## What's new in Rails 5

Turbolinks

ActionCable

# Turbolinks

navigating web application faster

## Turbolinks: Features

- Optimizes navigation automatically
- No server-side cooperation necessary
- Respects the web
- Supports mobile apps

### Turbolinks: How it works

- 1. intercepts all clicks to links to the same domain
- 2. changes the browser's URL using the History API
- 3. requests the new page using XHR
- 4. replaces the current <body> element and merges the contents of the <head> element

Turbolinks Example

# ActionCable

full-stack, real-time, publish-subscribe framework for Rails 5

# Usage

- Chat
- Multiplayer Games
- Updates
- Feeds
- Collaborative Editing and Coding
- etc.

### WebSocket

- TCP-based protocol
- Persistent (long-lived)
- Bi-directional (full-duplex)
- Designed to be implemented in web browsers and web servers
- Supports encrypted connection
- Introduces URI schemes: ws, wss

## WebSocket: Standards

Standardised in 2011

IETF: RFC 6455

W3C Web IDL

The WebSocket Protocol

The WebSocket API

	IE	Edge *	Firefox	Chrome	Safari	Opera	iOS Safari *	Opera Mini *	Android Browser	* Chrome for Android
П				29						
				45					4.3	
	8			48			8.4		4.4	
	9		45	49	9	36	9.2		4.4.4	
	11	13	46	50	9.1	37	9.3	8	50	50
		14	47	51	TP	38				
			48	52		39				
			49	53						

# can-i-use-it

Yes!



### WebSocket: Handshake

protocol switch from HTTP to WebSocket

#### WebSocket: Handshake Example

#### CLIENT REQUEST

GET /cable HTTP/1.1

Host: <a href="mailto:zeroeleven.rs">zeroeleven.rs</a>:3000

Cookie: session=N3Yyc0Z0cVdm

Upgrade: websocket

Connection: Upgrade

Sec-WebSocket-Key:

dGhlIHNhbXBsZSBub25jZQ==

Sec-WebSocket-Version: 13

#### SERVER RESPONSE

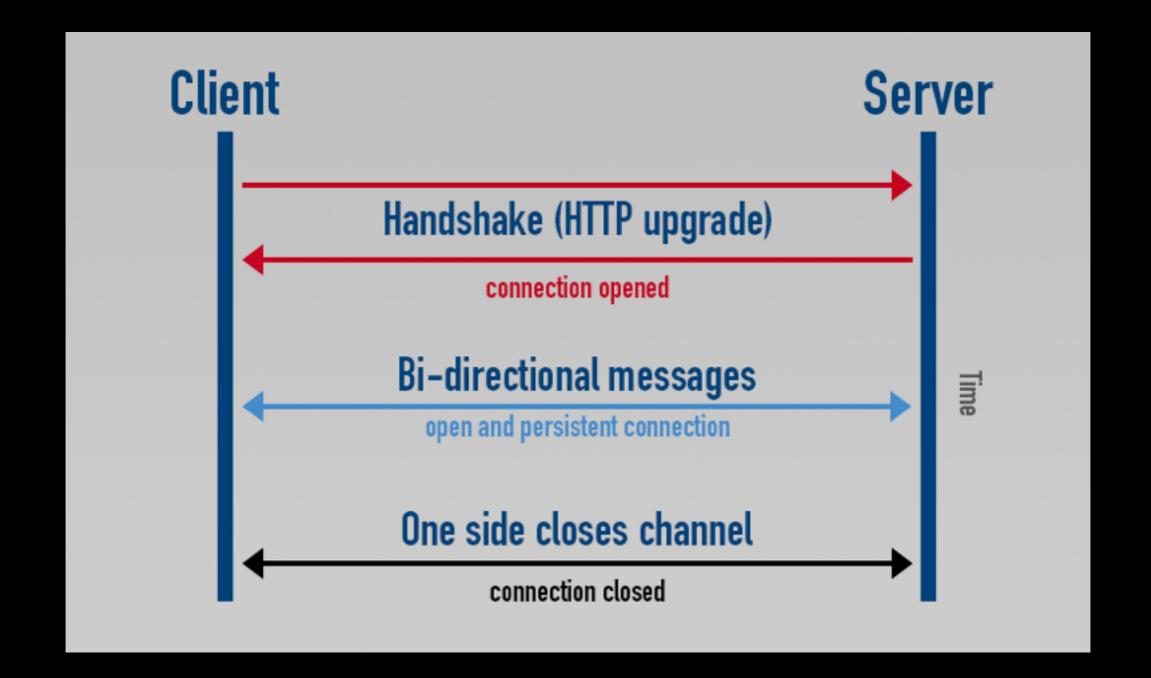
HTTP/1.1 101 Switching Protocols

Upgrade: websocket

Connection: Upgrade

Sec-WebSocket-Accept:

