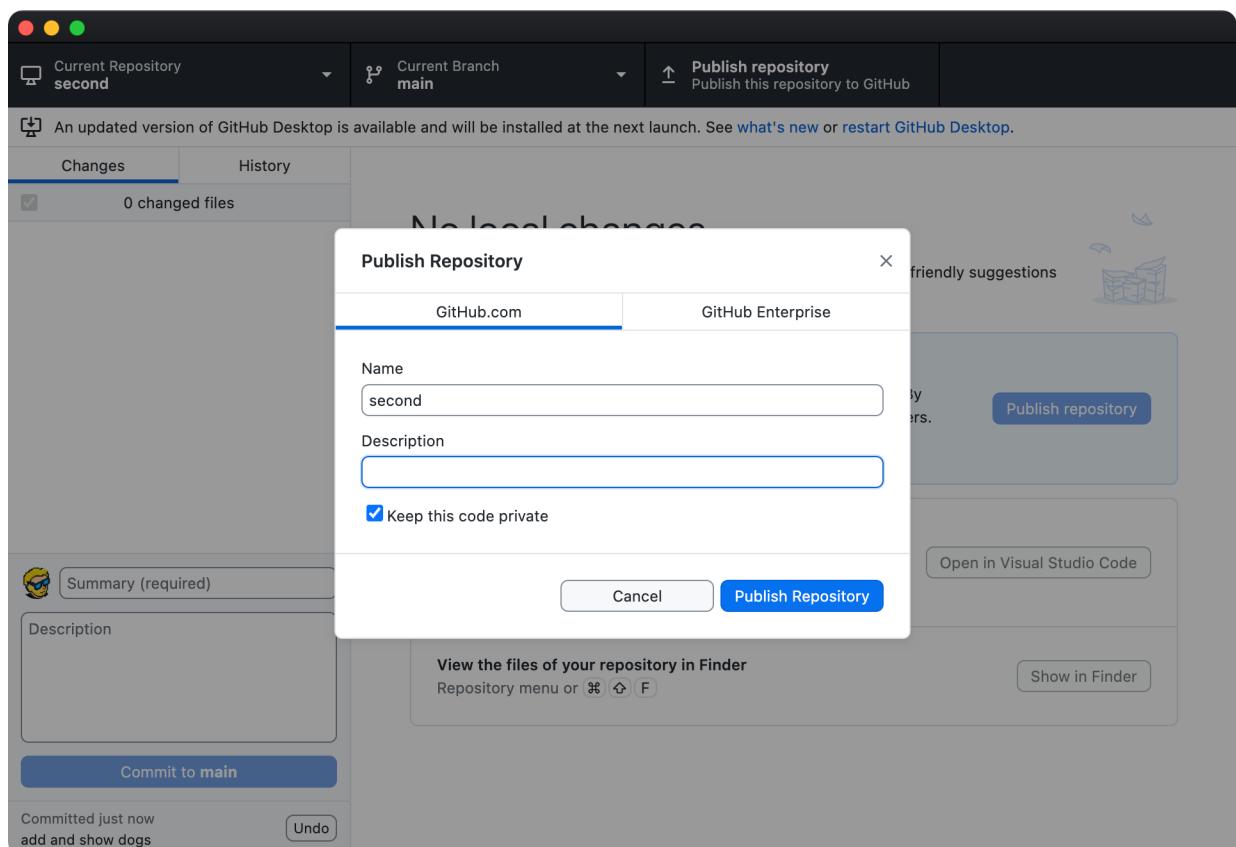
Before going to the next chapter, deployment, let's push the code to GitHub.

If you don't have a GitHub account yet, and you have no idea what is Git, check out

- <https://flaviocopes.com/git/>
- <https://flaviocopes.com/github/>

and the tutorial <https://flaviocopes.com/github-setup-from-zero/>

I want you to create a Git repository, push the repository to GitHub, so that you have the code up there, ready to be deployed:



14. Deployment

It's all fun and all, but now we want to deploy the application on a real server, on the Internet, so people can use it.

There are many different ways to deploy a Laravel application.

Probably the best one is using [Laravel Forge](#), the official deployment platform, combined with DigitalOcean.

When it comes to servers, and unless you like managing servers and you're actually an expert, I am a fan of investing some money and saving time instead.

Forge in particular is official, made by the core team of Laravel, lots and lots of people use it (they claim over 500,000 sites are powered by Forge), and we can trust that to work as expected.

Forge does not provide a server to you. But it's a service that connects to DigitalOcean and other VPS - virtual private server - providers like Hetzner, AWS, Vultr and more and it creates a server for you on that platform.

You could directly use a VPS, of course. Follow a tutorial, set everything up, invest hours into basically doing what Forge can do with a few simple steps. It's a matter of convenience.

And in the long run, Forge can upgrade PHP for example with a simple click. If that's left to you to manage, it's more complicated.

Anyway, pick your poison. Spend time and effort, or spend some money and focus on your app.

How much money? Not much, \$12/month. And it has a free trial.

Go to <https://forge.laravel.com/> and click the "Start a free trial" button:

