



Ruby 101

Intermediate Ruby: Reading a Log File

Selecting a directory entry:Model Needs

- 1) a method to apply the current selection, whether a file or a directory
- 2) a method to load a file into memory



Intermediate Ruby:

```
class LogFile
  ...
  def select_directory_or_load_file
    if cd(@file_path +
        @directory.entries[@directory_index] + "/")
      :directory
    else
      if load_file
        :file
      end
    end
  end
end
...
```



Intermediate Ruby:

```
class LogFile
  ...
  def load_file
    if File.file?(@file_path +
                  @directory.entries[@directory_index])
      @file_name = @directory.entries[@directory_index]
      @log_entries = IO.readlines(@file_path + @file_name)
      @log_entry_index = 0
      @list_start = 0
      true
    else
      false
    end
  end
  ...
end
```



View Needs:

- 1) A method to display file contents, highlighting the current line.
- 2) An update method, in case the user moved the cursor.
- 3) Code to trim lines, if they are too long.



Intermediate Ruby:

```
class LogListView
  ...
  quittable?
    true
end

def display log_file
  clear_display
  set_cursor
  print red(center(log_file.file_name)) + "\n"
  update log_file
end
```



Intermediate Ruby:

```
def update log_file
  set_cursor 2,1
  log_file.log_entries.each_with_index do |entry, index|
    if index < log_file.list_start
      next
    end
    if index > log_file.list_start + $stdin.winsize[0] - 3
      break
    end
    entry = entry.chomp.gsub("\t", " ").slice(0,
                                                    $stdin.winsize[1])
    entry = red(entry) if index == log_file.log_entry_index
    print "\e[K" + entry + "\n"
  end
  print "\e[J"
  set_cursor $stdin.winsize[0], 1
  print red("Type 'q' to exit, up/down to move, 's' to sort or
filter");
end
```


Controller Needs:

- 1) An action for directory entry selection
- 2) An action to handle moving up and down in a file
- 3) code to call these action

Intermediate Ruby:

```
def parse_input user_input
  case user_input
    when "\n" , "\r"
      #change controller likely to happen
      case @current_view.class.to_s
        when "FileDialogView"
          file_dialog_select
        end
      end
    when "\e[A"
      #up button ... update the view with an up action
      case @current_view.class.to_s
        when "FileDialogView"
          file_dialog_move -1
        when "LogListView"
          log_list_move -1
        end
      end
    end
  end
```

...

Intermediate Ruby:

...

when "\e[B"

#down

case @current_view.class.to_s

when "FileDialogView"

file_dialog_move 1

when "LogListView"

log_list_move 1

end

...

Intermediate Ruby:

```
def file_dialog_select
  case @log_file.select_directory_or_load_file
    when :directory
      @current_view.update @log_file
    when :file
      @current_view = LogListView.new
      @current_view.display @log_file
    end
  end
end
```

Intermediate Ruby:

```
def log_list_move increment
  @log_file.log_entry_index += increment
  if @log_file.log_entry_index < @log_file.list_start
    @log_file.list_start = @log_file.log_entry_index -
                          $stdin.winsize[0] + 3
  elsif @log_file.log_entry_index > @log_file.list_start +
    $stdin.winsize[0] -
3
    @log_file.list_start = @log_file.log_entry_index
  end
  @current_view.update @log_file
end
```