s3pPLMBiTxaQ9kYGzzhZRbK+x0o=



## WebSocket

Visual Representation

### WebSocket: API

```
var ws = new WebSocket("ws://zeroeleven.rs");
ws.onopen = function(evt) { alert("Connection open..."); };
ws.onmessage = function(evt) { alert("Received Message: " +
evt.data); };
ws.onclose = function(evt) { alert("Connection closed."); };
ws.send("Hello from Start-it!");
ws.close();
```

# Terminology

Connection

Consumer

Channel

Subscriber

Subscription

Pub/Sub

Broadcasting

# Pub/Sub Adapters

async

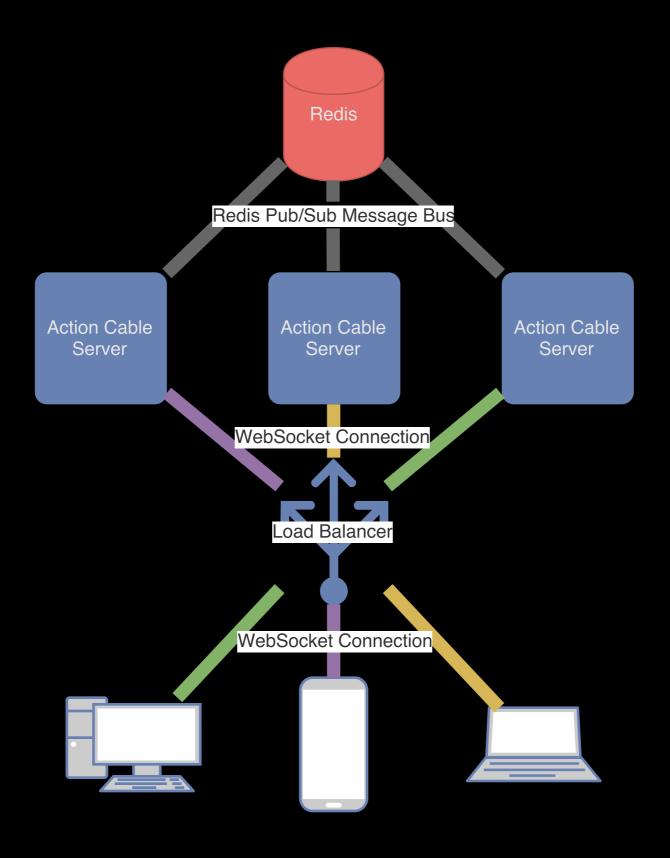
Redis

PostgreSQL

### Running the ActionCable Server

In-App

Standalone



Visualisation of ActionCable in Production

\$ rails new start-it

```
app/
  channels/
    application_cable/
      channel.rb
      connection.rb
app/
  assets/
    javascripts/
      cable.js
```

#### # app/channels/application\_cable/connection.rb

```
module ApplicationCable
  class Connection < ActionCable::Connection::Base</pre>
    identified_by :current_user
    def connect
      self.current_user = find_verified_user
    end
    def find_verified_user
      if verified_user = User.find_by(id: cookies.signed[:user_id])
        verified_user
      else
        reject_unauthorized_connection
      end
    end
  end
end
```

```
// app/assets/javascripts/cable.js
//= require action_cable
//= require_self
//= require_tree ./channels
(function() {
  this.App || (this.App = {});
  App.cable = ActionCable.createConsumer();
}).call(this);
```

\$ rails generate channel room speak

```
app/
  channels/
    room_channel.rb
app/
  assets/
    javascripts/
      channels/
        room.coffee
```

```
# app/channels/room_channel.rb
class RoomChannel < ApplicationCable::Channel</pre>
  def subscribed
    stream_from "room_channel"
  end
  def unsubscribed
  end
  def speak(data)
    ActionCable.server.broadcast 'room_channel', message:
data['message']
  end
```

end

#### # app/assets/javascripts/channels/room\_channel.js

```
App.room = App.cable.subscriptions.create "RoomChannel",
  connected: ->
  disconnected: ->
  received: (data) ->
    $("#messages").append data["message"];
  speak: (message) ->
    @perform "speak", message: message
App.room.speak "SIR, YES SIR!"
```