FORGE

Features

Pricing

Docs

Blog

Sign in

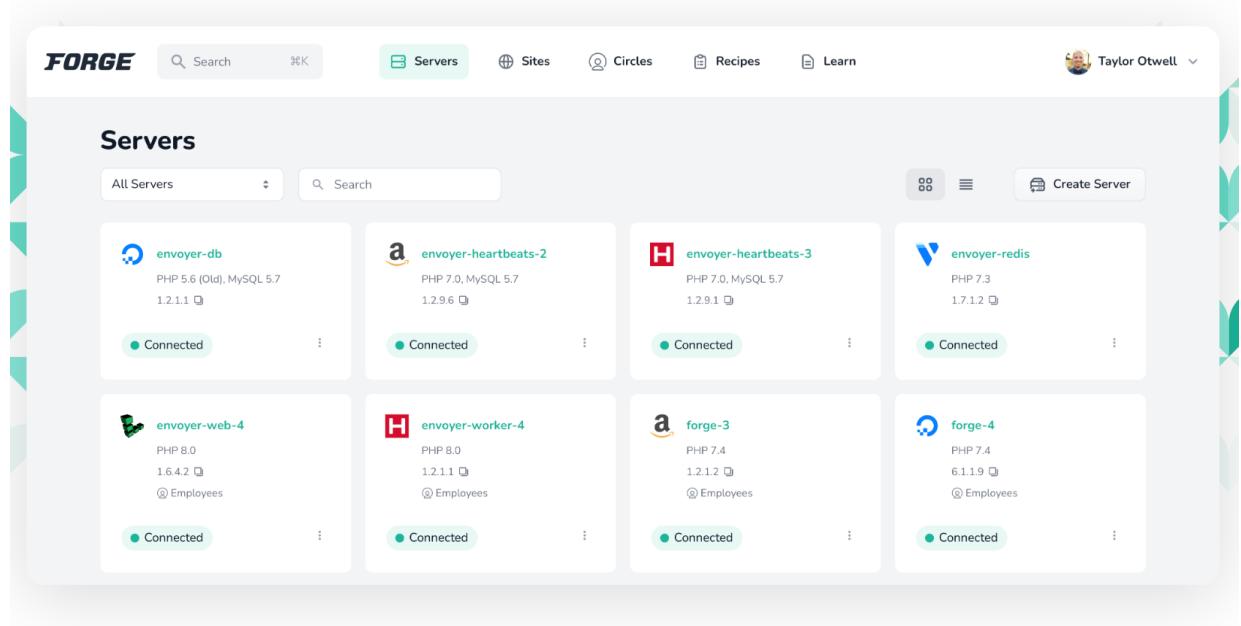
Register

Server management doesn't have to be a nightmare

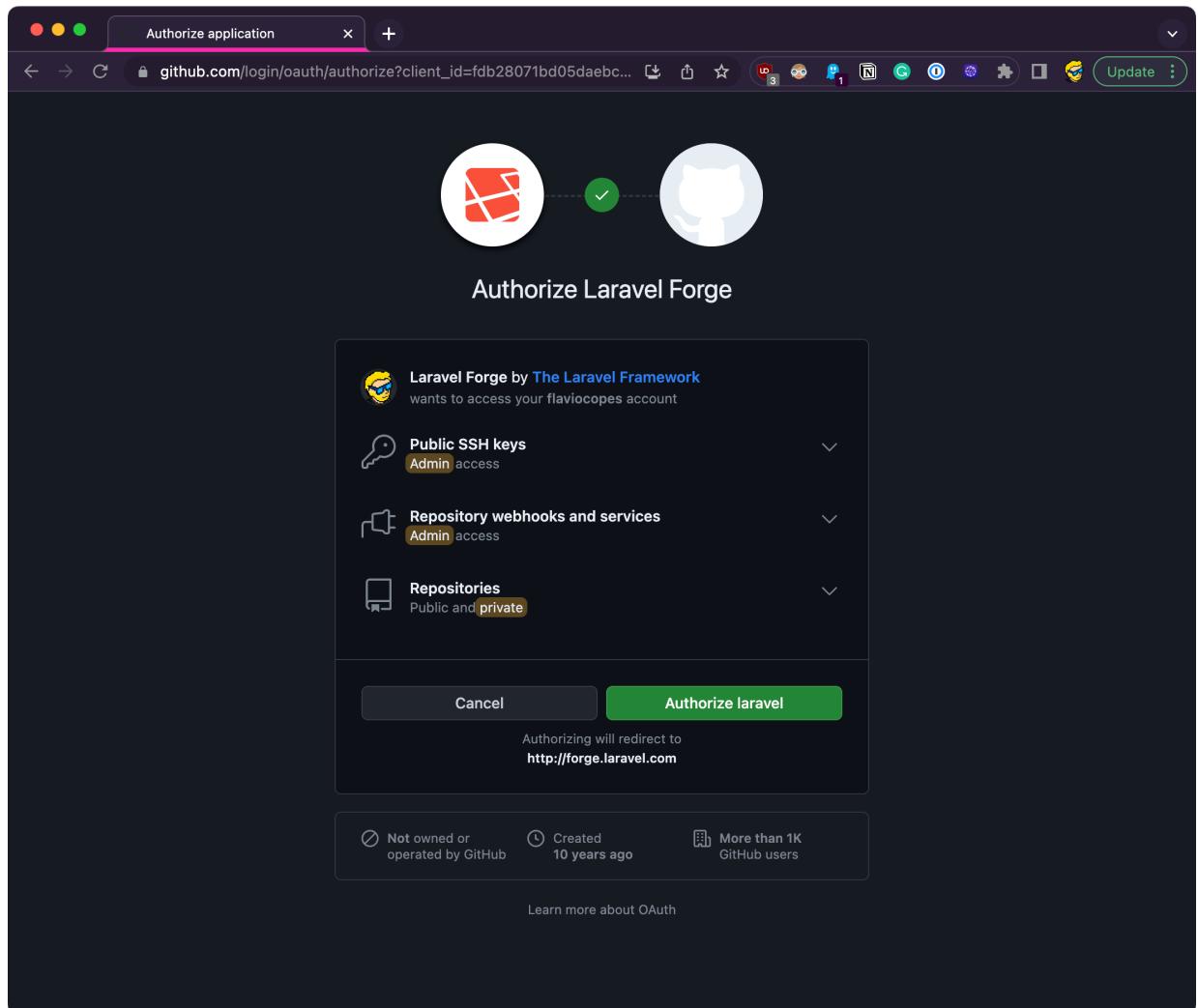
Provision and deploy unlimited PHP applications on DigitalOcean, Akamai, Vultr, Amazon, Hetzner and more.

[Start a free trial](#)

[Learn more](#)



Once you're in, click "Connect to GitHub" to connect Forge to GitHub so it can pull your code:



The screenshot shows the Laravel Forge 'Connect' page. At the top, there's a header with tabs for Servers, Sites, Circles, Recipes, and Docs. Below the header, a green success message says 'Great!' with a checkmark icon. A sub-section titled 'Just joining a circle?' explains that if you're just joining a circle, you can skip these steps. There's a 'Skip This Step' button. To the right, there's a dark background graphic of abstract geometric shapes.

Source Control

Forge needs to know where to find your application's code. Connect with one or more of your preferred source control providers below to get started. You can always connect to additional source control providers at a later time within your [account settings](#).

Connected to GitHub

Connect to GitLab

Connect to Bitbucket

Use a custom Git provider

We've noticed that you have not secured your account with 2FA. You should enable 2FA to prevent unauthorized access to your account, data and servers.

Enable 2FA To Secure Your Account

Forge needs to know where to find your application's code. Connect with one or more of your preferred source control providers below to get started. You can always connect to additional source control providers at a later time within your [account settings](#).

Connected to GitHub

Connect to GitLab

Connect to Bitbucket

Use a custom Git provider

Enable 2FA To Secure Your Account

Now it's time to connect to a server provider.

The screenshot shows the Laravel Forge 'Server Providers' page. At the top, there's a header with tabs for Servers, Sites, Circles, Recipes, and Docs. Below the header, a section titled 'Server Providers' explains that we'll need the API key for at least one provider to build servers. It also mentions that we can connect more providers later within our account settings. There's a note about creating a DigitalOcean API access token.

DigitalOcean

Akamai

AWS

Vultr

Hetzner Cloud

You can create a new DigitalOcean API access token for yourself or your team from the [DigitalOcean API settings panel](#).

API Token

API Key

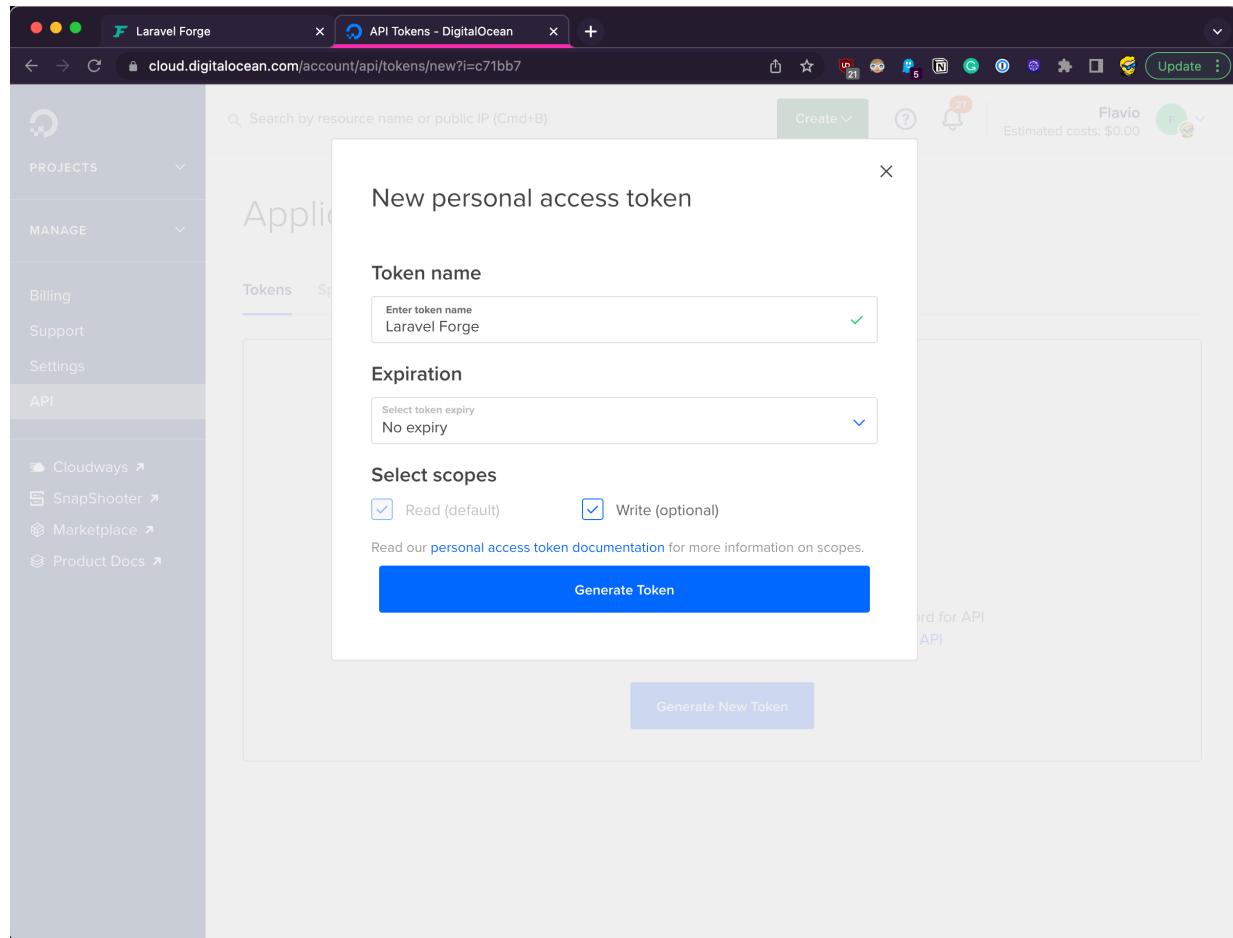
Connect

I pick DigitalOcean.

