In this lecture, we will discuss...

- ♦ edit action



Examining Seven Actions – edit

- 1. Retrieve a post object based on the id provided (as part of the URI)
- 2. (Implicit) Look for edit.html.erb

```
class PostsController < ApplicationController</pre>
  before action :set_post, only: [:show, :edit, :update, :destroy]
 # GET /posts/1/edit
 def edit
  end
  private
    def set_post
      @post = Post.find(params[:id])
    end
end
```



edit.html.erb

Partial – explained later

```
edit.html.erb
<h1>Editing Post</h1>
<%= render 'form' %>
<%= link_to 'Show', @post %> |
<%= link_to 'Back', posts_path %>
```



edit.html.erb



This looks remarkably similar to new...



Examining Seven Actions – update

- 1. Retrieve an existing post using id parameter
- 2. Update post object with (**strong**) parameters that were passed from the **edit** form
- 3. Try to (re)save the object to the database
- 4. If successful, redirect to show template
- 5. If unsuccessful, render edit action (template) again



update action

```
class PostsController < ApplicationController</pre>
  before action :set post, only: [:show, :edit, :update, :destroy]
 # PATCH/PUT /posts/1
 # PATCH/PUT /posts/1.json
 def update
    respond_to do |format|
      if @post.update(post_params)
        format.html { redirect_to @post, notice: 'Post was successfully updated.' }
        format.json { render :show, status: :ok, location: @post }
      else
        format.html { render :edit }
        format.json { render json: @post.errors, status: :unprocessable entity }
      end
   end
  end
  private
   # Use callbacks to share common setup or constraints between actions.
   def set post
      @post = Post.find(params[:id])
    end
   # Never trust parameters from the scary internet, only allow the white list through.
    def post_params
      params.require(:post).permit(:title, :content)
   end
end
```



update action





localhost:3000/posts/3

Post was successfully updated.

Title: Strong Parameters

Content: Not going to work

Edit | Back

show.html.erb (with a notice)



Summary

- edit/update is very similar to new/create except there is an id of an existing resource that is being kept track of
- Strong parameters apply to updating a resource as well as creating one

What's Next?

♦ Partials