If you're unsure, DigitalOcean gives you free credits, so you can try it out.

I click the link to create an API token and I generate one

The screenshot shows a web browser window with the title 'API Tokens - DigitalOcean'. The URL is 'cloud.digitalocean.com/account/api/tokens?i=c71bb7'. The left sidebar has a dark blue background with white text, showing 'PROJECTS', 'MANAGE', 'Billing', 'Support', 'Settings', and 'API' (which is highlighted). Below these are links to 'Cloudways', 'SnapShooter', 'Marketplace', and 'Product Docs'. The main content area has a light gray background. At the top right, there's a search bar with placeholder text 'Search by resource name or public IP (Cmd+B)', a 'Create' button, a help icon, a notifications icon with a red badge (27), and a user profile for 'Flavio' with an estimated cost of '\$0.00'. Below the search bar, the title 'Applications & API' is displayed. Underneath it, there are four tabs: 'Tokens' (which is underlined and blue), 'Spaces Keys', 'OAuth Applications', and 'Authorized Applications'. A large central box contains an icon of a key with a lock and the heading 'Personal Access Tokens'. Below the heading is a descriptive text: 'Personal access tokens function like a combined name and password for API Authentication. Generate a token to access the [DigitalOcean API](#)'. At the bottom of this box is a blue button labeled 'Generate New Token'.



and finally I copy the code to Forge.

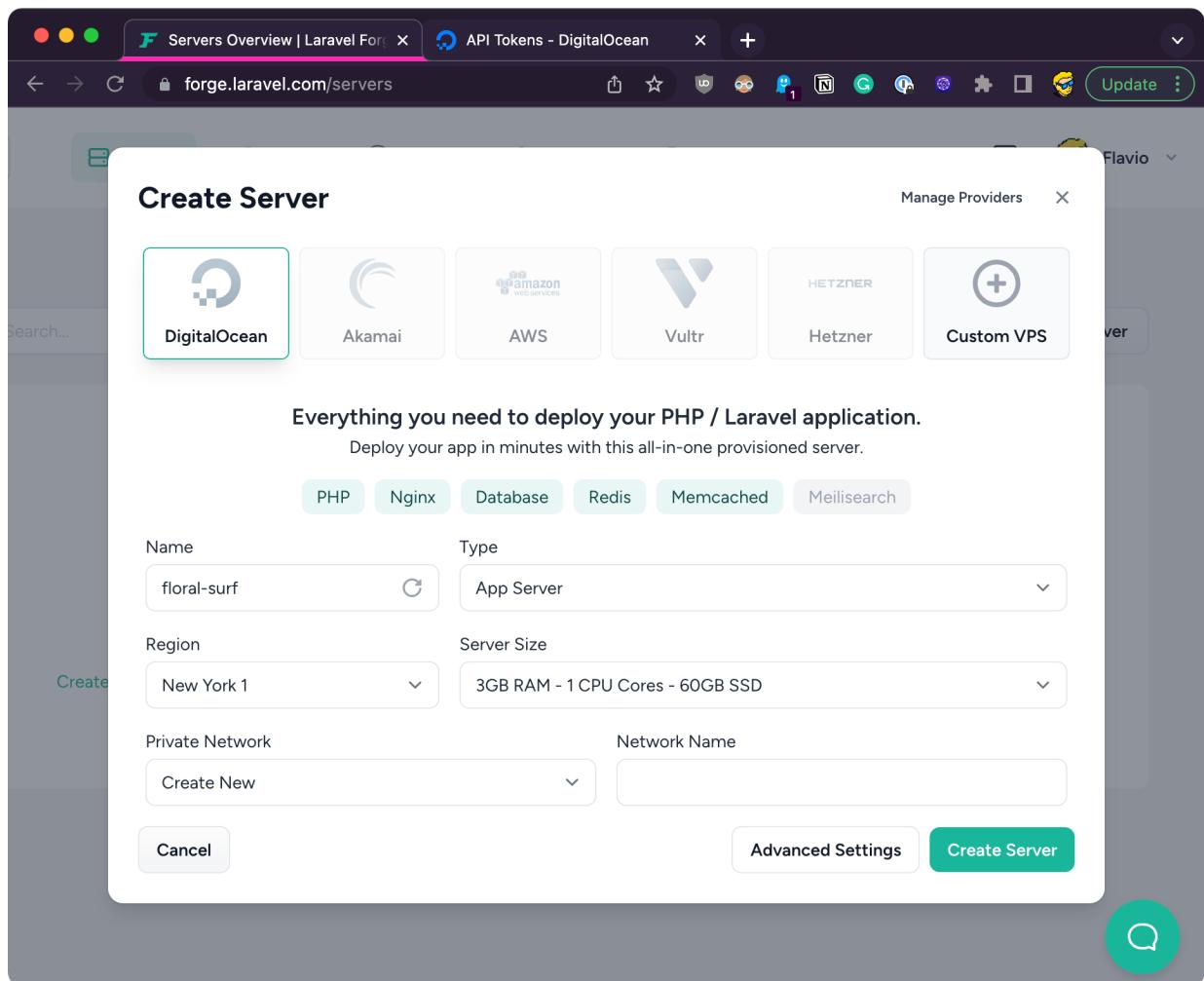
I now have access to the servers dashboard

The screenshot shows the Laravel Forge interface. At the top, there are tabs for 'Servers Overview | Laravel Forge' and 'API Tokens - DigitalOcean'. Below the header, there's a navigation bar with links for 'Servers', 'Sites', 'Circles', 'Recipes', and 'Docs'. A user profile for 'Flavio' is visible on the right. The main content area is titled 'Servers' and displays a message: 'There are no active servers associated with your account.' It includes a call-to-action button labeled 'Create Server'.

Here's where you need to create the subscription. I picked the Hobby plan for \$12/m, with a free trial of 5 days:

The screenshot shows the 'Billing Management' section of Laravel Forge. It displays a success message: 'Your subscription has been started successfully.' Below this, it shows the 'Current Subscription Plan' as 'Hobby' at '\$12 / monthly (5 day trial)'. It notes that the trial period ends on May 18, 2023. A list of included features is shown, along with a note about automatic billing. A 'CHANGE SUBSCRIPTION PLAN' button is at the bottom.

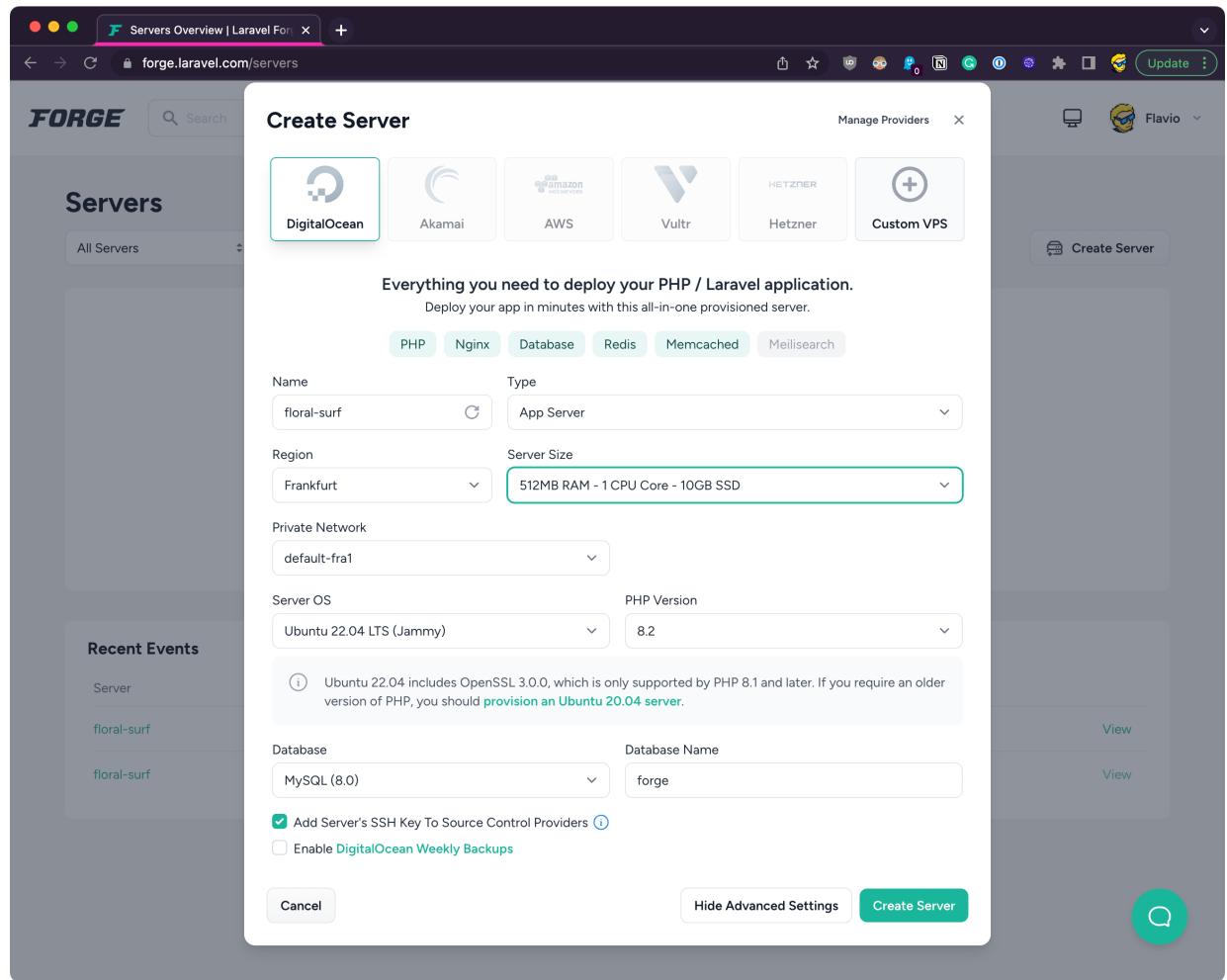
Now back to the servers page, I can create a new server:



Here you can change the type of server you want to create. Pick “App Server” as it contains all you’re going to need.

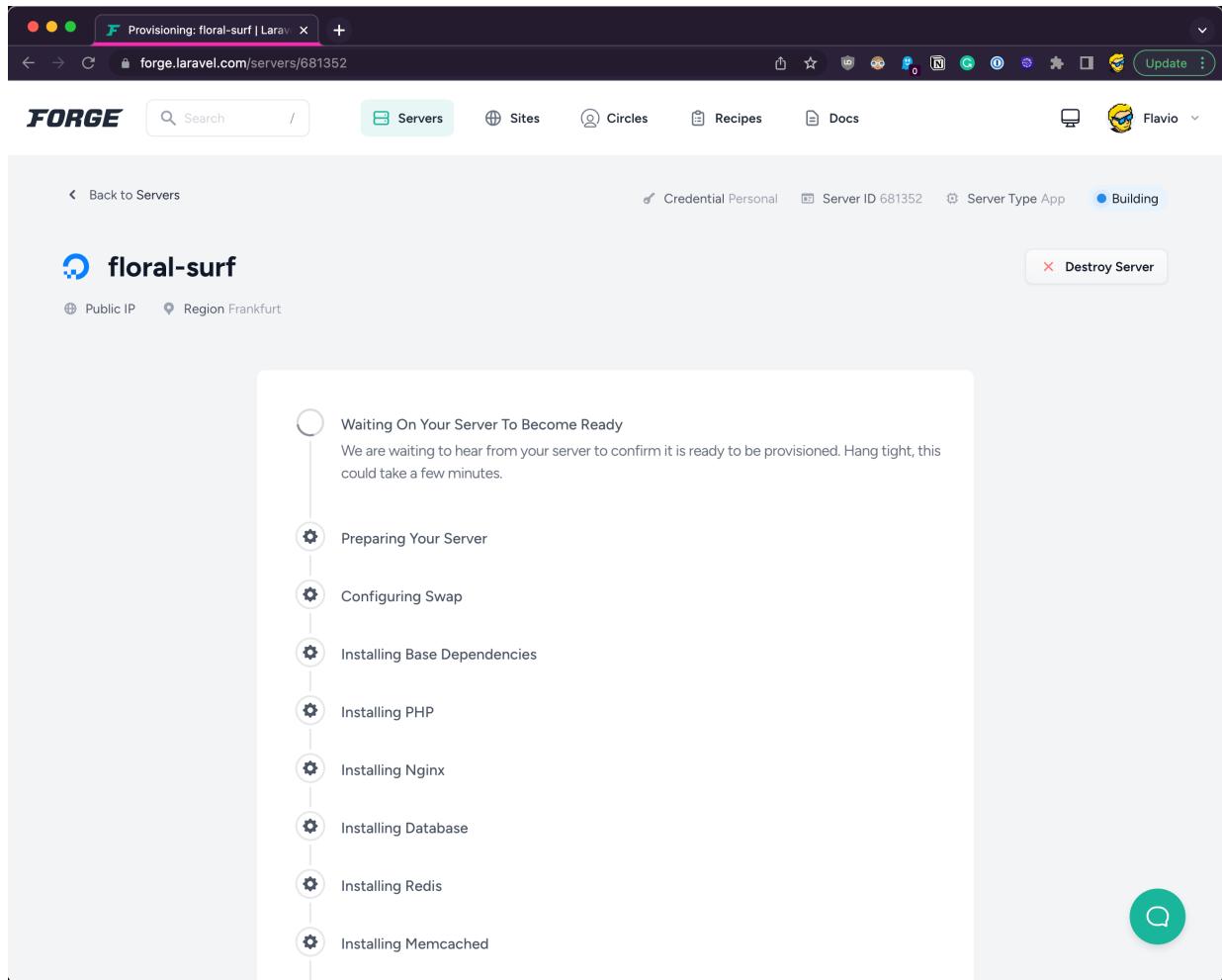
Pick a region near you, and pick a modest server size, so you can save on server costs until someone actually uses your app (you can always upgrade the server later via the DigitalOcean panel)

In **Advanced Settings** you can configure more details such as the Operating System, Database and PHP version:



I picked Postgres because I like that more, but it's just a preference.

Click **Create Server** and the installation process starts:



It will take some minutes, after which you'll have your server up and running.

A server perfectly configured to run Laravel, already set up with the Nginx server, database, and much more.

Once it's done, here is the control panel of your server. On the left, there's a menu that gives you access to specific menus.

The screenshot shows the Laravel Forge interface for a server named 'floral-surf'. The left sidebar contains navigation links like 'Servers', 'Sites', 'Circles', 'Recipes', 'Docs', and user information ('Flavio'). The main area displays a 'New Site' dialog with fields for 'Root Domain' (example.com), 'Project Type' (General PHP / Laravel), and 'Aliases' (alias.example.com, another-example.com). Below the dialog is a table showing the current site configuration for 'default': 'No App Installed', 'PHP 8.2', and 'Never Deployed'. A 'Logs' link is visible at the bottom of the sidebar.

For example you have access to server logs through “Logs”:

The screenshot shows the Laravel Forge web interface. At the top, there are two tabs both labeled "floral-surf | Laravel Forge". The address bar shows "forge.laravel.com/servers/681352/logs?filename=php82". Below the header, there's a navigation bar with links for "Servers", "Sites", "Circles", "Recipes", "Docs", and a user profile for "Flavio".

The main content area is titled "floral-surf" and shows basic server details: "Public IP 209.38.237.58", "Private IP 10.114.0.3", and "Region Frankfurt". On the right, there are "Restart" and "Stop" buttons. A status indicator shows "Connected".

A sidebar on the left lists various management sections: Sites, Database, SSH Keys, Monitoring, Backups, PHP, Packages, Nginx Templates, Scheduler, Daemons, Network, Logs (which is selected), Events, Integrations, and Meta.

The central part of the screen is a "Server Logs" section. It displays the last 500 lines from the log file `/var/log/php8.2-fpm.log`. The log entries show the FPM process starting, handling connections, terminating, and restarting. Lines 1 through 24 are shown:

```
1 [13-May-2023 08:41:40] NOTICE: fpm is running, pid 30569
2 [13-May-2023 08:41:40] NOTICE: ready to handle connections
3 [13-May-2023 08:41:40] NOTICE: systemd monitor interval set to 10000ms
4 [13-May-2023 08:41:42] NOTICE: Terminating ...
5 [13-May-2023 08:41:42] NOTICE: exiting, bye-bye!
6 [13-May-2023 08:41:42] NOTICE: fpm is running, pid 31070
7 [13-May-2023 08:41:42] NOTICE: ready to handle connections
8 [13-May-2023 08:41:42] NOTICE: systemd monitor interval set to 10000ms
9 [13-May-2023 08:41:53] NOTICE: Terminating ...
10 [13-May-2023 08:41:53] NOTICE: exiting, bye-bye!
11 [13-May-2023 08:41:53] NOTICE: fpm is running, pid 31364
12 [13-May-2023 08:41:53] NOTICE: ready to handle connections
13 [13-May-2023 08:41:53] NOTICE: systemd monitor interval set to 10000ms
14 [13-May-2023 08:43:44] NOTICE: Terminating ...
15 [13-May-2023 08:43:44] NOTICE: exiting, bye-bye!
16 [13-May-2023 08:43:45] NOTICE: fpm is running, pid 31993
17 [13-May-2023 08:43:45] NOTICE: ready to handle connections
18 [13-May-2023 08:43:45] NOTICE: systemd monitor interval set to 10000ms
19 [13-May-2023 08:47:26] NOTICE: Terminating ...
20 [13-May-2023 08:47:26] NOTICE: exiting, bye-bye!
21 [13-May-2023 08:47:29] NOTICE: fpm is running, pid 41414
22 [13-May-2023 08:47:29] NOTICE: ready to handle connections
23 [13-May-2023 08:47:29] NOTICE: systemd monitor interval set to 10000ms
24
```

You can see the scheduled jobs in “Scheduler”:

The screenshot shows the Laravel Forge interface for a server named 'floral-surf'. The top navigation bar includes tabs for 'Servers', 'Sites', 'Circles', 'Recipes', and 'Docs'. On the right, there's a user profile for 'Flavio' and an 'Update' button. The main content area is titled 'New Scheduled Job' under 'Scheduled Jobs'. It lists two scheduled jobs:

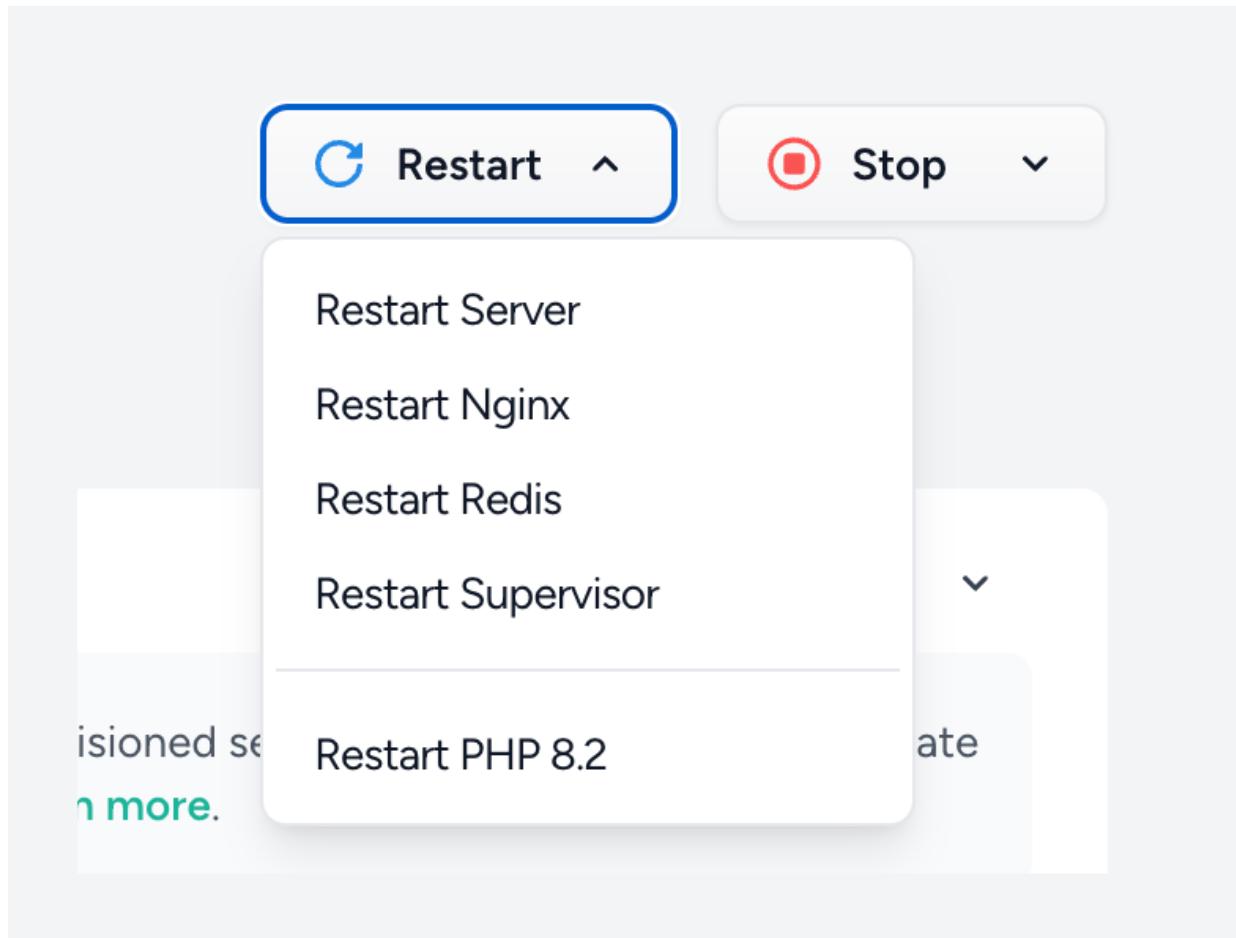
ID	Frequency	Cron	User	Command	Status
1268215	Custom	20 16 * * *	root	/usr/local/bin/composer self-update	Active
1268216	Weekly	0 0 * * 0	root	apt-get autoremove && apt-get autoclean	Active

The sidebar on the left contains links for 'Sites', 'Database', 'SSH Keys', 'Monitoring', 'Backups', 'PHP', 'Packages', 'Nginx Templates', 'Scheduler' (which is highlighted in green), 'Daemons', 'Network', 'Logs', 'Events', 'Integrations', and 'Meta'. There's also a search bar at the bottom right.

...and lots more.

Back to the Sites menu.

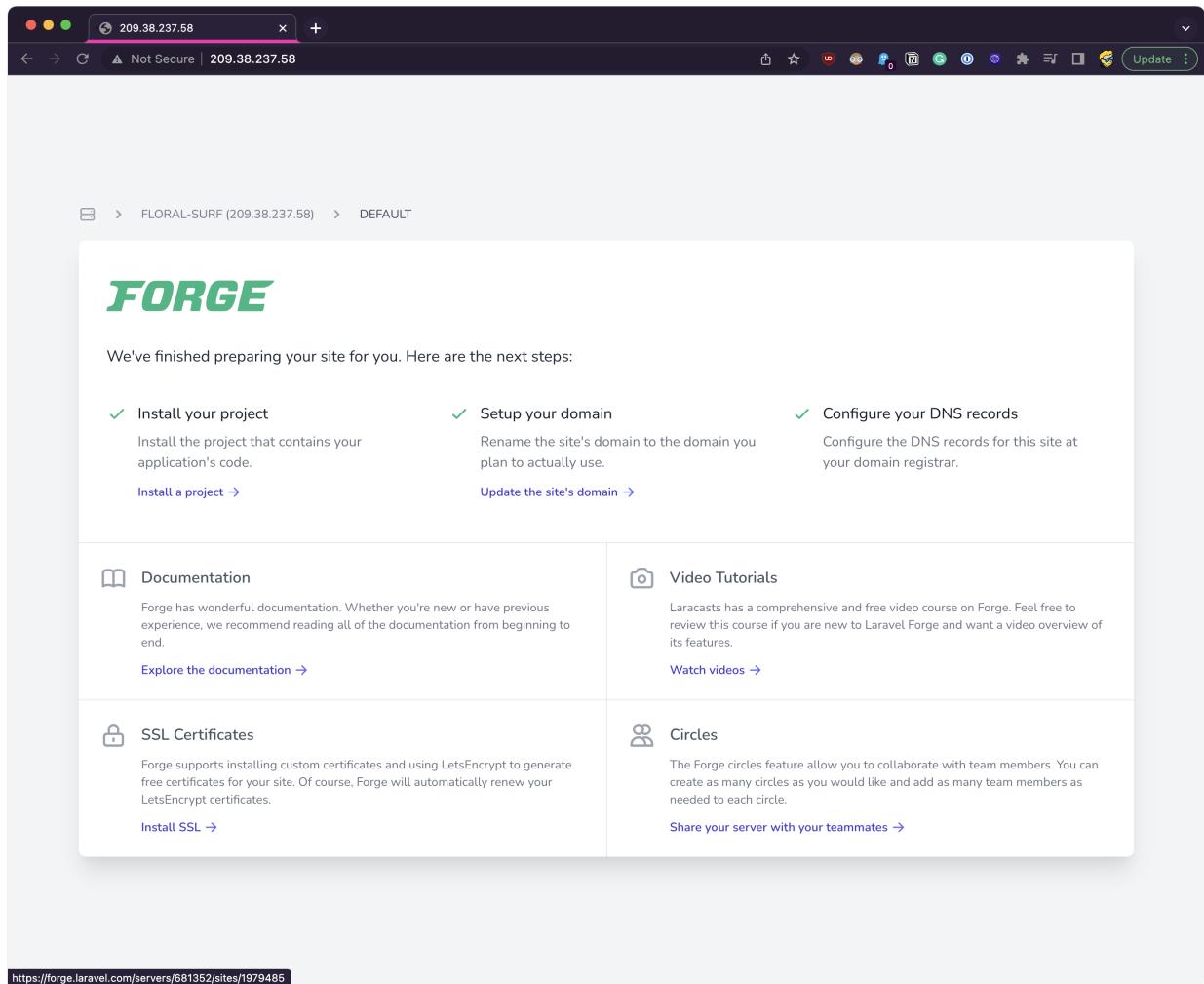
You can restart the entire server, or specific services, through the **Restart** drop down menu:



which is very handy, and you can deploy new sites on this server.

Each server can host multiple different sites.

There is a default one already set up, and if you copy and paste the public IP address of the server in your browser, you'll see it working:



Now let's deploy the application on this site.

Ideally what you want to do is, you create a new site with a domain / subdomain assigned.

But it's starting to become complicated for this handbook, so we'll just use the default site which works on the IP address instead.

Click the default site in the dashboard and you'll see the site panel:

The screenshot shows the Laravel Forge application interface. At the top, there are two tabs: 'default | floral-surf | Laravel Fo' and 'floral-surf | Laravel Forge'. The URL in the address bar is 'forge.laravel.com/servers/681352/sites/1979485/application'. The main navigation bar includes 'FORGE', 'Search', 'Servers', 'Sites' (which is highlighted in green), 'Circles', 'Recipes', 'Docs', and a user profile for 'Flavio'. Below the navigation, there's a breadcrumb trail: 'Back to floral-surf'. On the right, status indicators show 'Server ID 681352', 'Site ID 1979485', 'User forge', and a green 'Ready' status. The main content area is titled 'default' and features a sidebar with 'App' settings like Commands, Environment, Queue, SSL, Security, Redirects, Logs, and Meta. The central area is titled 'Install Application' with three options: 'Git Repository' (selected), 'WordPress', and 'phpMyAdmin'. A 'Delete Site' link is located at the bottom right of this section. A magnifying glass icon for search is in the bottom right corner.

We have the site in GitHub, so click “Git Repository”:

The screenshot shows the 'Install Repository' form within the Laravel Forge application. The top part of the interface is identical to the previous screenshot, with the 'Sites' tab selected. The main content area is titled 'Install Repository'. It has two sections: 'Provider' and 'Repository'. Under 'Provider', 'GitHub' is selected. Under 'Repository', the URL 'user/repository' is entered. Under 'Branch', 'main' is selected. There are two checkboxes at the bottom: 'Install Composer Dependencies' (checked) and 'Generate Deploy Key' (unchecked). At the bottom right are 'Install Repository' and 'Cancel' buttons. A 'Delete Site' link is visible at the bottom right of the main content area. A magnifying glass icon for search is in the bottom right corner.

Now type the name of the repository you want to deploy prefixed with the GitHub account name, in my case `flaviocopes/second`, select the branch (usually `main`) and click **Install Repository**.

After a while it's done!

The screenshot shows the Laravel Forge interface for a site named 'default'. The left sidebar lists various application settings: Deployments, Commands, Packages, Notifications, Environment, Queue, SSL, Security, Redirects, Logs, and Meta. The main content area has three tabs: Deployment, Deploy Script, and Deployment Trigger URL.

Deployment Tab: Contains a 'Quick deploy' section with a button to 'Enable Quick Deploy' and a link to 'View Latest Deployment Log'.

Deploy Script Tab: Displays a terminal-style code editor with a deployment script:

```
1 cd /home/forge/default
2 git pull origin $FORGE_SITE_BRANCH
3
4 $FORGE_COMPOSER install --no-dev --no-interaction --prefer-dist --optimize-autoloader
5
6 + ( flock -w 10 9 || exit 1
7     echo 'Restarting FPM...' ; sudo -S service $FORGE_PHP_FPM reload ) 9>/tmp/fpmlock
8
9 if [ -f artisan ]; then
10   $FORGE_PHP artisan migrate --force
11 fi
12 |
```

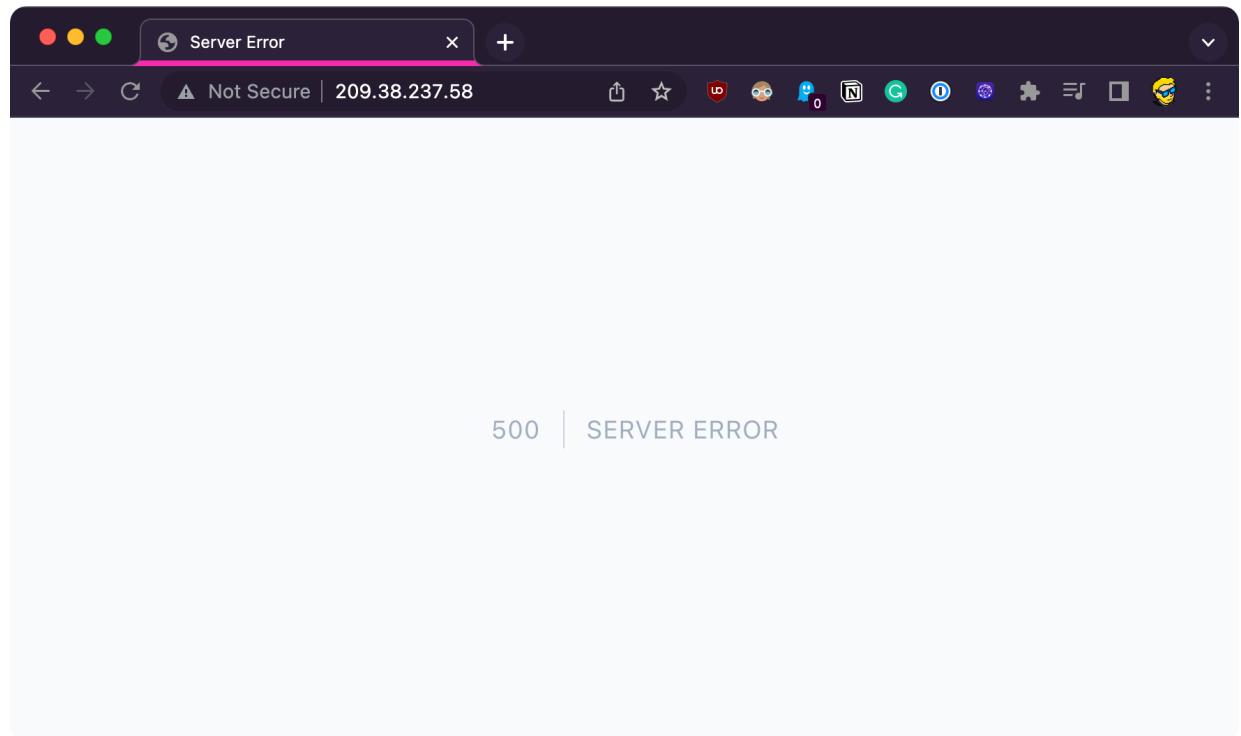
Make `.env` variables available to deploy script

Update button

Deployment Trigger URL Tab: Shows a URL for triggering a deployment: <https://forge.laravel.com/servers/681352/sites/1979485/deploy/http?token=YqaFBbAoqZyoAzpVNwOImHjqRMHL9Hub7m36jTRw>

Refresh Site Token button

But if you go to the IP address again, there's an error:



Mmmm! We don't see more details because now the site is in a production environment, and we don't show detailed logs to users.

To figure out the problem let's go back to the panel, open Logs and you'll see the error is related to connecting to the database.

If you look closely in the GitHub repository you will see the `.env` file was not pushed to GitHub, and this is correct because you don't want to store the environment variables in Git.

In the Forge site config click the **Environment** tab, this is where you will edit your environment variables:

Comment the DB_* fields and add

```
DB_CONNECTION=sqlite

DB_CONNECTION=sqlite
#DB_CONNECTION=pgsql
#DB_HOST=127.0.0.1
#DB_PORT=5432
#DB_DATABASE=laravel
#DB_USERNAME=forge
#DB_PASSWORD="nzSEhUZP00TqTohyYHur"
```

Click **Save** and then **Deploy Now**.

The screenshot shows the Laravel Forge interface for managing a site named 'floral-surf'. The 'Sites' tab is selected. The 'default' site is currently active. The 'Edit Files' dropdown menu is open, and the 'Deploy Now' button is highlighted with a red arrow. The main area displays the 'Site Environment' configuration, specifically the .env file content:

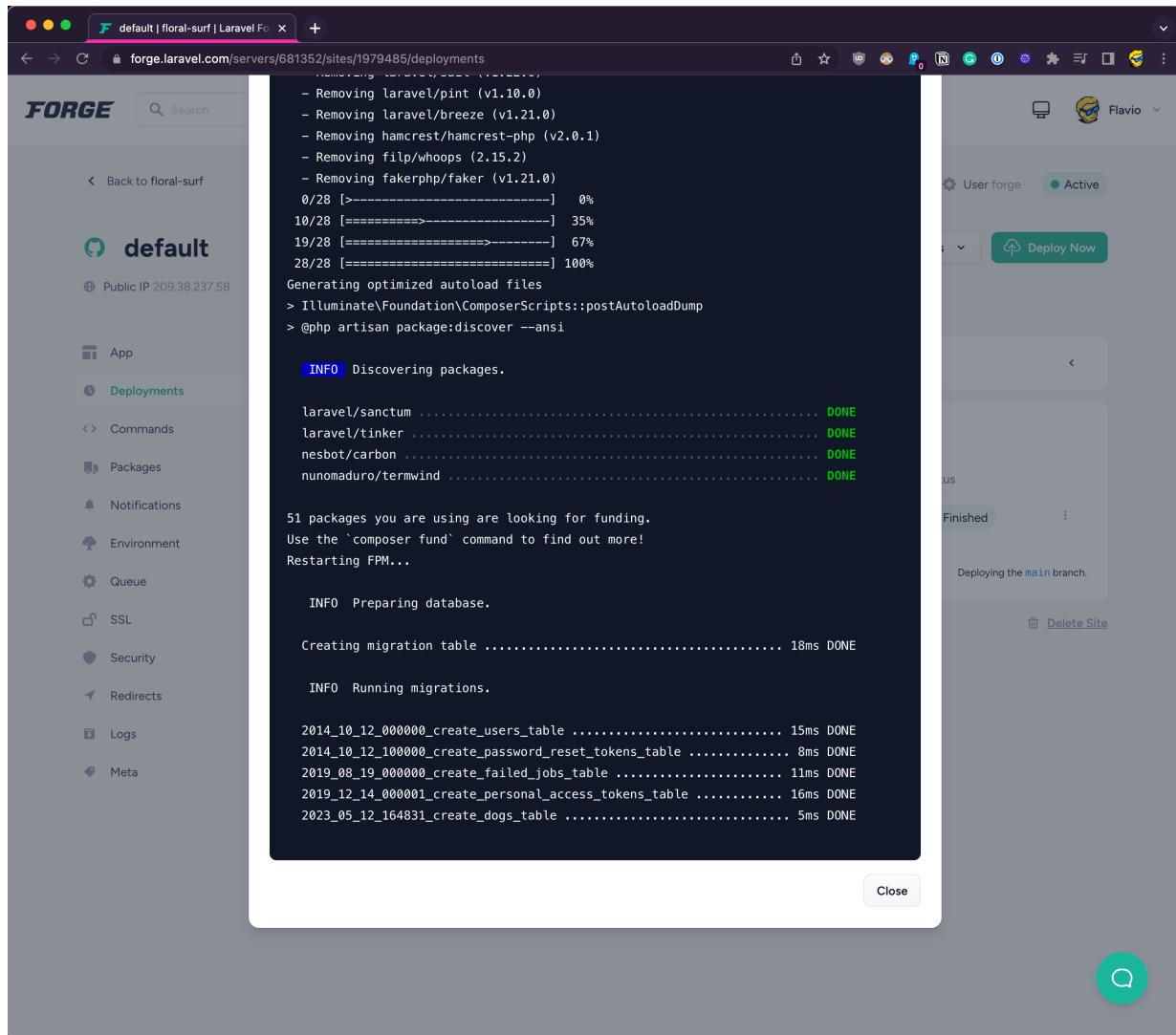
```

15 #DB_DATABASE=Laravel
16 #DB_USERNAME=forge
17 #DB_PASSWORD="nzSEhUZP00TaTohyYHur"
18
19 BROADCAST_DRIVER=log
20 CACHE_DRIVER=file
21 FILESYSTEM_DISK=local
22 QUEUE_CONNECTION=sync
23 SESSION_DRIVER=file
24 SESSION_LIFETIME=120
25
26 MEMCACHED_HOST=127.0.0.1
27
28 REDIS_HOST=127.0.0.1
29 REDIS_PASSWORD=""
30 REDIS_PORT=6379
31
32 MAIL_MAILER=smtp
33 MAIL_HOST=mailpit
34 MAIL_PORT=1025
35 MAIL_USERNAME=null
36 MAIL_PASSWORD=null
37 MAIL_ENCRYPTION=null
38 MAIL_FROM_ADDRESS="hello@example.com"
39 MAIL_FROM_NAME="${APP_NAME}"
40
41 AWS_ACCESS_KEY_ID=
42 AWS_SECRET_ACCESS_KEY=
43 AWS_DEFAULT_REGION=us-east-1
44 AWS_BUCKET=
45 AWS_USE_PATH_STYLE_ENDPOINT=false
46
47 PUSHER_APP_ID=
48 PUSHER_APP_KEY=
49 PUSHER_APP_SECRET=

```

At the bottom right of the editor, there are 'Reload', 'Save', and a help icon.

If you go to the deployments menu you can inspect the deployment output, which is handy:



If the build fails, you'll get an alert and also an email, pretty nice.

The build seems to work fine but if you reload the browser we have another error now. Something about Vite.

Remember we ran `npm run dev` to start Vite in development?

Now we have to run `npm run build`, after running `npm install`.

We need to update our Deploy Script from the **App** tab, adding this at the end:

```
npm install
npm run build
```

The screenshot shows the Forge application deployment interface for a site named 'default'. On the left, there's a sidebar with various options like App, Deployments, Commands, Packages, Notifications, Environment, Queue, SSL, Security, Redirects, Logs, and Meta. The main area is titled 'Deployment' and contains a section for 'Quick deploy'. It includes a button to 'Enable Quick Deploy' and a link to 'View Latest Deployment Log'. Below this is a 'Deploy Script' section containing a code block with 15 numbered lines. A large red arrow points from the text above to the beginning of this script block. The script itself is as follows:

```
1 cd /home/forge/default
2 git pull origin $FORGE_SITE_BRANCH
3
4 $FORGE_COMPOSER install --no-dev --no-interaction --prefer-dist --optimize-autoloader
5
6 ( flock -w 10 9 | echo 'Restarting PHP-FPM'; sudo -S service $FORGE_PHP_FPM reload ) >/tmp/fpmlock
7
8 if [ -f artisan ]; then
9     $FORGE_PHP artisan migrate --force
10 fi
11
12 npm install
13 npm run build
14
15
```

At the bottom of the script section, there's a checkbox labeled 'Make .env variables available to deploy script'. To the right, there are 'Update' and 'Search' buttons.

Then click **Update** and **Deploy Now**.

Now it works!

The screenshot shows a web browser window with the URL '209.38.237.58'. The page title is 'Dogs'. The content of the page is 'No dogs yet'. At the top right, there are links for 'Log in' and 'Register'.

Also try registering in, it will work as expected and we'll be able to add and edit data:

The screenshot shows a browser window with the address bar displaying '209.38.237.58' and a status message 'Not Secure | 209.38.237....'. The main content area is titled 'Dashboard' and contains a section for 'Dogs'. It lists two entries: 'Roger' and 'Syd', each with a 'Delete' button to its right. Below this is a section titled 'Add a new dog' with a 'Name' input field and a 'Submit' button.

Nice! We're done with deployments and Forge.

We could spend more time on this topic, but there's so much more to explore.

We've seen how to create a Web Application, as simple as it could be, just a form that stores a field into a database, but complete with ready-made authentication provided by the Breeze starter kit.

We've seen basic routing, and models, views and controllers interact to store and retrieve data through the Eloquent ORM.

Let's now move to other aspects of Laravel.

15. Dynamic routes

We've seen how to create a route in the `routes/web.php` file:

```
Route::get('/dogs', function () {
    return view('dogs');
})->name('dogs');
```

This is a **static route**, that responds on the `/dogs` URL.

Now suppose you want to create a page for each single dog, maybe you'll fill that with a description, an image, whatever.

You can't create a static route for each dog in the database, because you don't know the name of the dog.

Imagine you have 2 dogs Max and Daisy, this would display a "dog" view (which we don't have yet) on the `/dogs/max` and `/dogs/daisy` :

```
Route::get('/dogs/max', function () {
    return view('dog');
})

Route::get('/dogs/daisy', function () {
    return view('dog');
})
```

What we do instead is, we have a **dynamic segment** in the URL:

```
Route::get('/dogs/{slug}', function () {
    return view('dog');
})
```

slug is a term that identifies a URL portion in lowercase and without spaces, for example if the name of the dog is Max, the slug is `max`.

Now we can pass the `slug` value to the callback function (the function that's called when the route is hit), and inside the function we can pass it to the view:

```
Route::get('/dogs/{slug}', function ($slug) {
    return view('dog', ['slug' => $slug]);
})
```

Now the `$slug` variable is available inside the Blade template.

But we want to retrieve the actual dog data. We have the slug, which we can imagine it's stored in the database when we add the dog.

To do that, we use the `Dog` model in the route, like this:

```
use App\Models\Dog;

Route::get('/dogs/{slug}', function ($slug) {
    $dog = Dog::find($slug);
    return view('dog', ['dog' => $dog]);
})
```

16. Non-web routes

In the `routes` folder you have `web.php`, but not just that file. We have `api.php`, `channels.php` and `console.php`.

- `web.php` handles HTTP requests from web browsers
- `api.php` handles API endpoints. We use it to create an API that can be used for example by a mobile application, or directly by the users (if that's something you want them to)
- `console.php` contains routes used by the command line interface, **Artisan**. We can write command line applications for our app, in PHP, and execute them, it's pretty handy

17. Creating commands

We've used Artisan, the Laravel command line tool, to perform various actions:

- `php artisan serve`
- `php artisan make:migration`
- `php artisan migrate`
- `php artisan make:model`
- `php artisan make:controller`
- `php artisan breeze:install`

Those are all built-in commands.

There are many, many more.

Some you'll use often, some you'll never use.

Run `php artisan` to see them all with a short explanation:

```
~/d/second          npm run dev ~/d/second

→ second git:(main) php artisan
Laravel Framework 10.10.1

Usage:
  command [options] [arguments]

Options:
  -h, --help           Display help for the given command. When no command is given display help
  for the list command
  -q, --quiet          Do not output any message
  -V, --version         Display this application version
  --ansi|--no-ansi     Force (or disable --no-ansi) ANSI output
  -n, --no-interaction Do not ask any interactive question
  --env[=ENV]           The environment the command should run under
  -v|vv|vvv, --verbose Increase the verbosity of messages: 1 for normal output, 2 for more verbose output and 3 for debug

Available commands:
  about                Display basic information about your application
  clear-compiled        Remove the compiled class file
  completion            Dump the shell completion script
  db                    Start a new database CLI session
  docs                 Access the Laravel documentation
  down                 Put the application into maintenance / demo mode
  env                  Display the current framework environment
  help                 Display help for a command
  inspire               Display an inspiring quote
  list                 List commands
  migrate              Run the database migrations
  optimize              Cache the framework bootstrap files
  serve                Serve the application on the PHP development server
  test                 Run the application tests
  tinker               Interact with your application
  up                   Bring the application out of maintenance mode

auth
  auth:clear-resets   Flush expired password reset tokens
breeze
  breeze:install      Install the Breeze controllers and resources
cache
  cache:clear          Flush the application cache
  cache:forget         Remove an item from the cache
  cache:prune-stale-tags Prune stale cache tags from the cache (Redis only)
  cache:table          Create a migration for the cache database table
channel
  channel:list         List all registered private broadcast channels
config
  config:cache         Create a cache file for faster configuration loading
  config:clear          Remove the configuration cache file
db
  db:monitor           Monitor the number of connections on the specified database
  db:seed               Seed the database with records
  db:show               Display information about the given database
  db:table              Display information about the given database table
  db:wipe               Drop all tables, views, and types
env
  env:decrypt           Decrypt an environment file
  env:encrypt            Encrypt an environment file
event
```

And to see how to use a command in particular, run `php artisan <command> -h :`

```
~d/second
npm run dev ~d/second

→ second git:(main) php artisan optimize -h
Description:
  Cache the framework bootstrap files

Usage:
  optimize

Options:
  -h, --help          Display help for the given command. When no command
is given display help for the list command
  -q, --quiet         Do not output any message
  -V, --version       Display this application version
  --ansi|--no-ansi   Force (or disable --no-ansi) ANSI output
  -n, --no-interaction Do not ask any interactive question
  --env[=ENV]          The environment the command should run under
  -v|vv|vvv, --verbose Increase the verbosity of messages: 1 for normal ou
tput, 2 for more verbose output and 3 for debug
→ second git:(main) █
```

You can create your own commands, too.

Run

```
php artisan make:command MyCommand
```

This creates a file in `app\Console\Commands\MyCommand.php` pre-filled with some code:

```
<?php

namespace App\Console\Commands;

use Illuminate\Console\Command;

class MyCommand extends Command
{
    /**
     * The name and signature of the console command.
     *
     * @var string
     */
    protected $signature = 'app:my-command';

    /**
     * The console command description.
     *
     * @var string
     */
    protected $description = 'Command description';

    /**
     * Execute the console command.
     */
    public function handle()
    {
        //
    }
}
```

`$signature` defines how the command will be called, in this case you can run it using

```
php artisan app:my-command
```

In the `handle()` method you'll write the code that runs when the command is executed.

```
public function handle()
{
    //
}
```

The simplest code could be printing something to the console, for example:

```
public function handle()
{
    $this->info('test!');
}
```

Now try running `php artisan app:my-command` :

```
→ second git:(main) php artisan app:my-command
test!
→ second git:(main)
```

You can do lots of things in a command. You can accept arguments, interactively ask something to the user using prompts to confirm or asking for input, or let them choose between different options, you can format output in different ways...

Commands are great to perform one-off tasks, maintenance, and much more. Inside a command you have access to all the goodies provided by Laravel, including your own code, classes, and more.

You can also call other commands. And commands can be ran by any part of your Laravel app.

You can also schedule commands using schedules. The server can be configured to run Laravel's schedules, and then any schedule configured in Laravel will be executed as needed.

18. Where to go from here

We've reached the end of the handbook!

This is intended to be a hands-on, quick introduction to Laravel.

Definitely not a complete guide. But I think that now you can go start building an app using Laravel.

What are you waiting for?

Conclusion

Thanks a lot for reading this book.

For more, head over to flaviocopes.com.

Send any feedback, errata or opinions at flavio@flaviocopes.com